

VILLAINS, VANDALS, AND VERMIN



STEVEN S. LONG

VILLAINS, VANDALS, AND VERMIN

An Enemies Book For *Champions*

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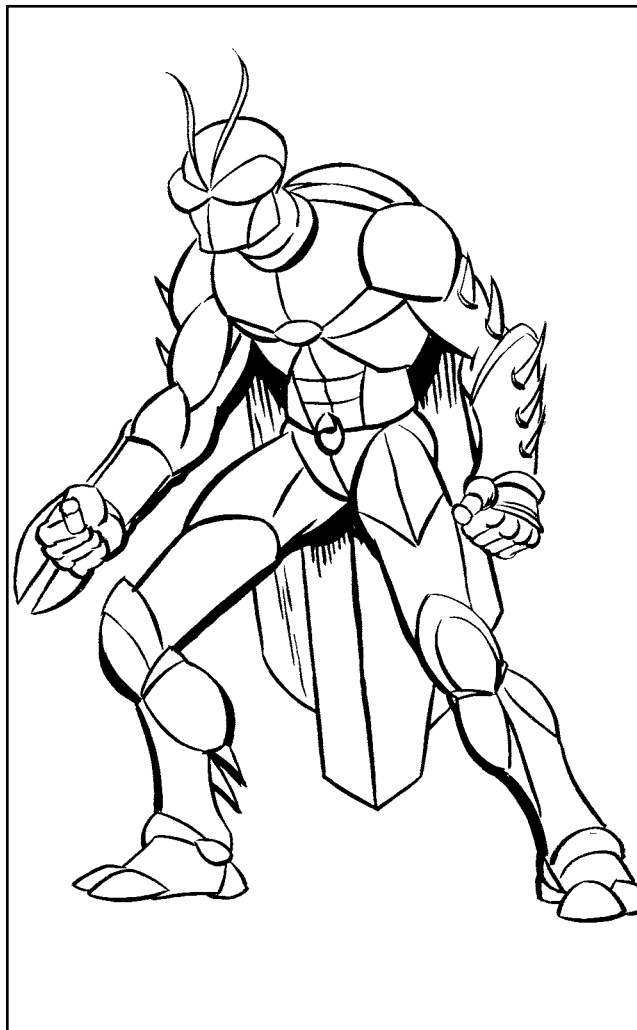
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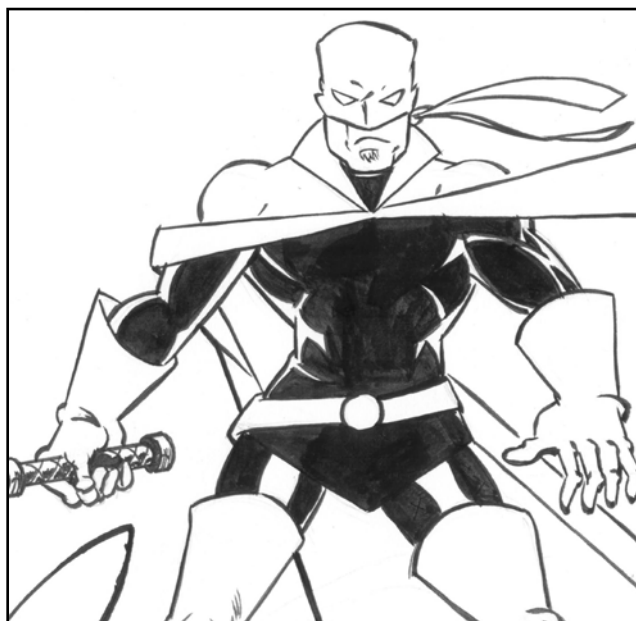
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INTRODUCTION



The one thing *Champions* GMs can never seem to get enough of is villains. No matter how many are out there, you can always use more to provide your PCs with a fresh challenge, flesh out your campaign setting, or give you ideas for villains of your own.

Since the publication of *Champions* five years ago, the *Champions* Universe setting has evolved and expanded. Along the way plenty of villains and villain teams — Fleshtone, the Crimelords, Momentum, the Tiger Squad, Geos, the Basilisk, MantisMan, and more — have been mentioned or referred to, but never detailed. *Champions* gamers have wanted to know more about them, and to get more villains to use in their games. That's where this book comes in.

Villains, Vandals, And Vermin is Hero Games's latest collection of fiendish adversaries for *Champions* — a sort of sequel to *Conquerors, Killers, And Crooks*, if you will. While it does provide character sheets and other information about all the villains mentioned above, and plenty of others referred to in other *Champions* products, it also contains dozens of all-new villains that neither you nor your players have ever heard of before. Chapter One covers the master villain Sunburst and his followers, the products of the infamous Project Sunburst experiment that also created the likes of Armadillo, Gigaton, and Radium. Chapter Two includes three vil-

lain teams: the Brain Trust, a group of strange villains led by a living brain; the Crimelords, a typical supervillain team; and the Tiger Squad, the official superhero team of China (but which will often end up opposed to your PCs). Chapter Three contains over three dozen solo villains that you can use as nemeses for specific heroes, group into your own villain teams, or the like.

USING THIS BOOK

As an enemies book, *Villains, Vandals, And Vermin* is designed primarily for use by GMs. If you're not a GM, you may still find it useful as a source of example powers and character ideas, but get the GM's permission to read it. Some GMs may prefer to keep the information in this book secret until they reveal it during game play, and may not ever want players to read villains' character sheets.

The villains in this book are designed as Standard Superheroic characters, with 200 Base Points. Beyond that, there are no particular standards — some are rather low-powered compared to a typical 350-point superhero, while others are fully capable of taking on an entire team of superheroes singlehandedly. As usual, feel free to change or adapt them to better suit your campaign — make them more or less powerful, alter their names and origins, re-arrange the teams, whatever it takes. With just a few seconds' work you can turn any of these villains into another character.



chapter one:



MASTER VILLAINS

MASTER VILLAINS



SUNBURST

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-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
30	PRE	20	15-	PRE Attack: 6d6
10	COM	0	11-	
30	PD	24		Total: 30 PD (30 rPD)
40	ED	34		Total: 40 ED (40 rED)
7	SPD	30		Phases: 2, 4, 6, 7, 9, 11, 12
20	REC	16		
150	END	45		
50	STUN	5		Total Characteristics Cost: 325

Movement: Running: 6"/12"
Flight: 25"/200"

Cost	Powers	END
105	<i>Sunblasts:</i> Multipower, 105-point reserve	
10u	1) <i>Standard Sunblast:</i> Energy Blast 20d6	10
10u	2) <i>Easy Sunblast:</i> Energy Blast 14d6, Reduced Endurance (0 END; +½)	0
10u	3) <i>Burning Sunblast:</i> Energy Blast 14d6, Armor Piercing (+½)	10
10u	4) <i>Pulsed Sunblast:</i> Energy Blast 14d6, Autofire (5 shots; +½)	10
10u	5) <i>Standard Sunburst:</i> Energy Blast 14d6, Explosion (+½)	10
10u	6) <i>Controlled Sunburst:</i> Energy Blast 14d6, Area Of Effect (One Hex; +½)	10
10u	7) <i>Blinding Sunblast:</i> Sight Group Flash 20d6	10
10u	8) <i>Blinding Sunburst:</i> Sight Group Flash 14d6, Explosion (+½)	10
7	<i>Mega-Sunblast:</i> Energy Blast +6d6 (adds to Standard Sunblast); Increased Endurance Cost (x5 END; -2), Only When Pushing Standard Sunblast (-1)	15
35	<i>Sunburst Field:</i> Damage Resistance (30 PD/40 ED)	0
30	<i>Sunburst Field:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
25	<i>Sun-Infused Eyes:</i> Sight Group Flash Defense (20 points), Hardened (+¼)	0
16	<i>Sun-Infused Mind:</i> Mental Defense (20 points total)	0
15	<i>Sun-Infused Body:</i> Power Defense (15 points)	0

45	<i>Sun-Infused Body:</i> Life Support: Total	0
90	<i>Sunburst Flight:</i> Flight 25", x8 Noncombat, Reduced Endurance (0 END; +½)	0
24	<i>Sunburst Sensory Pulses:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees), Telescopic (+8 versus Range Modifier)	0
22	<i>Perceive Energy Patterns:</i> Detect Energy (no Sense Group), Discriminatory, Analyze, Range, Sense	0

Skills

18	+6 with <i>Sunblasts</i> Multipower
1	Computer Programming 8-
1	Electronics 8-
2	KS: The Superhuman World 11-
1	KS: The US Army 8-
1	Mechanics 8-
3	Oratory 15-
3	Persuasion 15-
1	PS: Soldier 8-
3	Stealth 15-
1	Systems Operation 8-
2	WF: Small Arms

Total Powers & Skills Cost: 531

Total Cost: 856

200+ Disadvantages

5	Distinctive Features: unique Geiger counter signature (Not Concealable, Noticed And Recognizable, Detectable Only By Unusual Senses)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: US Government 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Megalomania; Wants To Take Over The World (Very Common, Strong)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
15	Reputation: supervillain of world-threatening power, 11- (Extreme)
15	Social Limitation: Secret Identity (Randall McFadden) (Frequently, Major)
546	Experience Points

Total Disadvantage Points: 856

Background/History: In 1994, a group of US Army generals launched Project Sunburst in an effort to determine if it were possible for soldiers to survive, and thus for America to win, a nuclear war. (See *Champions Universe*, pages 40-41.) Volunteers told they were participating in a “wargame” were exposed to the effects of a nuclear blast at short range. The lucky ones died right away. The unlucky ones lingered for months, sometimes years, before dying agonizing deaths.

A mysterious few were affected in strange ways. One, Randall Gordon, seemed basically unharmed, though it was later learned that changes to his neurochemistry made it possible for him to operate the powered armor created by the Man Amplification Project. He became the supervillain Armadillo. A handful of other survivors went into comas. To keep the whole matter quiet the generals created a secret facility, nicknamed “the Crypt,” to store the comatose bodies and care for them until they died.

And some did die... but most did not. One, Jason Matthews, awoke a few days later and soon developed powers of radiation control and projection. He was eventually liberated from the Crypt by the supervillain Binder and became Radium, a member of Binder’s team the Ultimates. The other bodies remained in the Crypt, some slowly deteriorating, but others remaining surprisingly strong and vital for comatose persons. In 2000, an agent for Dr. Destroyer infiltrated the Crypt and “liberated” one such victim, Tim Colton, whom Destroyer later awakened and made into his henchman, Gigaton.

Gigaton was the most powerful survivor of Project Sunburst until 2002. On March 18 of that year, one of the “healthy” survivors, a man named Randall McFadden, suddenly awakened. He could remember seeing the explosion... then feeling it. It was glorious, like being kissed by the Sun, a feeling so powerful that his body couldn’t take it and had passed out. He was a little puzzled by how he got to this strange hospital, since clearly he’d only been unconscious for a few minutes. He was more than a little upset to learn he’d lost eight years of his life. He didn’t *feel* like a man who’d been asleep for nearly a decade — he felt like he was bursting with energy and power, like the Sun itself was inside him.

Realizing he’d been exploited and used as a guinea pig, he decided he had no interest in staying... and that maybe he shouldn’t leave these other men behind. Without even having to think about it he discovered that he could sense patterns of energy. Three of the men had energy inside them, like he did; the rest seemed quiescent or near death. Again almost without thinking about it, Randall lashed out, projecting bursts of energy that awakened the three men, smashed down the barriers between them and the outside world, and made possible their escape.

The next time the world saw Randall McFadden, he wasn’t using that name anymore. Garbed in a costume befitting his glory and power, he was *Sunburst*, and he was going to make the world a better place — whether the world wanted it or not.

Personality/Motivation: Sunburst talks a lot about causes — about improving the world situation, whether that means protecting the environment, defusing world tensions, preventing hunger, curing disease, or what have you. And on the surface, at least, he believes in those things and argues passionately on their behalf. He feels like the American government exploited and used him, and he wants to make sure other people aren’t victimized, whether by their leaders, corporations, or what have you. Of the supervillain community, he’s usually one of the first to volunteer his services to prevent alien invasions, diminish or correct the effects of natural disasters, and so forth. Compared to most master villains he has a relatively positive public profile.

But in the end it’s really just an act. Sunburst has convinced himself he believes in these things because they justify his actions, but if you dig deep enough he admits, or shows by his actions, that what he’s *really* interested in is Power. *His* power, the power to rule the world and make it do what he wants it to do. He wants revenge on anyone who ever wronged him, or allowed him to be wronged, or got in his way, and in his mind that includes just about everyone. Ultimately, if he gets what he wants, he’ll be as bad or worse an oppressor than any of the governments he rails against... and he’ll do it all in the name of “the greater good.”

Sunburst thinks his powers come from the Sun — that they’re basically solar in origin. This isn’t true, but it makes for a better story than explaining they resulted from a nuclear explosion.

Quote: “There are those of us in this world who have power. Some use it to harm, to destroy, to repress, to exploit. But some of us are going to use it to make the world a better place.”

Powers/Tactics: Sunburst is one of the most powerful energy projectors in the *Champions Universe* — when he really pushes himself, he can emit blasts as powerful as those of Dr. Destroyer. But he lacks a certain diversity; basically he can only blast targets, or blind them. This limits his combat options considerably, but fortunately he can usually rely on (a) raw power, and (b) his loyal followers (Helios, Nuke, and Phaze) to assist him.

Sunburst’s long-term goal is world conquest, with the supposed aim of improving the world for everyone by running it the way it should be run. He knows this won’t happen overnight, and that he’s going to have to do a lot of things he doesn’t care for — committing crimes, for example — to achieve his goals, but in the end it will all be for the best.

Campaign Use: Sunburst offers a slight twist on the standard “master villain.” Assuming they believe his stated aim of making the world a better place to live, heroes might be willing to work with him on occasion to oppose greater threats (like Dr. Destroyer or Istvatha V’han), to stop natural disasters, and so forth. They might even be able to reform him so that his goals are genuine through and through, but that’s likely to take a lot of time and effort.

SUNBURST PLOT SEEDS

The classic Sunburst plot #1: Sunburst learns of some other “veteran” of Project Sunburst and sets out to “recruit” him. Depending on the situation this might involve anything from gentle persuasion to a knock-down-drag-out fight, but either way it’s important for the heroes to prevent Sunburst from getting what he wants — the last thing the world needs is for him to have more “soldiers.”

The classic Sunburst plot #2: Sunburst learns of something he considers a great wrong and sets out to correct it to demonstrate to the people of Earth how well-intentioned he is. Often this involves exploitation of the environment or groups of people by corporations, but the point is that Sunburst wants to solve the problem in a big, flashy, noisy manner so the world sits up and takes notice. Naturally some destruction will be involved....

The scientists at the Goodman Institute believe they’ve found a way to “drain” Sunburst’s powers. Unfortunately, to activate the device the heroes have to get Sunburst to use his powers intensely, then attach it to him. In other words, it’s going to involve a long, bloody fight....



Sunburst should be one of the most powerful, if not *the* most powerful, energy projectors in your campaign setting (at least based on personal power; some technology-oriented villains might exceed him). If he doesn't qualify right now, increase the size of his Multipower reserve and attacks until he does. (However, that doesn't necessarily mean he should be able to take on an entire hero team by himself and win; he's tough, but not *that* tough.) You could also expand the versatility of his powers, giving him some NNDs, Drains, Entangles, and other attacks so he has more combat options. To weaken him, reduce his SPD to 5-6 and start trimming DCs off his attacks until he fits your campaign framework better.

Sunburst generally doesn't Hunt anyone; he has bigger fish to fry than pursuing vendettas. But he might take a more personal interest in a hero who repeatedly thwarts him, or whose origin involves Project Sunburst. To Sunburst's way of thinking, all the "children" of Project Sunburst are intended to be his loyal followers (an attitude that's made him clash with the Ultimates on occasion when he tried to coerce Radium into "joining" him; Armadillo's gotten around this by working for Sunburst on a mercenary basis occasionally).

Appearance: Sunburst is 6'0" white man with an athletic body. His costume is a red bodystocking with gold boots, belt, gloves, shoulder pads, and mask flares on his half-face mask. His chest emblem is a white "sunburst" symbol that's large enough to cover most of his chest. He also wears a gold cape; he likes the way it billows majestically in the wind.

HELIOS

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 8
23	CON	26	14-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	4		Total: 23 PD (15 rPD)
10	ED	5		Total: 35 ED (25 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
12	REC	6		
70	END	12		
40	STUN	5		Total Characteristics Cost: 137

Movement: Running: 6"/12"
Flight: 20"/40"

Cost Powers **END**

75	<i>Power Over Light And Heat:</i> Multipower, 75-point reserve	
7u	1) <i>Light Blast:</i> Energy Blast 12d6, Reduced Endurance (½ END; +¼)	3
7u	2) <i>Laser Blast:</i> RKA 4d6, Reduced Endurance (½ END; +¼)	3
7u	3) <i>Withering Heat:</i> Energy Blast 6d6, NND (defense is Life Support [Safe Environment: Intense Heat] or fire/heat powers; +1), Reduced Endurance (½ END; +¼)	3
7u	4) <i>Blinding Blast:</i> Sight Group Flash 12d6, Reduced Endurance (½ END; +¼)	3
5u	5) <i>Blinding Burst:</i> Sight Group Flash 7d6, Area Of Effect (4" Radius; +1); No Range (-½)	7
7u	6) <i>Flare Blast:</i> Energy Blast 10d6 plus Sight Group Flash 5d6	7
7u	7) <i>Melting Beam:</i> RKA 2d6, Continuous (+1), Penetrating (+½)	7
30	<i>Helios Energy Field:</i> Elemental Control, 60-point powers	
30	1) <i>Protection:</i> Force Field (15 PD/25 ED), Reduced Endurance (0 END; +½)	0
30	2) <i>Motion:</i> Flight 20", Reduced Endurance (0 END; +½)	0
27	3) <i>Lightfield:</i> Darkness to Sight Group 4" radius, Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½)	0
15	<i>The Eyes Of Helios:</i> Sight Group Flash Defense (15 points)	
2	<i>Irradiated Form:</i> Life Support (Safe Environment: High Radiation)	0

Skills

12	+4 with <i>Power Over Light And Heat</i> Multipower
1	AK: Puerto Rico 8-
2	Language: English (fluent conversation; Spanish is Native)
1	PS: Soldier 8-

Total Powers & Skills Cost: 272

Total Cost: 409

200+ Disadvantages

5	Distinctive Features: unique Geiger counter signature (Not Concealable, Noticed And Recognizable, Detectable Only By Unusual Senses)
5	Physical Limitation: glows constantly, can't be stealthy in most situations (Infrequently, Slightly Impairing)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: US Government 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Loyal Follower Of Sunburst (Common, Strong)
15	Psychological Limitation: Out For All He Can Get (Common, Strong)
15	Social Limitation: Secret Identity (Roberto Hernandez) (Frequently, Major)
114	Experience Points

Total Disadvantage Points: 409

Background/History: Roberto Hernandez grew up a nobody in a nothing town in the middle of nowhere, Puerto Rico. After high school he joined the US Army and became just another lackluster private. Volunteering for some wargames looked like a fun way to earn some points with the brass, so he signed up.

That turned out to be the best dumb-luck decision he ever made. The "wargames" were actually Project Sunburst, and Roy was one of the fortunate few who were... changed... by the experience instead of killed. The next thing he remembered after the bright flash of light from the explosion was the man he came to know as Sunburst waking him up and explaining the situation to him. He agreed to join Sunburst's "crusade" and was given the code-name *Helios* to go with his new superpowers.

Personality/Motivation: Helios is not a complex individual (in fact, some people would call him simple, though that's an unfair and inaccurate characterization). He figures the Helios thing is the biggest break he ever had, and it can't last forever. So he's out for everything he can get as long as it lasts. Money, fast cars, lots of women, the best food — if it's fun, exciting, or expensive, he wants it. What he doesn't spend from the money he brings in as part of Sunburst's "crew" he carefully salts away in foreign bank accounts, mason jars full of \$100 bills that he buries in out-of-the-way locations, and other hiding places. Now that he's tasted the good life, he doesn't ever want to give it up, so he's planning for the inevitable rainy days ahead.

Quote: "This one's a scorcher!"

Powers/Tactics: Helios is often seen as a "junior-grade Sunburst," and in some ways that's a fair description — they have similar energy projection powers, though Helios's are definitely weaker. The main difference between them is that Helios's control of light and heat gives him greater versatility; he has powers like RKA and NND Energy Blast that Sunburst lacks. Thus he makes a good "combat partner" for his leader; Sunburst can weaken his enemies with raw power, while Helios cleans them up with any one of a variety of attacks.

HELIOS PLOT SEEDS

Sunburst pulls a major heist in Millennium City to grab some cash and technological components he needs. Unfortunately UNTIL arrives and interferes with Sunburst's escape plans. Helios gets separated from the group and soon winds up lost in a strange city. Now the heroes have to race Sunburst to find the wayward villain and capture him before Sunburst can locate him and complete their getaway.

Helios decides he's tired of playing "second fiddle" and wants to be just as powerful as Sunburst. He approaches Teleios, and the master geneticist agrees to work on him — but unfortunately the process doesn't work right on Helios's already-altered physiology. The greater power causes him intense pain and makes him go on a berserk rampage. The heroes have to stop him before anyone gets hurt... and hopefully before there's any chance of the pain subsiding but the powers remaining.

It turns out that Helios is actually related to one of the PCs! How will each of them react to this surprising news?

A “Helios energy field” (as he calls it) suffuses and surrounds Helios’s body at all times. He can manipulate this field for several effects. First, it protects him from harm. Second, it allows him to fly. Third, he can make it glow so intensely that it blinds everyone near him as effectively as pitch-black darkness. On the downside, he *always* glows, just a little, which makes it impossible for him to be stealth or sneaky in many situations, and prevents him from maintaining any sort of “civilian” life.

Campaign Use: Helios is a natural follower type — he’s happier with someone telling him what to do than taking initiative himself — so he fits into Sunburst’s group and plans well. But it’s possible someone could make him start to think there might be something better for him out there, creating a chink in Sunburst’s armor. His interest in “planning ahead” shows that he’s not as dimwitted as most people tend to think he is.

To make Helios more powerful, increase his SPD to 6 and/or give him more offensive powers. The easiest way to do this is to expand the scope of his superhuman abilities to cover fire as well as just heat, which opens up all sorts of possibilities for new attacks. To weaken him, remove his Combat Skill Levels and trim his Multipower reserve and slots down to 60 Active Points.

Helios only Hunts characters when Sunburst orders him to, in which case he follows orders.



Appearance: Helios is a 5’7” tall male of Puerto Rican ancestry with an average build. As a result of the Project Sunburst exposure to radiation that gave him his powers, he’s lost all the hair on his head, and most of the hair elsewhere on his body as well. His costume is a featureless gold bodystocking that covers his entire body (including his head/face, with just two eyeholes).

NUKE

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
20	PD	10		Total: 40 PD (20 rPD)
20	ED	14		Total: 40 ED (20 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
16	REC	0		
60	END	0		
60	STUN	0		Total Characteristics Cost: 183

Movement: Running: 6"/12"
Leaping: 20"/40"

Cost Powers **END**

30	<i>Radiation Control:</i> Elemental Control, 60-point powers	
32	1) <i>Radiation Shield:</i> Force Field (20 PD/20 ED/10 Power Defense), Reduced Endurance (½ END; +¼), Side Effects (irradiates environment, always occurs; -0)	2
35	2) <i>Radiation Field:</i> RKA 1d6, NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1), Continuous (+1), Damage Shield (+½), Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½); Only Works On Living Beings (-½), Side Effects (irradiates environment, always occurs; -0)	0
30	3) <i>Radiation Blast:</i> Energy Blast 12d6	6
20	4) <i>Deadly Radiation:</i> RKA 4d6; Only Works On Living Beings (-½)	5
30	5) <i>Radiation Sickness:</i> Drain CON and STUN 3d6, two Characteristic simultaneously (+½), Ranged (+½)	6
147	6) <i>Nuke Blast:</i> Energy Blast 20d6, Explosion (-1 DC per 2"; +¾), Double Knockback (+¾); Increased Endurance Cost (x2 END; -½)	50
10	<i>Strong Legs:</i> Leaping +10" (20" forward, 10" upward)	1
2	<i>Irradiated Form:</i> Life Support (Safe Environment: High Radiation)	0

Perks

2	Contact: Gigaton 8- (significant Contacts of his own)
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Skills

12	+4 with Radiation Blast, Deadly Radiation, and Radiation Sickness
10	+2 HTH
3	Climbing 13-
2	KS: Football 11-
2	PS: Play Football 11-
1	PS: Soldier 8-
1	Tactics 8-
3	Teamwork 13-

Total Powers & Skills Cost: 372

Total Cost: 555

200+ Disadvantages

5	Distinctive Features: unique Geiger counter signature (Not Concealable, Noticed And Recognizable, Detectable Only By Unusual Senses)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: US Government 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Loyal Follower Of Sunburst (Common, Strong)
15	Psychological Limitation: Out To Prove He's The Best (Common, Strong)
15	Social Limitation: Secret Identity (Roy Wilson) (Frequently, Major)
265	Experience Points

Total Disadvantage Points: 555

Background/History: Roy Wilson was a top-notch football player in high school — top-notch for his hometown, that is. He was good enough to get a scholarship to a small university, but he didn't have what it took in the brain matter department to keep up his grades, and eventually he lost the scholarship and had to leave school. His dream of getting to the NFL was dashed... even if he'd really been good enough to play in the pros, which he had to admit to himself he wasn't.

After working some odd jobs, Roy joined the Army. In basic training he met a guy named Tim Colton, and the two became fast friends. When Colton signed up to participate in some "wargames" for extra pay, Roy did too. And just like Colton, Roy survived what turned out to be a covert experiment involving a nuclear explosion.

Over his years in the Crypt, Roy's body remained as radioactive as the day he was brought in — he had to have a specially-shielded room so he didn't contaminate the workers or the other "patients." In fact, over time his radiation levels grew. When Sunburst awakened, he sensed this blossoming power and knew what it meant. He brought Roy Wilson back to the living and gave him a new purpose and new name: Nuke.

Personality/Motivation: Aside from his loyalty to the man who "rescued" him from a coma and the Crypt, Nuke's main motivation is to prove that he's "good enough." He spent his early life striving to become a pro football player even though it eventually became apparent that he didn't have what it took — subconsciously he refused to admit defeat and kept plugging away despite the fact that he knew in his heart of hearts it wouldn't work. He brings the same attitude to being a superhuman. He's not the biggest, toughest, or strongest "brick" in the Superhuman World, nor the most powerful energy projector, but he refuses to knuckle under or admit defeat. He'll keep trying to show that he's better than whoever he's fighting until he's stone cold unconscious.

Quote: "I've got the power of a nuclear bomb packed inside me, pal — you think you can take it?"

NUKE PLOT SEEDS

Nuke falls in love with someone (perhaps a female PC...). He knows he can never spend time around a woman who can't withstand the radiation he emits, so he approaches the Goodman Institute with an offer to reform and turn state's evidence if they "cure" him. But of course Sunburst's not going to allow that... and what happens if the object of Nuke's affections spurns him?

Nuke hears rumors that someone's going to form a Superhuman Football League. He's determined to learn all he can and become a member of this new SFL. But does it really exist... and if so, will Sunburst let him play?

The word on the underworld grapevine is that someone — no one can say just who — is going to sponsor a "great supervillain contest" to prove who's the best villain out there, with fabulous cash prizes and a trophy going to the winner. Nuke's determined to take part, and to win, despite what Sunburst might have to say about the matter. If necessary he might even trick the PCs into distracting Sunburst for a while....

Powers/Tactics: The Project Sunburst explosion somehow infused Nuke's body with radiation, making him super-humanly strong and tough. The radiation emitted by his body can also form a "shield" that protects him, and that he can "turn up" so that it's strong enough to injure living beings he comes into contact with. Either of these uses irradiates the local environment, sometimes making it easy to track him. Nuke can also project blasts of radiation intense enough to hurt people or destroy objects. His deadliest attack is his "Nuke Blast," which creates a tremendous explosion... but it's so tiring he can only do it once in any given battle.

Nuke has proven to have a good head for small unit tactics, even though he has no formal training in that field; Sunburst has learned to defer to his tactical advice on most occasions. He's learned to work particularly well with Phaze; the two of them often team up to take on a specific target.

Campaign Use: Nuke represents potential for growth, in two ways. First, his own powers haven't fully settled down; he could easily become much stronger and tougher, and perhaps develop other radiation projection powers as well. Second, "radiation accidents" caused by his powers could swell the ranks of Sunburst's followers to whatever you need them to be, or just spin off other villains for your campaign.

Nuke stays in touch with his old friend Tim Colton, who's now Gigaton — something neither of their "bosses" is aware of.

Nuke's desire to prove that he's "the best" makes him a good candidate for a Rivalry with a PC, or perhaps even a Hunted. If you want this to be a serious competition, make sure he's a good match for the PC; if you want to play it for laughs, he should be significantly (if not ridiculously) underpowered compared to his Rival.



To make Nuke tougher, increase his STR to 60 and his CON to 40. Taking the Increased Endurance Cost off his Nuke Blast would allow him to use that more often, a significant increase in his power. To weaken him, reduce his STR to 40 and CON to 25.

Nuke only Hunts characters when Sunburst orders him to, in which case he follows orders. (But see above about making him a Hunted for a similar PC.)

Appearance: Nuke is a huge brute of a man, 6'4" tall and immensely muscled. He's totally bald, and there's a faint greenish glow around him from the radiation his body emits. His "costume" is a pair of military fatigue pants and combat boots; he goes shirtless and doesn't wear gloves or a mask.

PHAZE				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
21	DEX	33	13-	OCV: 7/DCV: 7
20	CON	20	13-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
10	PD	7		Total: 10 PD (0 rPD)
10	ED	6		Total: 10 ED (0 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
7	REC	0		
40	END	0		
31	STUN	0		Total Characteristics Cost: 104
Movement: Running: 6"/12"				
Cost	Powers		END	
30	<i>Personal Density Control Power:</i> Endurance Reserve (150 END, 15 REC)		0	
20	<i>Personal Density Control:</i> Elemental Control, 40-point powers			
20	1) <i>Heightened Density:</i> Density Increase (25,000 kg mass, +40 STR, +8 PD/ED, -8" KB)		4	
20	2) <i>Intangibility:</i> Desolidification (affected by force, gravitic, or magnetic attacks)		4	
91	<i>Personal Density Control Attacks:</i> Multi-power, 136-point reserve, all Linked (-½)			
2u	1) <i>Super-Dense Fists:</i> HA +9d6; Hand-To-Hand Attack (-½), Linked (to DI; -½)		4	
8u	2) <i>Disrupt Electronics:</i> Dispel Electronic Device 14d6, any Electronic Device power one at a time (+¼), Affects Physical World (+2); No Range (-½), Linked (to Desolidification; -¼)		14	
5u	3) <i>Disrupt Biological Systems:</i> Energy Blast 4d6, NND (defense is PD Force Field; +1), Affects Physical World (+2); No Range (-½), Linked (to Desolidification; -¼)		8	
67	<i>Crush You!:</i> Energy Blast 10d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½); Linked (to DI; -¼), Only To Inflict Crushing Damage (see text; -1½)		0	
17	<i>Intangible Form:</i> Power Defense (25 points); Linked (to Desolidification; -½)		0	
17	<i>Intangible Mind:</i> Mental Defense (25 points + (EGO/5)); Linked (to Desolidification; -½)		0	
8	<i>Walking On Air:</i> Flight 6" (12 Active Points); Linked (to Desolidification; -½)			
Skills				
11	<i>Blink Intangibility:</i> +6 DCV; Costs Endurance (-½), Does Not Work While Density Increase Or Desolidification Are Active (-1), Does Not Work Against Affects Desolidified Attacks (-¼)			
3	Computer Programming 12-			
3	Electronics 12-			

- 1 SS: Biology 8-
1 SS: Chemistry 8-
2 SS: Physics 11-
3 Stealth 13-
3 Systems Operation 12-
3 Teamwork 13-

Total Powers & Skills Cost: 335

Total Cost: 439

200+ Disadvantages

- 5 Distinctive Features: unique Geiger counter signature (Not Concealable, Noticed And Recognizable, Detectable Only By Unusual Senses)
20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20 Hunted: US Government 8- (Mo Pow, NCI, Capture)
15 Psychological Limitation: Loyal Follower Of Sunburst (Common, Strong)
15 Psychological Limitation: Wants To Make The World A Better Place (Common, Strong)
15 Social Limitation: Secret Identity (Delon Russell) (Frequently, Major)
149 Experience Points

Total Disadvantage Points: 439

Background/History: Delon Russell grew up poor in the projects of Chicago, but that never stopped him. He had a sharp mind and a mother who cared, and as a result he did well in school despite the pressures of the world around him to give up, drop out, stop caring. He developed an interest in physics early on and decided to become a scientist. Since his family couldn't afford to pay for college and his scholarships only covered about half of his tuition, he joined ROTC so the military would cover the rest...

...but of course that meant going into the Army when he graduated. To his surprise he found he enjoyed it; the regimented nature of military life, even among the Army's research scientists, suited him. But then one day he found himself assigned to something called "Project Sunburst." When he realized what it was he raised repeated objections, but the commanders in charge of the work ignored his ethical concerns and ordered him to go on working.

Finally Russell couldn't take it anymore and threatened to blow the whistle if his commanders insisted on going ahead with the planned "wargames" they were using to test the Project's theories. In response the renegade generals in charge of the Project arranged to have him drugged, dressed as a soldier, and placed out on the field with the other "volunteers." Russell didn't even wake up to witness the nuclear blast.

To the generals' annoyance, Russell wasn't one of the Project's casualties. His body remained in the Crypt for years, comatose but never deteriorating. It sometimes underwent odd weight fluctuations that the personnel in charge of the Crypt couldn't explain. When Sunburst came back to life, he could sense the power flowing through the man he soon named *Phaze* and used his own power to awaken him and take him outside so they could begin the work of *truly* improving the world.

PHAZE PLOT SEEDS

The classic Phaze story: the heroes realize that Phaze isn't really that bad a guy and set out to try to reform him. Opening his eyes to Sunburst's true villainy won't be easy... but it will be worth it. And of course if they can find a way to bring along his friend Nuke, too....

A lab accident during a botched Sunburst robbery renders Phaze *permanently* intangible. Desperate to be restored to his former state (or even to his original, non-superpowered, self), he seeks help from the PCs.

Phaze believes he's made some scientific discoveries that could significantly improve the world situation... but Sunburst won't let him do anything with them, or even share them with anyone, yet. So he begins secretly sending them to the PCs in the hope something will come of his work.



Personality/Motivation: Unlike Sunburst's other followers, Phaze genuinely believes in Sunburst's stated agenda of "we should make the world a better place." That's all Phaze has ever wanted to do, improve humanity's lot here on Planet Earth, and he's happy to have found someone who both shares his goal and has the power to do something about it. Only his overwhelming loyalty to Sunburst has blinded him to the fact that the group, overall, is not doing anything truly good for people, that it's not helping anyone... and that in fact it causes a lot of harm and that Sunburst himself is incredibly dangerous.

Quote: "Can't hurt what you can't touch!"

Powers/Tactics: Phaze has the power to control his body's density, making it anything from intangible to so massive he weighs 25 tons. Although he can deliver devastating punches with his super-dense fists, he tends to spend more time intangible because that (a) makes it much harder to hurt him (he has relatively low defenses, and no Resistant Defense), and (b) lets him use other powers, like the ability to disrupt electronic or biological systems by passing a

semi-solid hand through them. While intangible he can also "fly" by walking on the air.

One of Phaze's favorite tactics is to become ultra-dense while standing on someone. This pins them (*i.e.*, it's a special effect of his *Grab Combat Maneuver*) and then lets him inflict crushing damage on each of his Phases. On the other hand, it leaves him vulnerable to counterattack, since he can't move or Desolidify.

(Note that Phaze's Personal Density Control Attacks work by Linking abilities to his Density Increase and Desolidification. Normally this would be illegal, since both sets of powers are bought in Power Frameworks, but in this case it's acceptable since it isn't likely to be unbalancing and fits the concept well.)

Despite the fact that they don't have much in common, Phaze and Nuke get along well, both on and off the battlefield. In combat they fight together superbly; one of their favorite maneuvers is for Nuke to "fastball special" Phaze while he's at normal density, then just as he's about to hit the target Phaze ramps up his mass to superhuman levels.

Phaze serves as Sunburst's technology expert. He advises Sunburst on interesting new technologies, helps the group steal high-tech gadgets Sunburst thinks they need, and stock-piles tech that will one day help Sunburst transform the world. He stays on top of developments in fields like alternative energy research, robotics, and environmental engineering.

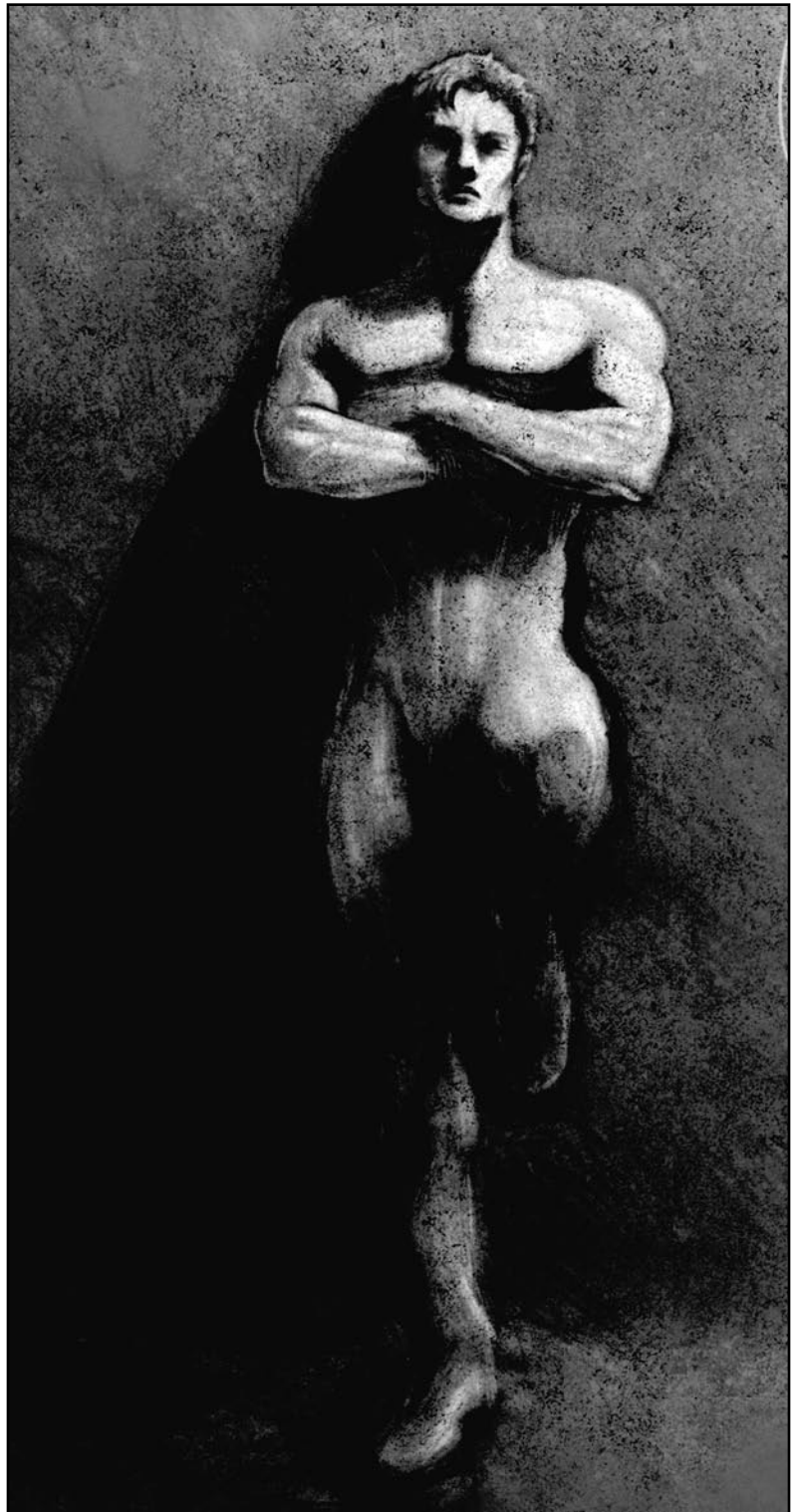
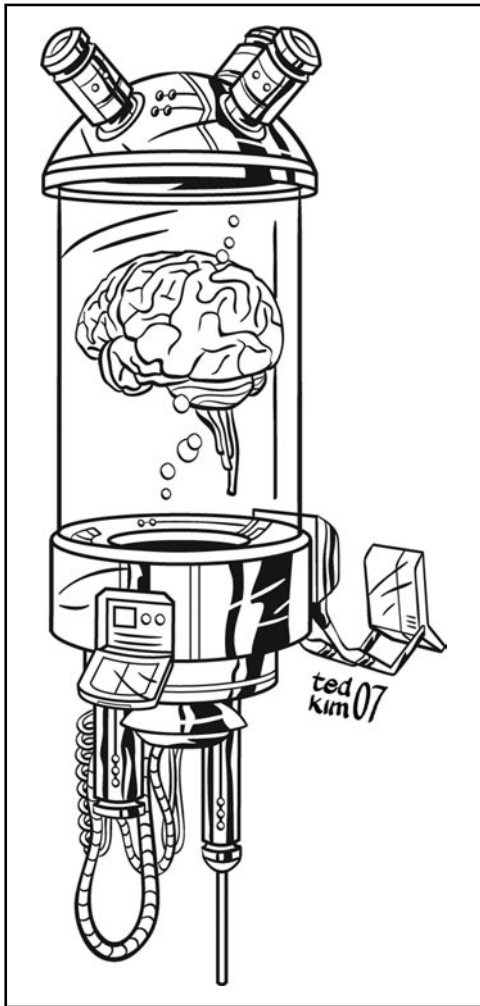
Campaign Use: Phaze is a weak link in the Sunburst organization. He's really of heroic rather than villainous bent, and whenever he finally realizes what Sunburst is really like he'll probably defect. He'd be far better suited to working at the Goodman Institute or as a member of a hero team than as one of Sunburst's lackeys.

To make Phaze tougher, give him more defensive powers Linked to both of his states of density — his lack of extra PD and ED, particularly Resistant, is a major Achilles's heel for him right now. You could give him a small Gadget VPP to represent his technical expertise, too (and perhaps let him build a force-field belt using that). To weaken him, reduce his SPD to 4 and trim his Power and Mental Defense down to about 10 points each.

Phaze only Hunts characters when Sunburst orders him to, in which case he follows orders. He doesn't like such commands, though, so Sunburst rarely uses him on such missions.

Appearance: Phaze is a 5'10", athletic-looking black male with closely-trimmed hair. His costume is primarily dull purple, but has flared boots, flared gloves, wide belt, and shoulder flares in gold. His mask is dull purple; it's a piece of cloth that covers from his eyebrows down and is allowed to hang loose.

chapter two:



VILLAIN GROUPS

THE BRAIN TRUST



BRAIN TRUST PLOT SEEDS

The Overbrain is always interested in new scientific and technological developments that he can incorporate into his own work. After hearing about or witnessing some powerful new device a gadgeteer PC has developed, the Overbrain decides that the Brain Trust has to steal it.

The Overbrain decides that if an accidental leakage of waste products from his artificial life experiments can create Mr. Zombie, what will happen if he *deliberately* unleashes the stuff? The Brain Trust begins leaving slowly-leaking cannisters of the ooze in cemeteries around the city. Within a few days, a plague of zombies threatens the city, and the Brain Trust is taking advantage of the situation to steal everything that's not nailed down. The heroes have to figure out what's causing the zombie invasion, stop it, and then stop the Brain Trust.

One of the Overbrain's biological experiments goes awry, with catastrophic results. Somehow the massive protoplasmic blob that's created absorbs the members of the Brain Trust and gains all of their powers! The monster's now on a rampage and has to be stopped... and the five villains separated from it and returned to their "normal" lives.

Membership: The Overbrain, Ape-Plus, Black Mist, Lynx, and Mr. Zombie

Background/History: "I'm sorry, Dr. Herzog, but there's no doubt: it's lung cancer. Had you been more diligent about having regular health check-ups, we might have caught it in time to treat it, but now it's too far advanced. Six months — that's all I can realistically give you."

Turning away from the doctor in impotent fury, Crandall Herzog raged against the injustice of it all. That he, one of the greatest geniuses of the age, should fall victim to physical weakness was cosmic irony. More than that, it was a tragedy of the first water. Who knows what discoveries now would not be made, what inventions now would not be developed, because of his death? While it was true that the mainstream science community had rejected him and his work due to "concerns over the ethical implications of your methods and goals," the fact remained that his gifts would be lost. Just because he'd spent the past several years exercising them on behalf of criminal organizations, secret government projects, and terrorist organizations didn't eclipse his value to the world.

Then it hit him: there was no escape from the hard, cold fact that his body had to die... *but did his brain have to die with it?*

For the next three months Herzog devoted every resource he had, and every neuron in his immensely gifted mind, to the goal of keeping his brain alive outside his body. With his body increasingly weak, he thought he'd finally discovered a way to do it. With great care he built the artificial-surgery machines, the neuro-preservation tank, the waldos and other tools he could operate with thought alone, and the precisely-calibrated computer equipment that would run it all. When everything was in readiness, he strapped himself onto the operating table, administered an anaesthetic, and drifted off to sleep.

When he awoke, the world was... different. He could feel the gentle bubbling of the thick nutrient solution around him. He could "see" with the devices attached to the neuro-preservation tank. It had worked! The brain of Dr. Crandall Herzog lived!

Yes, it had worked... in some ways better than expected. Freeing his brain from his meaty shackles allowed it to begin to develop powers most people only dreamed of — psionic powers, telekinetic powers, senses unknown to normal humans, and faster, clearer thought processes. But brains were not meant to live outside bodies, and it didn't take long for Herzog's situation to begin to take its toll. His natural selfishness,

vanity, and criminal tendencies became stronger and stronger, until at long last Herzog could deny them no more. Why should the world continue to be run by fools and bunglers when the greatest brain the world had ever known could be in charge? No, more than just a brain... an *Over-brain*.

The Overbrain embarked on the conquest of the world, beginning with various schemes to increase his personal fortune to astronomical levels. It was during one of these capers that he first encountered, and was defeated by, the simian superhero known as Dr. Silverback. Defeat was bad enough, but at the hands of a *monkey*? Well, if that fool Moreau could create a thinking gorilla, the Overbrain could do even better. After a little maneuvering to obtain a mountain gorilla, the Overbrain went to work. A few months later, he had his first follower: Ape-Plus.

The Overbrain found that he enjoyed having minions to do his bidding; they were a lot more fun than robots. So he set out to recruit more. Knowing his "team" needed some subtlety, he reached out through his underworld contacts to "hire" a skilled ninja known as the Black Mist. When the Black Mist reported for work, the Overbrain took control of his mind. Over the next few weeks, the hapless ninja was brainwashed until his loyalty to the Overbrain was assured.

Another opportunity soon fell the Overbrain's way when a young woman approached one of the underground surgical laboratories he maintained with a request to be transformed into a "cat-girl." Sensing something useful about the girl, and knowing that any master villain worthy of the name had a beautiful woman or three in his presence, he agreed to do the plastic surgery she desired. She awakened as Lynx, a true cat-girl... one with genetically-implanted devotion to the Overbrain.

The last of the Overbrain's followers (for now) stumbled out of a graveyard and into one of the Overbrain's secret labs totally by chance. Somehow pollutants from one of the Overbrain's experiments in creating artificial life leaked into the grave of a recently-deceased man and brought him back to life... of a sort. Christened "Mr. Zombie" by Lynx, he chose to stay with the Overbrain's group because he saw no alternative.

The Overbrain remains alert for any opportunity to swell the ranks of his followers, but for now his "team" has stabilized at four. With him as their leader, the group the press has dubbed "the Brain Trust" has been committing crimes all over the United States, choosing targets that either net them a lot of money or valuable technological

components. No one's entirely sure just what the Overbrain is up to, but one thing's for sure... it won't be pleasant.

Group Relations: The Brain Trust gets along very well, since they all share a “programmed” loyalty to the Overbrain. They do what he says, when he says to do it, without any quibbling.

The Brain Trust enjoys good relations with the rest of the underworld. Partly to build up his “war chest,” and partly to satisfy his own ego, the Overbrain has hired his group out to assist the likes of VIPER, ARGENT, and the Ultimates with various schemes. Between the Overbrain's own goals and plans, and those of the people he works for, the Brain Trust could be encountered just about anywhere doing nearly anything criminal.

Tactics: In combat the Brain Trust relies on a two-pronged attack that they can coordinate perfectly due to their Mind Link. Black Mist, Lynx, and Mr. Zombie are all melee fighters, so they close to HTH Combat distance and begin pummeling opponents. The Overbrain and Ape-Plus hang back and attack from range; the Overbrain often uses Mind Control to slow down, distract, or “recruit” opponents to help tip the odds in his team's favor. In the event that things go against the Brain Trust, the Overbrain makes a break for it while the others do anything they can to ensure his successful escape.

Campaign Use: Although the Overbrain does have as his ultimate goal the conquest of the world, the Brain Trust is by and large a “general” villain group that you can use nearly any way you see fit. If you want a team to perform a smash-and-grab robbery, then the Brain Trust needs money and plans just such a job. If you've got an insidious conspiracy story in mind, the Overbrain's using his powers and his minions to take control of people and organizations as the first step of his plan to control the world. The list is practically endless.

Since the Overbrain's more or less always on the lookout for new recruits, you can easily make the Brain Trust tougher by adding members. Beyond that, the Overbrain can use his twisted scientific genius to augment his existing minions with improved powers, more powers, or gadgets. To weaken the team, weaken the Overbrain's hold on his “minions.” Instead of having brainwashed them, he has to keep the team together through diplomacy, flattery, and similar means, which diminishes the team's effectiveness in combat and its overall efficiency.

The Brain Trust usually doesn't Hunt heroes; the Overbrain doesn't see much gain in that. Only when someone sufficiently bruises his intellectual vanity, such as by beating him repeatedly or “claiming credit for my work” (as he sees it), is he likely to turn his attention to that person on a regular basis.

THE OVERBRAIN

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
20	CON	20	13-	
10	BODY	0	11-	
30	INT	20	15-	PER Roll 15-
30	EGO	40	15-	ECV: 10
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
8	PD	8		Total: 20 PD (12 rPD)
8	ED	4		Total: 20 ED (12 rED)
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
4	REC	0		
40	END	0		
30	STUN	10		Total Characteristics Cost: 139

Movement: Running: 0”/12”
Flight: 12”/24”

Cost	Powers	END
60	<i>Brainpower:</i> Multipower, 60-point reserve	
12m	1) <i>Brainwashing:</i> Mind Control 12d6	6
12m	2) <i>Brainscapes:</i> Mental Illusions 12d6	6
12m	3) <i>Brainwaves I:</i> Ego Attack 6d6	6
12m	4) <i>Brainwaves II:</i> Ego Attack 3d6, Continuous (+1)	6
12m	5) <i>Brainwaves III:</i> Ego Attack 3d6, Does Knockback (+¼), Double Knockback (+¾)	6
12m	6) <i>Brainblast:</i> RKA 2d6, BOECV (Mental Defense applies; +1)	6
15	<i>Brainwashing:</i> Mind Control +6d6; Increased Endurance Cost (x3 END; -1)	9
30	<i>Brainpower:</i> Elemental Control, 60-point powers	
60	1) <i>Brainspeech I:</i> Telepathy 12d6, Reduced Endurance (0 END; +½)	0
30	2) <i>Brainscan:</i> Mind Scan 12d6	6
30	<i>Brainspeech II:</i> Mind Link (any eight minds at once)	0
60	<i>Telekinetic Power:</i> Telekinesis (20 STR), Fine Manipulation, Reduced Endurance (0 END; +½)	0
54	<i>Telekinetic Force Field:</i> Force Field (12 PD/12 ED/12 Power Defense), Reduced Endurance (0 END; +½)	0
14	<i>Awesome Mental Strength:</i> Mental Defense (20 points total)	0
120	<i>Telekinetic Force Field:</i> Physical and Energy Damage Reduction, Resistant, 75%	0
36	<i>Telekinetic Flight:</i> Flight 12”, Reduced Endurance (0 END; +½)	0
-12	<i>No Legs:</i> Running -6” (0” total)	
-2	<i>No Legs:</i> Swimming -2” (0” total)	
34	<i>Neurosense:</i> Spatial Awareness (no Sense Group), Increased Arc Of Perception (360 Degrees), Range, Telescopic (+4 versus Range Modifier)	0

Perks

15 Money: Filthy Rich

Talents

5 Eidetic Memory
3 Lightning Calculator
20 Universal Translator 15-

THE OVERBRAIN PLOT SEEDS

The Overbrain wants a more intimidating physical presence, so he decides to build himself a suit of powered armor with a duplicate of his neuro-preservation tank in the chest and head. First he has to steal some raw materials and technological components he needs to make the suit just right. If the heroes can't figure out what the strange thefts are all about and stop him, soon he'll be the Iron Overbrain, with weaponry to match his psionic might!

Eager to prove to the world that he's far smarter than his old adversary Dr. Silverback, the Overbrain kidnaps him and arranges to break in on the Super Bowl with a broadcast of a special “game show”: a trivia contest between the two super-geniuses. Every time Dr. Silverback gets a question wrong, a tiny amount of a drug is injected into him. If he gets enough of it, he dies. The heroes have to figure out where the Overbrain's broadcasting from and get there in time to save Dr. Silverback... and let people find out who's winning the game.

The Overbrain challenges Dr. Destroyer to a “chess game.” The “pieces” are various persons, organizations, and nations. To “move” one, a player has to make it engage in some agreed-upon behavior. It's up to the heroes to figure out the plot and put a stop to it before the two villains spark World War III.

Skills

20	+4 with Mental Powers	
30	<i>Brain-Sized</i> : +6 DCV	
13	<i>Telekinetic Blocking And Dodging</i> : +4 DCV; Costs Endurance (-½)	2
3	Computer Programming 15-	
3	Criminology 15-	
3	Cryptography 15-	
3	Deduction 15-	
3	Demolitions 15-	
3	Electronics 15-	
3	High Society 13-	
3	Inventor 15-	
3	Mechanics 15-	
3	Paramedics 15-	
3	Persuasion 13-	
3	PS: Play Chess 15-	
3	Systems Operation 15-	
3	Scholar	
2	1) KS: Art History 15-	
2	2) KS: History 15-	
2	3) KS: Literature 15-	
2	4) KS: Politics And Current Events 15-	
2	5) KS: The Scientific World 15-	
2	6) KS: The Superhuman World 15-	
3	Scientist	
2	1) SS: Astronomy 15-	
2	2) SS: Biology 15-	
2	3) SS: Chemistry 15-	
2	4) SS: Genetics 15-	
2	5) SS: Materials Science 15-	
2	6) SS: Mathematics 15-	
2	7) SS: Medicine 15-	
2	8) SS: Physics 15-	
2	9) SS: Psychology 15-	
2	10) SS: Robotics 15-	
2	11) SS: Superhuman Biology 15-	
2	12) SS: Surgery 15-	

Total Powers & Skills Cost: 788**Total Cost: 927****200+ Disadvantages**

10	Physical Limitation: Tiny (.25m; +9" KB) (Frequently, Slightly Impairing)	
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)	
5	Physical Limitation: Depends On Machines For Speech And Normal Senses (Infrequently, Slightly Impairing)	
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)	
20	Hunted: various superhero teams 8- (Mo Pow, NCI, Capture)	
15	Psychological Limitation: Megalomaniacal; Wants To Rule The World (Common, Strong)	
15	Psychological Limitation: Intellectual Vanity; Thinks He's Smarter Than Everyone Else, And Will Prove It If Necessary (Common, Strong)	
15	Social Limitation: Secret Identity (Crandall Herzog) (Frequently, Major)	
20	Vulnerability: 2 x Effect from Chemicals/ Drugs/Gases/Poisons (Common)	
592	Experience Points	

Total Disadvantage Points: 927**Background/History:** See above.

Personality/Motivation: The Overbrain's behavior is driven primarily by his intellectual vanity and desire to control others (and, ultimately, to rule the world). He always had a strong streak of arrogance, but becoming a superpowered living brain has sent it into overdrive. He's convinced that he's intellectually superior to everyone else on the planet, and that he deserves to control Earth and all its people. As some heroes have learned, it's sometimes possible to distract him from his schemes with an intellectual challenge, even something as simple as a game of chess, a particularly difficult puzzle, or a trivia contest.

Quote: "Ha! You fool! No one of your minuscule intellectual capacity could possibly hope to thwart the plans of the Overbrain!"

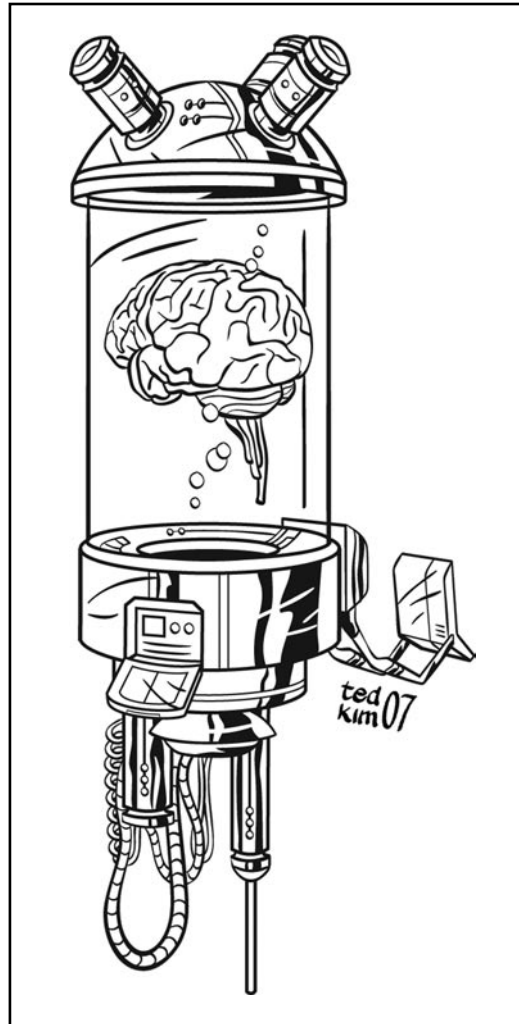
Powers/Tactics: Freeing his mind from his body gave Crandall Herzog significant psionic and telekinetic powers. While he's no Menton, he can take control of others' minds with ease, communicate telepathically, generate psionic illusions, and move objects with psychokinetic force. He can also use his telekinetic powers to levitate and protect himself.

But these powers come at a significant price. Lacking limbs, the Overbrain cannot exert strength, walk, or swim. If he needs to manipulate objects, he has to use telekinesis or waldoes he can operate with mental power. Lacking a mouth, he cannot speak; he communicates either telepathically, or through a "speech box" that he attaches to his neuro-preservation tank or carries with him via Telekinesis. The box creates a rasping, obviously electronic speech that many people find chilling (an effect he enjoys). Nor can he eat or drink; he derives nutrition from the chemical soup in his neuro-preservation tank. He has to spend as much time in the tank as ordinary people do eating, and at roughly the same intervals, or begin to suffer the effects of starvation. And since chemical or drug-based attacks can affect his brain directly, they tend to affect him more strongly.

In combat the Overbrain prefers to use his Mind Control; he finds making people his puppets immensely satisfying. He tends to fight cautiously, taking full advantage of his powers' Line Of Sight range; the thought of being hurt or captured both frightens and infuriates him, so he's quick to cut and run if a battle starts to go against the Brain Trust.

Campaign Use: The Overbrain is sort of a master villain-in-the-works. While he can't match the personal power of Dr. Destroyer or Gravitator, he's got enough, and his ambition is the equal of any other villain's on the planet. His main focus right now is building up his resources, since he's not fool enough to think he can conquer Earth without an army of minions, dozens of hidden bases, and the like.

If you want to make the Overbrain more of a true master villain, ramp up his mental powers until he's just about the equal of Menton. You may also need to buy an Endurance Reserve or make the powers cost no END, since he has relatively little END as currently written. To weaken him, remove the Reduced Endurance (0 END) from his powers so he can't use them as frequently.



The Overbrain is only likely to Hunt someone who grossly insults his intelligence or consistently bests him in intellectual matters. His goal in this case won't be to destroy his target, but to outdo and humiliate him in ways that prove who's got the most brainpower.

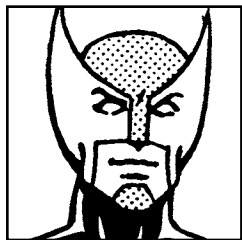
Appearance: The Overbrain is a slightly larger than normal human brain that lives independently of a human body. While it can levitate itself and fly around using its telekinetic powers (in which case it's surrounded by a faint, smoky green "haze" light effect), it normally resides in a tank of bubbling greenish-yellow nutrient fluid.

APE-PLUS PLOT SEEDS

The classic Ape-Plus plot: Ape-Plus wants to fight Dr. Silverback one-on-one to prove who's superior. Somehow his plan to do this endangers a lot of people or involves the PCs, so they have to respond and deal with the situation.

Ape-Plus learns about the Kingdom of the Apes (see *Champions Universe: News Of The World*) and decides he should be its king. If the heroes don't stop him, he'll give the intelligent apes there access to modern weaponry and lead them on a campaign of conquest in central Africa.

During a battle, Ape-Plus gets separated from the rest of the Brain Trust after suffering a nasty blow to the head. He gets lost and develops amnesia. When next seen he's wearing a little red cap and vest and working as Foxbat's sidekick....



APE-PLUS				
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-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack 4d6
7	COM	-1	11-	
10	PD	4		Total: 28 PD (21 rPD)
10	ED	5		Total: 28 ED (21 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
11	REC	0		
50	END	0		
50	STUN	7		Total Characteristics Cost: 157
Movement: Running: 6"/12" Swimming: 0"/0"				
Cost	Powers		END	
75	<i>Weapons And Gadgets:</i> Variable Power Pool, 60 base + 30 control cost; OAF (-1)		0	
45	<i>Blaster Pistol:</i> Multipower, 60-point reserve, 60 Charges for entire reserve (+½); OAF (-1)		[60]	
3u	1) <i>Standard Setting:</i> Energy Blast 12d6; OAF (-1)			
2u	2) <i>Lethal Setting:</i> RKA 2d6, Armor Piercing (+½), +2 Increased STUN Multiplier (+½); OAF (-1), Requires 3 Charges Per Use (-½)			
30	<i>Grenades:</i> Energy Blast 12d6, Explosion (+½); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)		[6]	
7	<i>Conditioned Strength:</i> +10 STR; Only When Directly Protecting The Overbrain (-½)		1	
10	<i>Arm Swing:</i> HA +3d6; Hand-To-Hand Attack (-½)		1	
8	<i>Bite:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)		1	
7	<i>Roar:</i> +15 PRE; Incantations (-¼), Only For Fear-Based Presence Attacks (-1)		0	
40	<i>Force Shield Belt:</i> Force Field (18 PD/18 ED/4 Power Defense), Reduced Endurance (0 END; +½); OIF (-½)		0	
3	<i>Thick Skin:</i> Damage Resistance (3 PD/3 ED)		0	
-2	<i>Nonswimmer:</i> Swimming -2"			
3	<i>Heightened Senses:</i> +1 PER with all Sense Groups		0	
5	<i>Feet Like Hands:</i> Extra Limbs (2)		0	
Talents				
5	Eidetic Memory			
3	Lightning Calculator			
Skills				
10	+1 Overall			
10	+2 with Ranged Combat			
4	+2 OCV with Arm Swing			
4	+2 OCV with Blaster Pistol			
3	Acrobatics 13-			
3	Breakfall 13-			
3	Climbing 13-			

3	Combat Driving 13-
3	Computer Programming 13-
3	Demolitions 13-
3	Electronics 13-
1	Gambling (Card Games) 8-
1	Inventor 8-
2	KS: The Superhuman World 11-
3	Lockpicking 13-
3	Mechanics 13-
13	Power: Gadgeteering 18-
3	Security Systems 13-
3	Stealth 13-
2	Survival (Tropical) 13-
3	System Operations 13-
3	Scientist
2	1) SS: Biology 13-
2	2) SS: Chemistry 13-
2	3) SS: Physics 13-
2	4) SS: Robotics 13-

Total Powers and Skills Cost: 338
Total Character Cost: 495

200+ Disadvantages

15	Enraged: if takes BODY damage (Common), go 11-, recover 14-
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: various superhero teams 8- (Mo Pow, NCI, Capture)
5	Physical Limitation: Inconvenient Size And Proportions (Infrequently, Slightly Impairing)
25	Psychological Limitation: Totally Loyal To The Overbrain (Very Common, Total)
15	Psychological Limitation: Cruel And Sadistic (Common, Strong)
195	Experience Points

Total Disadvantage Points: 495

Background/History: Ape-Plus was an ordinary mountain gorilla until the day poachers captured him. Ordinarily he'd have gone to some zoo that wasn't picky about its sources of supply, but the poachers got a better offer from a man working for the Overbrain. After undergoing weeks of painful tests and procedures, the gorilla became sentient. Months of training and indoctrination followed until he was Ape-Plus, the Overbrain's most loyal servant and bodyguard.

Personality/Motivation: Ape-Plus was created as a mirror image of (and in the Overbrain's eyes, an improvement on) Dr. Silverback. It's not as intelligent or learned as Silverback, but possesses a craftiness and cunning the simian hero lacks... and it's got more brute strength and speed to back up its guile. Where Silverback is kind and heroic, Ape-Plus is a savage killer who serves only the Overbrain, not some lofty principles.

Quote: ::simian snarl:: "Do not mistake me for some animal! The mind is as strong as the body... and the body is strong enough to tear you limb from limb."

Powers/Tactics: Ape-Plus possesses the strength, speed, and endurance of a mountain gorilla who engages in intensive regular exercise after having been genetically, chemically, and surgically

“improved” by the Overbrain. Compared to most humans he has a genius intellect, which he’s been trained to use in scientific pursuits. In addition to his standard equipment (a blaster pistol, six energy grenades, and a force-field belt), Ape-Plus can concoct all sorts of gadgets from the spare parts it carries.

In combat Ape-Plus prefers to engage foes in HTH Combat and pummel them to death with its large fists... but he’s smart enough to know that’s usually a poor use of his skills, and conditioned enough to not want to leave the Overbrain vulnerable to attack. Thus, he usually hangs back with the Overbrain (or as close to him as he can get) and uses his Blaster Pistol and other weapons to attack from Range. If circumstances permit he’ll come to a battle prepared with a weapon or two designed specifically for that encounter. See *Gadgets And Gear* for dozens of example gadgets he could have.

Campaign Use: Ape-Plus mainly serves as a body-guard and Gorilla Friday for the Overbrain, a role he’s been conditioned to serve. You might be able to create some interesting stories (or story elements) playing off his duality with Dr. Silverback, or addressing what happens if his conditioning starts to weaken or fade.

To make Ape-Plus tougher, you have several options. First, you can increase the size of his Gadget Pool so he can have more weapons and gear available to him at once. Second, you can emphasize his brute strength and bestial nature by giving him various abilities involving HTH Combat, such as an HKA representing the power to literally tear people limb from limb or snap their necks.

Ape-Plus doesn’t Hunt anyone unless ordered to by the Overbrain, in which case he follows orders.

Appearance: Ape-Plus is a large mountain gorilla given human sentience. He normally wears military fatigue pants and a flak vest; he usually has a blaster pistol holstered on his right hip and a few grenades attached to the vest. He often smokes cheap cigars.



**BLACK MIST
PLOT SEEDS**

The classic Black Mist plot: the Sekiharas and the Cult of the Red Banner develop a scheme to kill the Black Mist (and perhaps to further their other goals at the same time). Somehow this plot endangers the city or puts many lives at risk, so the heroes have to stop it... even if that means teaming up with the Black Mist and the rest of the Brain Trust!

The Black Mist learns that various Japanese artifacts held in private and public collections throughout the city can be assembled to form a message that directs the reader to some ancient source of lost ninja knowledge. Eager to lay his hands on these secrets, he begins stealing the items. The heroes have to discern what he's up to and stop him.

When the Cult of the Red Banner launches a scheme to destroy the world, the Black Mist decides he's no more interested in having it succeed than he was in working for it. He approaches the PCs with an offer to help them fight the Cult by providing secret information regarding its inner workings... in exchange for a full pardon for himself and the rest of the Brain Trust, of course.

BLACK MIST					
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-		
15	BODY	10	12-		
18	INT	8	13-	PER Roll 13-	
15	EGO	10	12-	ECV: 5	
20	PRE	10	13-	PRE Attack: 4d6	
10	COM	0	11-		
12	PD	9		Total: 24 PD (12 rPD)	
12	ED	8		Total: 24 ED (12 rED)	
5	SPD	17		Phases: 3, 5, 8, 10, 12	
10	REC	6			
40	END	0			
40	STUN	7	Total Characteristics Cost: 149		
Movement:		Running: 9"/18" Leaping: 9"/18" Swimming: 4"/8"			
Cost	Powers				END
12	Ninja-to: HKA 1½d6 (2½d6 with STR); OAF (-1)				2
10	Shuriken: RKA 1d6, Autofire (3 shots; +¼), 9 Recoverable Charges (+¼); OAF (-1), Range Based On STR (-¼)				[9rc]
25	Ninja Mind Control: Mind Control 10d6; Concentration (½ DCV throughout use; -½), No Range (-½)				5
	Martial Arts: Ninjutsu				
	Maneuver	OCV	DCV	Notes	
4	Atemi Punch	-1	+1	3d6 NND(1)	
4	Block	+2	+2	Block, Abort	
4	Choke Hold	-2	+0	Grab One Limb, 3d6 NND(2)	
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort	
5	Kick	-2	+1	9d6 Strike	
4	Knife Hand	-2	+0	2d6 HKA (2 DC)	
4	Punch	+0	+2	7d6 Strike	
5	Takeaway	+0	+0	Grab Weapon, 35 STR to take weapon away	
3	Throw	+0	+1	5d6 +v/5; Target Falls	
8	+2 Damage Classes (already added in)				
2	Use Art with Blades, Staffs				
24	High-Tech Concealed Ninja Armor: Armor (12 PD/12 ED); OIF (-½)				0
27	Black Mist Form: Desolidification (affected by air/wind and cold); Cannot Pass Through Solid Objects (-½)				4
3	Strong Leaper: Leaping +6" (9" forward, 5" upward)				1
6	Strong Runner: Running +3" (9" total)				1
2	Strong Swimmer: Swimming +2" (4" total)				1

Talents

3 Lightsleep

Skills

16 +2 with All Combat
6 +2 with Ninjutsu
4 +2 with Ninja-to
3 Acrobatics 14-
3 *Ukemi:* Breakfall 14-
3 Climbing 14-
3 *Intenjutsu:* Concealment 13-
3 *Tonjutsu:* Contortionist 14-
10 Defense Maneuver IV
3 *Henshojutsu:* Disguise 13-
3 *Iaijutsu:* Fast Draw (Common Melee Weapons) 14-
1 KS: The Espionage World 8-
1 KS: The Military/Merc./Terrorist World 8-
3 KS: Ninjutsu 13-
1 KS: The Superhuman World 8-
2 Language: English (fluent conversation; Japanese is Native)
2 Language: Ninja Clan Codes & Symbols (fluent conversation)
3 Lockpicking 14-
4 PS: Ninja 14-
3 SS: Pharmacology/Toxicology 13-
3 Security Systems 13-
3 Shadowing 13-
3 Sleight Of Hand 13-
3 *Shinobi-iri:* Stealth 14-
3 Streetwise 13-
2 TF: Ninja Water-Walking Devices, Small Rowed Boats
9 WF: Common Melee Weapons, Common Martial Arts Melee Weapons, Common Missile Weapons, Garrote, Blowgun, Fukimi-bari

Total Powers & Skills Cost: 272

Total Character Cost: 421

200+ Disadvantages

10 Distinctive Features: Style (Not Concealable; Always Noticed And Recognizable; Detectable By Large Group)
25 Hunted: Sekihara ninja clan and the Cult of the Red Banner 11- (Mo Pow, NCI, Kill)
20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20 Hunted: various superhero teams 8- (Mo Pow, NCI, Capture)
15 Psychological Limitation: Loyal To The Overbrain (Common, Strong)
20 Psychological Limitation: Casual Killer (Very Common, Strong)
15 Psychological Limitation: Greedy; Mercenary Attitude (Common, Strong)
96 Experience Points

Total Disadvantage Points: 421

Background/History: The man who would become known to the world as the Black Mist was born into the mysterious Sekihara clan of Japan. For countless centuries the Sekihara had lived in deep, hidden places and served the infamous Cult of the Red Banner (see *Champions Universe*, page 128). Like other clan children, he was tested in various ways until he was six years old, and based on those tests he was assigned to ninja training.

For over a dozen years he worked, and sweated, and bled to learn the skills of the Sekihara ninja, including the simplest of their ninja magics (such as the ability to transform into a cloud of dark mist, or to steal the will of others). When he had completed his training satisfactorily, the clan sent him into the world to work the will of the Cult.

And that was a mistake. Exposure to the greater world intrigued and enthralled him, and he soon decided he had no interest in serving some bizarre, nihilistic religious sect for the rest of his life. He wanted all the wealth and excitement the world had to offer. He defected from the clan and became a mercenary, offering his hard-won skills to the highest bidder.

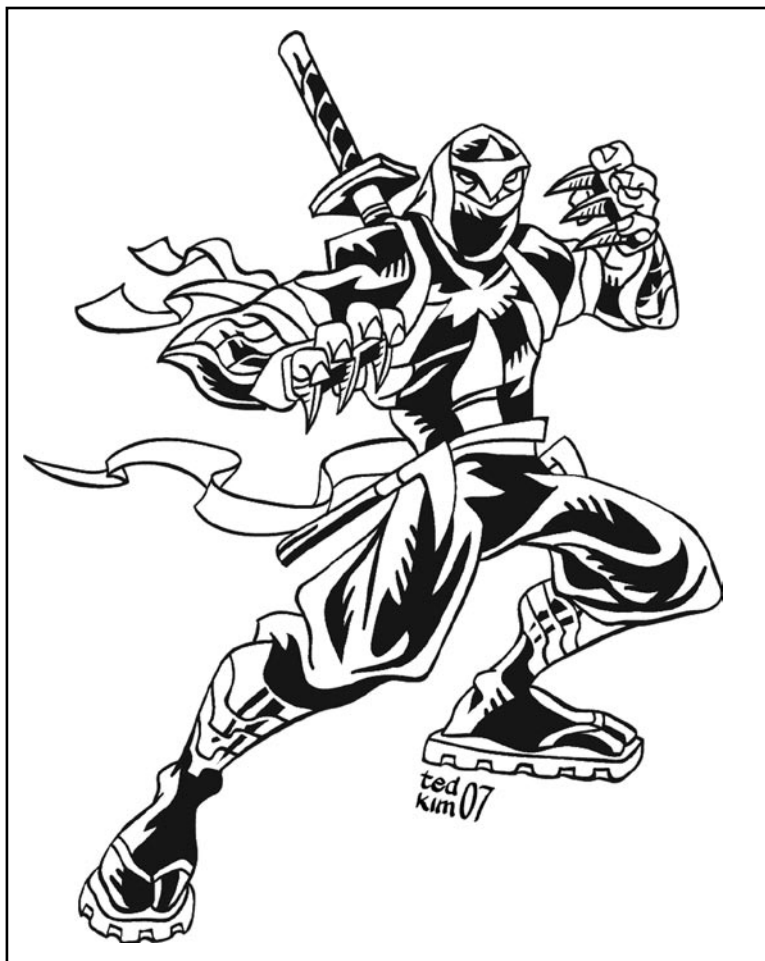
One day the Black Mist received an offer of employment from a new contractor. Eager to expand his sources of income, he went to the meeting... only to find his mind ensnared by the Overbrain! Over several weeks the Overbrain broke his will completely, until his only wish was to serve not himself, but the master of the Brain Trust.

Personality/Motivation: Like the other members of the Brain Trust, the Black Mist is loyal to the Overbrain, but his loyalty isn't quite as strong. His powerful mind and years of ninja training make it harder for the Overbrain to dominate him psionically. To keep from straining his "conditioning," the Overbrain is careful not to give the Black Mist any orders he'd object to too strongly, and always tries to "sweeten the deal" by pointing out how much the ninja stands to gain — even now, as a member of the Brain Trust, he remains greedy and mercenary, interested most in what he has to gain out of any mission.

Quote: None. The Black Mist rarely speaks at all; when he does, his voice is rusty from disuse.

Powers/Tactics: The Black Mist is a highly trained ninja with a wealth of skills pertaining to deception, infiltration, subterfuge, and assassination. He can pick locks, disguise himself to look like someone else, pass undetected through guarded areas, and strike killing blows. But more than that, he knows two of the ancient mystical secrets taught to the Sekihara by the Cult of the Red Banner: the power to transform himself into a black mist (hence his name); and the ability to control others' minds. He left the Sekihara before he could learn any others, but he'd love to expand his arcane repertoire.

The Black Mist prefers to open combat with an ambush or surprise attack; he functions best that way. In open battle he relies on his Martial Arts and ninja-to sword, keeping most of his Combat Skill



Levels in DCV to protect himself. One of his favorite tricks is to transform into a mist and pretend to flee, then double back to attack his foe from behind.

Campaign Use: The Black Mist gives the Overbrain a subtle servant with which to implement his schemes. The PCs aren't likely to see the Black Mist until he wants them to... at which point it's probably too late for them.

To make the Black Mist tougher, you can take several approaches. First, you can give him more ninja gadgets and weapons, perhaps even mystical ones. Second, you can give him more ninja magical powers, such as the ability to become invisible, to kill people with just a touch, to sense danger, or the like. (See *The Ultimate Martial Artist* and *Ninja Hero* for plenty of ideas along both lines.) If he's already too tough for your campaign, reduce his DEX to 20 and SPD to 4.

The Black Mist doesn't Hunt anyone unless ordered to by the Overbrain, in which case he follows orders.

Appearance: The Black Mist is a classic ninja — he's a Japanese male of average height, but you can't see his features due to his black ninja garb, mask, gloves, and tabi boots. He carries a ninja-to sword, shuriken, and other weapons and tools of the ninja's trade.

LYNX PLOT SEEDS

The catgirl side of Lynx's personality begins to become more and more dominant. The heroes have to figure out who's behind the recent rash of pet-store break-ins and stop her before she eats more innocent parrots and finches.

Lynx's transformation starts to unravel; she begins to become more and more human, and it's possible that if the process isn't stopped and reversed, she'll die. She has to commit a series of crimes to obtain the rare materials and instruments the Overbrain needs to perform the operation. Once the PCs figure out what's going on, will they condemn her to a loss of powers and possible death, or let the operation go on as planned (in which case the Overbrain will almost certainly strengthen his hold over her)?

Lynx kidnaps and imprisons Lynx the singing star and takes her place on a world tour. The heroes have to determine that a switch has taken place (perhaps with the help of singing star Lynx's most enthusiastic fans) and find and free the musician.

LYNX

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
10	PD	9		Total: 13 PD (5 rPD)
10	ED	9		Total: 13 ED (5 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
8	REC	0		
40	END	0		
40	STUN	5		Total Characteristics Cost: 137

Movement: Running: 9"/18"
Leaping: 10"/20"

Cost	Powers	END
22	<i>Claws:</i> HKA 1d6 (2d6 with STR), Reduced Endurance (0 END; +½)	0
10	<i>Fang-Like Teeth:</i> HKA 1 point (½d6 with STR), Armor Piercing (+½), Reduced Endurance (0 END; +½)	0
7	<i>Inspires Panic:</i> +15 PRE; Only For Fear-/Intimidation-Based Presence Attacks (-1)	0
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
6	<i>Runs Like A Cat:</i> Running +3" (9" total)	1
9	<i>Combat Running:</i> Running +9"; Only To Make Half Moves In Combat (-1)	2
6	<i>Leaps Like A Cat:</i> Leaping +6" (10" forward, 5" upward)	1
6	<i>Animalistic Senses:</i> +2 to PER Rolls with all Senses	0
5	<i>Cat's Eyes:</i> Nightvision	0

Talents

6 Combat Luck (3 PD/3 ED)

Skills

10	+2 HTH
4	+2 OCV with Claws
10	+2 DCV
3	Acrobatics 14-
3	Breakfall 14-
3	Climbing 14-
1	Computer Programming 8-
3	Conversation 12-
7	KS: Anime And Manga 16-
3	KS: Anime And Furry Fandom 12-
1	Language: Japanese (basic conversation; English is Native)
3	Persuasion 12-
3	Seduction 12-
3	Shadowing 11-
3	Stealth 14-
3	Tracking 11-

Total Powers & Skills Cost: 142

Total Cost: 279

200+ Disadvantages

- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Hunted: various superhero teams 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Loyal To The Overbrain (Common, Total)
- 15 Social Limitation: Secret Identity (Felicia Murrow) (Frequently, Major)
- 10 Susceptibility: takes 2d6 instantly from Hearing Group Flashes and similar intense, loud noises (Uncommon)

Total Disadvantage Points: 285

Background/History: Ever since she can remember, Felicia Murrow's been a rabid fan of anime (Japanese animation and cartoons) and manga (Japanese comic books). She watched and read them for hours a day, and even studied Japanese enough that she could follow most of what was said or written without the need for subtitles. Her favorite characters were the "catgirls," the half-woman half-cat characters found in so many of these stories. She often daydreamed about being one.

One day Felicia heard a rumor that there was a doctor who *could* transform a willing woman into a catgirl through advanced surgical procedures... but no one seemed to know anything definite. Determined to find out if there was a kernel of truth to the tales, Felicia journeyed into the deepest, darkest recesses of anime and furry fandom, getting close to anyone who seemed likely to know anything and probing them for information. It wasn't the most pleasant of tasks, but it was the only way to find out the truth. And her hard work paid off. Eventually she found a fan who, after much persuasion, gave her a name: Robert Tanner.

When she finally tracked down Dr. Tanner, he agreed to perform the transformative surgery in exchange for a substantial up-front cash payment... but there were no guarantees. She could end up hideously maimed; the procedure wasn't fully tested and didn't always work as hoped. But it was her only chance, so she had to take it. She had to commit several robberies to earn the cash, but when she had enough for Tanner's payment, she went under the knife.

Unbeknownst to Felicia, Dr. Tanner was just a puppet of the Overbrain — one of many doctors and scientists he kept under semi-permanent mental control to help him with his experiments. Sensing that Felicia might make a useful minion, the Overbrain assisted Dr. Tanner to increase the chances of success.

And the procedure worked! Felicia awoke to find herself with catgirl features, and over the next few weeks she grew catgirl fur over her entire body. But the Overbrain had altered her mentally as well as physically, and now she felt as strong a compulsion to serve him as she'd felt to become a catgirl in the first place.

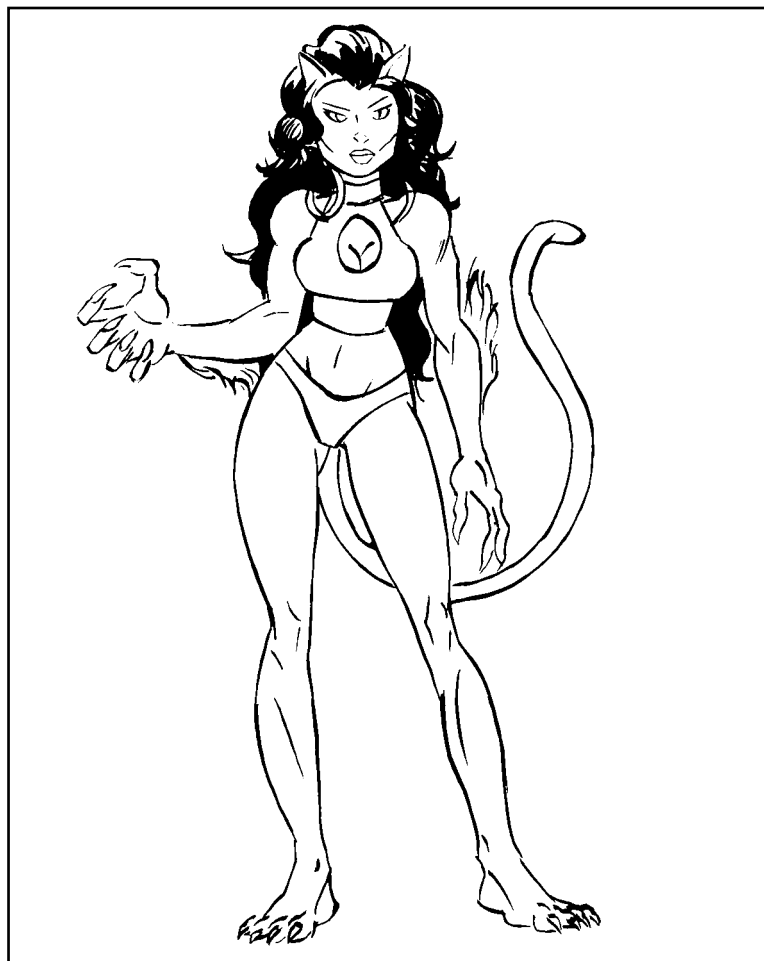
Personality/Motivation: Of all the Brain Trust, Lynx (not to be confused with the Beast Mountain-based singing star of the same name) is probably the most “normal” in terms of attitude and outlook. (In fact, sometimes she’s a little bothered about always hanging out with a such a freakish group.) If not for her genetically-instilled loyalty to the Overbrain, she probably wouldn’t be a criminal at all. When not working on one of his schemes, she spends her time indulging her rabid obsession with anime and manga; occasionally she even attends a convention by pretending that she’s wearing a catgirl costume.

Quote: “Don’t forget... cats have claws.”

Powers/Tactics: As you’d expect of a catgirl, Lynx is fast, agile, graceful, and seductive. She can move around the battlefield easily thanks to her SPD, Combat Running, Leaping, and Acrobatics, so she rarely just stays put and slugs it out with a single opponent. She relies on her claws and fangs for the most part, but she can punch pretty hard if she doesn’t want to seriously hurt her foe. She can also fall back on her “feminine charms” if necessary.

Campaign Use: Lynx provides a way to introduce romantic subplots into games involving the Brain Trust. She’s very likeable compared to her teammates, isn’t really a bad person, could easily be reformed if her genetic conditioning were broken, and is quite attractive.

To make Lynx tougher, remove her Susceptibility and give her some other cat-powers, such as Mind Control over cats and the ability to Summon cats. You could also give her more Combat Skill Levels or some Martial Arts (usable both with fists



and claws). To weaken her, reduce her SPD to 5 and remove her Levels with Claws.

Lynx doesn’t Hunt anyone unless ordered to by the Overbrain, in which case she follows orders.

Appearance: Lynx is a cat-girl in the traditional image: she’s an attractive, well-proportioned woman with short, soft, gold-colored fur over her body, tiny cat’s ears poking up through her long, luxurious black hair, claw-like fingernails, feline eyes, and a tail. Her costume is a two-parter, both parts red: the bottom half is more or less the same as the bottom part of a bikini; the top part is sort of like a sports bra, with coverage from just below the breasts to a little below the neck, with nothing on the arms.

MR. ZOMBIE
PLOT SEEDS

The classic Mr. Zombie plot seed: his family sees him on TV, notices a resemblance, and appeals to the PCs to find out if he's really their beloved husband and father... and if so, whether he can be saved.

After the Overbrain tries to increase Mr. Zombie's powers by exposing him to more byproducts of the artificial life experiments, Mr. Zombie becomes a fifty-foot-tall rampaging monster determined to destroy the city! The heroes have to stop him — but unless they can figure out where he got his new powers (and thus how to “reverse” the process), the odds are not in their favor.

A DEMON Morbane decides he wants to create a team of flunkies based on classic movie villains, and that Mr. Zombie would make a perfect candidate. His Demonhame and the Brain Trust begin fighting a war in the streets of the campaign city, and innocent people are getting hurt — time for the heroes to put a stop to it!

MR. ZOMBIE

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
10	DEX	0	11-	OCV: 3/DCV: 3
40	CON	60	17-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
24	PD	16		Total: 24 PD (15 rPD)
20	ED	12		Total: 20 ED (15 rED)
4	SPD	20		Phases: 3, 6, 9, 12
20	REC	8		
80	END	0		
60	STUN	0		Total Characteristics Cost: 172

Movement: Running: 4”/8”
Leaping: 1”/2”

Cost	Powers	END
8	<i>Nails:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	0
5	<i>Teeth:</i> HKA 1 point (½d6 with STR)	1
15	<i>Zombie's Body:</i> Damage Resistance (15 PD/15 ED)	0
30	<i>Zombie's Body:</i> Physical Damage Reduction, Resistant, 50%	0
15	<i>Zombie's Body:</i> Energy Damage Reduction, Resistant, 25%	0
18	<i>Zombie's Mind:</i> Mental Defense (20 points total)	0
45	<i>Undead Vitality:</i> Life Support: Total	0
-4	<i>Slow:</i> Running -2”	
5	<i>See At Night:</i> Nightvision	0

Skills

30	+6 HTH
3	Climbing 11-
3	Stealth 11-

Total Powers & Skills Cost: 173
Total Cost: 345

200+ Disadvantages

20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: various superhero teams 8- (Mo Pow, NCI, Capture)
7	Physical Limitation: Reduced Leap, can only leap 1” (Infrequently, Slightly Impairing)
15	Psychological Limitation: Thinks The Brain Trust Is His Only Option (Common, Strong)
83	Experience Points

Total Disadvantage Points: 345

Background/History: Robert Reynolds had a great life — a good job, a loving wife, 2.5 kids, a dog, house with a white picket fence, all the usual stuff. Everything was going well... and then he found out about the cancer. Too late to do anything about it, his doctors said. It's spread throughout your body. I'm sorry, but our best estimate is six months.

They were right — six months later, Robert Reynolds was dead. But he didn't stay that way for long.

Not far from the cemetery, the Overbrain had a lab where he'd been working on artificial life experiments. They hadn't gone well, so he'd abandoned the project. Over time, some of the materials for and byproducts of his work leaked out of their containment units and into the nearby ground. Somehow they worked their way into Robert Reynolds's grave just a few days after he was buried.

Reynolds awoke with a start. He dimly remembered bright lights, someone holding his hand, rhythmic sounds behind his head. But none of that mattered; what was important was that he was apparently trapped in a cloth-lined box of some sort — he had to get out! He raised his arms and pushed... and to his astonishment the wood gave way before him like it was made of paper. To his confusion he discovered he'd somehow been buried alive, but he had the strength to deal with that. He dug his way out of the grave in short order.

After he'd made his way to the surface, Reynolds felt a strange compulsion to walk over to a nearby abandoned factory — the Overbrain's former lab. When he broke in he triggered a security device, and soon the Overbrain showed up to find out what was going on. It didn't take long for him to deduce why Reynolds was there and looking like the walking dead... and not much longer to convince Reynolds that he should become one of the Overbrain's minions.

Personality/Motivation: Mr. Zombie (a name chosen for him by Lynx) is, to put it mildly, confused. He can dimly, oh so dimly, remember his former life, when he was “truly” alive, but he can't recall any useful details. He's become one of the Overbrain's minions partly because the Overbrain has promised to help find out who he is and where he comes from (a promise the Overbrain has no intention of keeping), but mostly because he thinks there's really nothing else for him to do. He's some sort of bizarre freak now; he should be with other bizarre freaks.

Quote: None. Mr. Zombie rarely speaks in combat, though his harsh, ragged breathing makes a distinctive sound.

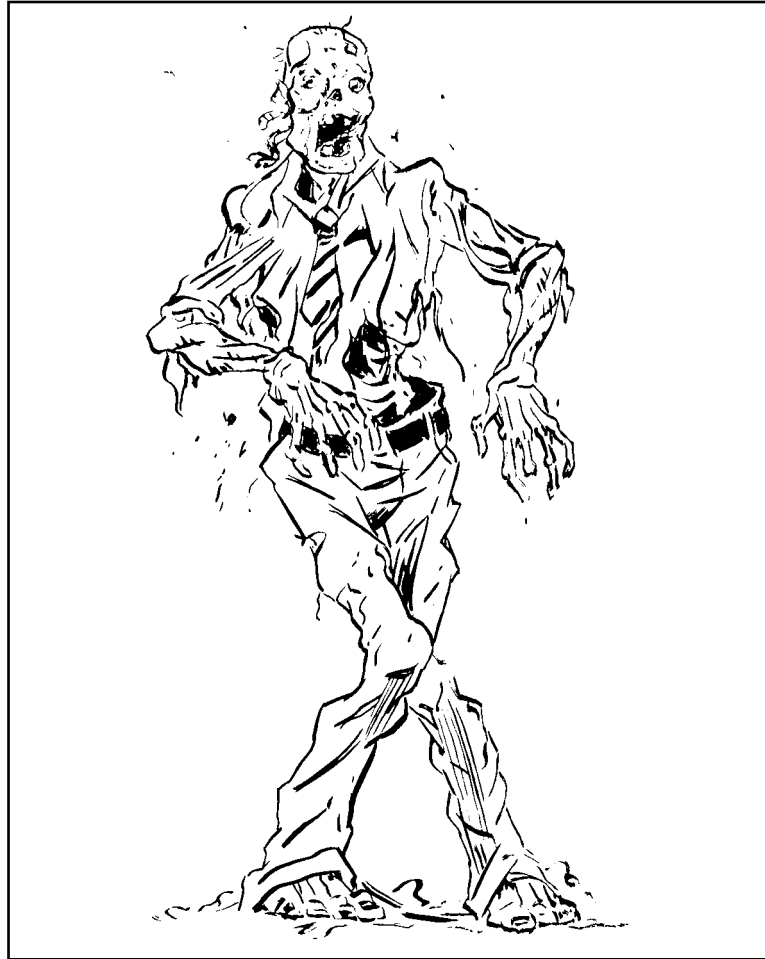
Powers/Tactics: Mr. Zombie isn't literally one of the walking dead, but he's a mighty close approximation. He's immensely strong, feels very little pain, enjoys eating his food raw, doesn't need to breathe, and for a superhuman moves slowly. He takes little initiative in combat, preferring to simply follow orders; left to himself he'll usually Hold his Action unless he's got an obvious target (such as someone who's attacking or has recently hurt him).

Campaign Use: Mr. Zombie's main job is to serve as the Overbrain's "muscle" (though as bricks go he's fairly weak — something the Overbrain's been working to improve). His desire to find out about his past may spark a subplot or two, especially if one of the PCs is a relative or friend of his.

To make Mr. Zombie tougher, assume the Overbrain has succeeded in "improving" him and make him more of a standard brick, with STR 60. To weaken him, reduce his SPD to 3 and Running to 3".

Mr. Zombie doesn't Hunt anyone unless ordered to by the Overbrain, in which case he follows orders.

Appearance: Mr. Zombie looks like a classical zombie — he's six feet tall with the greyish flesh, sunken eyes, and vacant expression of the recently dead (though he's quite alive). He wears torn and tattered clothing and usually walks with a slow shuffle.



THE CRIMELORDS



Membership: Dreadnaught, Morgaine the Mystic, Starflare, Tiger Lily, Warhammer

Background/History: The Crimelords originated not through some evil mastermind's scheme, a bizarre super-scientific accident, or an elaborately-planned crime, but simply from love. Tiger Lily and Dreadnaught were both well-known mercenary villains, it one day it happened that Holocaust hired them both for a job. They felt a spark of attraction, and soon they were arranging ways to work together more often by recommending each other to potential employers. Finally they took the plunge and started going out on dates, and in time attraction blossomed into love.

Once they were a couple, the two super-criminals began offering their services as a pair. That worked well for a while, but they eventually realized that they'd be better off if they were part of a team — that made them a better deal for potential employers and allowed them to plan and execute jobs of their own if they wanted to. Dreadnaught thought up the name “the Crimelords” and the two began looking for potential recruits.

Their first choice was Morgaine the Mystic, a villainous supermage they'd worked with several times and who'd briefly been romantically involved with them, but had drifted away. Intrigued by their offer, Morgaine became the third member of the new team. She suggested recruiting Starflare, a mutant supervillain she'd recently teamed up with. When he agreed to join, the group was four strong.

After some consideration, Dreadnaught decided the team needed someone with technical skills. A powered armor villain he'd worked with on several occasions, Warhammer, had just been captured and was coming up for a trial that would almost certainly send him away for life. The team attacked the convoy taking Warhammer to the courthouse, freed him, and volunteered to provide funding for him to rebuild his armor if he'd join the team. The grateful Warhammer accepted without hesitation.

Since then, the Crimelords have made a real mark for themselves in the Superhuman World. Willing to take on just about any job (though they far prefer robberies and the like to missions involving killing, significant violence, or threats to the world), they're known as competent, confident, highly-skilled supercriminals who can get the job done.

Group Relations: Since they often work as mercenary villains, the Crimelords try to maintain good working relationships with just about anyone who might hire them, from VIPER to master villains like Gravitator and the Warlord. They make a point of not stealing from or attacking potential employers.

The five members of the group get along reasonably well, though there's some unspoken romantic tension. Tiger Lily and Dreadnaught remain firmly committed to one another (they often talk about getting married, though they never seem to find the time to really do anything about it). Morgaine is strongly attracted to Dreadnaught and would like to steal him for herself... even if that meant getting rid of Tiger Lily permanently. So far she hasn't found a safe way to do that, though. Both Warhammer and Starflare are somewhat attracted to Morgaine, but neither of them has ever managed to get her to even give them the time of day.

The Crimelords decide what jobs to take, and how to perform them, based on a strict majority vote. Tiger Lily, as team leader, has the power to decide what the team will and will not vote on, but once the voting starts, her vote counts the same as anyone else's. A refusal to vote counts as a “no.” Since Tiger Lily and Dreadnaught almost always vote the same, they usually just need one more person to agree with them to get things their way. If the group wanted to add members, it would either have to add two (so that the overall number is odd and there's always a majority for one position or the other) or change the way the voting works.

Tactics: The Crimelords have a good balance of HTH and Ranged fighting ability — Tiger Lily and Dreadnaught for HTH, Starflare and Morgaine for Ranged, with Warhammer able to fit into either category as needed. Usually the ranged fighters provide cover fire so the HTH fighters can get into position, then square off against enemy ranged fighters or support the HTH fighters as needed. The five members have all practiced together a great deal (*i.e.*, they have the *Teamwork* Skill, and use it) and have developed an elaborate system of coded commands. Tiger Lily is the team's field commander and general “leader.”

Campaign Use: The Crimelords are a “generic” villain team, one that can do just about anything you need or be anywhere you want them. Compared to many villain teams they're well-balanced, both

personality-wise and in terms of powers, and that makes them particularly effective. Though they're nowhere near as bloodthirsty as many villain groups, they have no problem getting their hands dirty if they have to.

You can make the Crimelords more effective by adding members, though as noted above you'd have to add two... and in any event, the five teammates work together so well that they'd be reluctant to increase the team's size unless the new members seems particularly "simpatico" with the group. Beyond that, your best bet for making the team tougher is to give each of them a standard set of gadgets developed by Warhammer. Just give them gadgets that compensate for whatever weaknesses they have in light of how your team works. To weaken the Crimelords, increase the rifts between them — make Morgaine bitterly jealous of Tiger Lily and actively seeking any opportunity to get rid of her or make her position on the team unstable, and make both Warhammer and Starflare willing to kill Dreadnaught so Morgaine will pay attention to them.

CRIMELORDS PLOT SEEDS

Tiger Lily and Dreadnaught finally decide to tie the knot. They plan an elaborate underworld wedding, with a guest list consisting of dozens of villains they know, like, and can trust enough to invite. Morgaine can't stand the thought of losing Dreadnaught to Tiger Lily forever, so she sabotages the event by secretly letting the PCs know it's taking place. (See *Villainy Amok* for information on superhero wedding scenarios... then apply its advice in reverse, as needed.)

Someone has formed a villain team that *looks* just like the Crimelords and *acts* just like the Crimelords — but the Crimelords insist it's not them. When the PCs start investigating the matter, they offer to team up to help prove their innocence.

VIPER decides that it wants to recruit the Crimelords into Dragon Branch... whether they like that idea or not. The Crimelords have held the snakes off for a while, but the situation is becoming desperate (and people are getting hurt whenever VIPER tries to capture them). They ask the PCs for help.

DREADNAUGHT

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
20	DEX	30	13-	OCV: 7/DCV: 7
50	CON	80	19-	
30	BODY	40	15-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
14	COM	2	12-	
45	PD	35		Total: 45 PD (45 rPD)
45	ED	35		Total: 45 ED (45 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
20	REC	0		
100	END	0		
80	STUN	0		Total Characteristics Cost: 300

Movement: Running: 6"/12"
Leaping: 20"/40"

Cost Powers

Cost	Powers	END
50	<i>Brick Tricks</i> : Multipower, 50-point reserve	
1u	1) <i>Augmented Haymaker</i> : HA +6d6; Hand-To-Hand Attack (-½), Only When Using Haymaker To Punch (-1)	3
2u	2) <i>Bearhug</i> : Energy Blast 5d6, NND (defense is Life Support [Self-Contained Breathing]; +1); Must Follow Grab (-½), No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼)	5
2u	3) <i>The Big Wrap-Up</i> : Entangle 5d6, up to 5 DEF; OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Side Effect (may cause considerable damage to the environment; -0)	5
2u	4) <i>Tenpins Punch</i> : Double Knockback (+¾) for up to 50 STR; Requires A Brick Tricks Roll (-½), Increased Endurance Cost (x2 END; -½)	8
2u	5) <i>Flick Of Unconsciousness</i> : Energy Blast 5d6, NND (defense is Lack Of Weakness on defenses covering the head, or any innate rPD protecting the head; +1); No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼)	5
2u	6) <i>Shockwave</i> : Explosion (+½) for up to 50 STR, Hole In The Middle (the hex the character stands in when he uses the power; +¼); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Only Does Knockdown, Not Knockback (-0)	3

DREADNAUGHT PLOT SEEDS

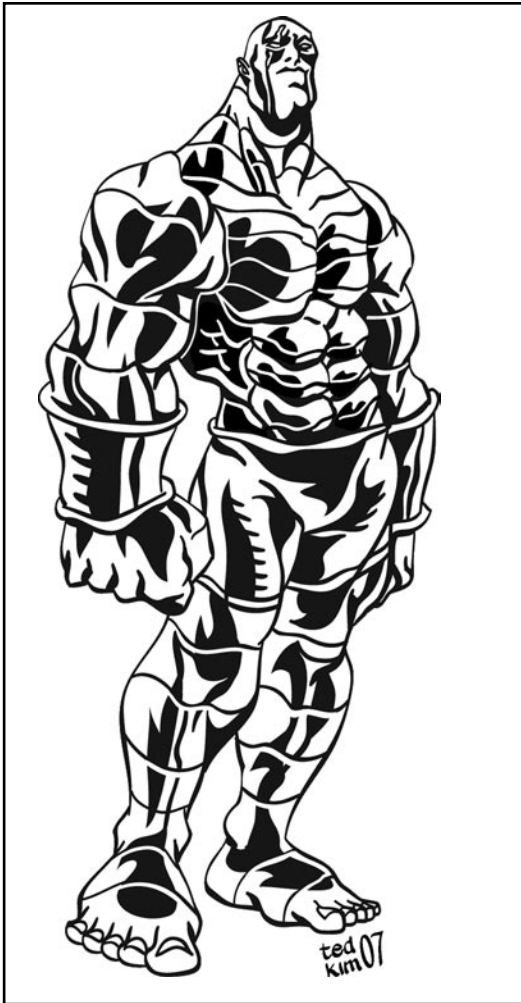
Dreadnaught wakes up one day and discovers that he's begun to rust! Since the Crimelords don't have a superscientist who can help him figure this out, he turns to the PCs for assistance.

One of the victims of Dreadnaught's high school rampage has grown up to be a genius scientist who's confined to a wheelchair due to the injuries he suffered at Dreadnaught's hands. Now, years of plotting revenge have come to fruition in the form of a robot army designed to seek out and destroy the metallic supervillain. Unfortunately the robots aren't particularly picky about whom they hurt or what they destroy while they search for their quarry...

After losing a brawl to a stronger superhero, Dreadnaught decides the time has come to "power up." He goes to the fiendish geneticist Teleios for help... but Teleios's price is that Dreadnaught has to get the Crimelords to do him "a favor" when he asks for it. What could Teleios have in mind....?

2u	7) <i>Thunderclap</i> : Hearing Group Flash 6d6, Explosion (-1d6/3"; +1), Hole In The Middle (the one hex the character is standing in when he uses the power; +¼), Does Knockback (+¼); No Range (-½), Extra Time (Full Phase; -½), Restrainable (-½)	4
2u	8) <i>Super-Strength Smash-Through</i> : Tunneling 1" through 15 DEF material; Requires A Brick Tricks Roll (-½), Walls Only (-½)	5
22	<i>Metallic Form</i> : Hardened (+¼) for 45 PD/45 ED	0
56	<i>Metallic Form</i> : Damage Resistance (45 PD/45 ED), Hardened (+¼)	0
20	<i>Metallic Form</i> : Knockback Resistance (-10")	0
10	<i>Metallic Leg Muscles</i> : Leaping +10" (20" forward, 10" upward)	1
Skills		
20	+4 HTH	
13	Power: Brick Tricks 18-	
2	PS: Drawing 11-	
3	Stealth 13-	

Total Powers & Skills Cost: 211
Total Cost: 511



200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
20	Hunted: Champions 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: In Love With Tiger Lily (Common, Strong)
10	Psychological Limitation: Hates Authority Figures Or Being Told What To Do (Common, Moderate)
15	Social Limitation: Secret Identity (Jimmy Corrigan) (Frequently, Major)
221	Experience Points

Total Disadvantage Points: 511

Background/History: Jimmy Corrigan was a scrawny little kid growing up, the perpetual target of bullies. That changed one day in 1993 when he was right in the middle of puberty. He tried to fight back against his latest tormentor, and as usual he was just getting pounded harder because of it... when suddenly he began to grow bigger and stronger and turn into solid steel! The pain of the transformation was worse than any beating he'd ever taken, but when it was done he beat up the bullies who were attacking him so badly that they ended up in the hospital. Then he smashed his way into three different classrooms and administered the same treatment to half a dozen other bullies who'd used him as their personal punching bag over the years.

A PRIMUS squad corralled him soon after arriving on the scene and he was put into a juvenile detention facility. The total unfairness of it all made him so mad he often had trouble restraining himself. No one had done *anything* while *he* was being beaten up by punks, but as soon as he turned the tables and gave them a dose of their own medicine *he* was a "dangerous juvenile delinquent." Well, if "the system" was going to stack itself against him like that, he wanted nothing to do with it.

Jimmy bided his time and was released on his eighteenth birthday. Now older and wiser, he began a supervillainous career as *Dreadnaught*, with his first "crime" being to reduce the juvenile detention facility to rubble. He might have gone on being just another second-rate supercriminal... but then he met Tiger Lily, fell in love, and formed the Crimelords.

Personality/Motivation: Aside from his devotion to Tiger Lily (for whom he'd do virtually anything, including sacrificing his own life), Dreadnaught is basically self-centered. He's only interested in what he wants and how to get it — even if getting it involves stealing, destroying things, or killing people (though he prefers not to kill). In particular this attitude manifests as an intense dislike of authority. He can't stand taking orders (except from Tiger Lily), and with mulish stubbornness either

refuses to act or does the opposite when someone tries to force him to do something. This dislike extends generally to people who give orders; he enjoys nothing so much as beating up cops, guards, judges, politicians, and superheroes.

Quote: “Nobody can resist two fists of steel!”

Powers/Tactics: Dreadnaught is a classic “brick,” with superhuman strength and resilience derived from his ability to convert his normal body into a metal form weighing about 2,000 kilograms. (Since he can do this by act of will and the transformation is instantaneous, he doesn’t take an *Only In Heroic Identity* Limitation on any of his powers — but it is possible to attack him when he’s much more vulnerable.) Although he’s not as strong as many bricks, he’s made up for that lack by teaching himself various ways to apply his STR to achieve effects beyond simply punching and smashing.

Campaign Use: Dreadnaught is the strong, supportive backbone of the Crimelords. His ability to get along with the other members, coupled with his unwavering support for Tiger Lily as leader, gives the team a stability it might otherwise lack.

To make Dreadnaught tougher, increase his STR to 60 and his Multipower reserve to match. Alternately, you can make him a more flexible combatant by adding brick tricks; see *The Ultimate Brick* for dozens of possible powers. To weaken him, reduce his *Power Skill* to about 15- or 16- so that he has a much harder time succeeding with his Skill Rolls.

Dreadnaught typically only Hunts heroes if the Crimelords as a whole do, in which case he follows Tiger Lily’s orders. But he’d be quick to go after a hero who seriously injures his girlfriend.

Appearance: Dreadnaught looks like a human male 6’6” tall made out of dark grey iron. His costume consists of red pants with short legs and red bracers on his wrists.

MORGAINE THE MYSTIC

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
10	PD	8		Total: 35 PD (25 rPD)
10	ED	6		Total: 35 ED (25 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
6	REC	0		
36	END	0		
30	STUN	6		Total Characteristics Cost: 128

Movement: Running: 6”/12”
Flight: 30”/60”
Tunneling: 10”/20”

Cost	Powers	END
45	<i>Mystic Power:</i> Endurance Reserve (200 END, 25 REC)	0
30	<i>Arcane Power Of Air:</i> Elemental Control, 60-point powers	
30	1) <i>Wind Manipulation:</i> Telekinesis (40 STR)	6
30	2) <i>Wings Of Wind:</i> Flight 30”	6
40	3) <i>Gale Blast:</i> Energy Blast 8d6, Double Knockback (+¾)	7
30	<i>Eldritch Power Of Earth:</i> Elemental Control, 60-point powers	
24	1) <i>Hands Of Stone:</i> Entangle 6d6, 6 DEF; Only Works On Targets Within 3” Of The Ground (-¼)	6
30	2) <i>Earth Passage:</i> Tunneling 10” through 10 DEF materials; Fill In	6
23	3) <i>Earthquake:</i> Energy Blast 8d6, Explosion (+½), Personal Immunity (+¼); No Range (-½), Only Affects Targets On The Ground (-¼), Only Does Knockdown, Not Knockback (-0)	7
30	<i>Fell Power Of Fire:</i> Elemental Control, 60-point powers	
30	1) <i>Magefire Blast:</i> RKA 2d6, Armor Piercing (+½), +2 Increased STUN Multiplier (+½)	6
37	2) <i>Fireball:</i> RKA 2d6, Area Of Effect (6” Radius; +1¼)	7
32	3) <i>Magefire Shield:</i> Force Field (25 PD/25 ED), Reduced Endurance (½ END; +¼)	2
30	<i>Wizardly Power Of Water:</i> Elemental Control, 60-point powers	
20	1) <i>Dehydrate:</i> Energy Blast 6d6, NND (defense is Power Defense or a body that lacks liquids; +1); Victims At Least 50% Immersed In Water Get A Free Recovery Of This Damage Each Phase (-½)	6
30	2) <i>Wall Of Water:</i> Force Wall (10 PD/10 ED, up to 5” long and 2” tall)	6
30	3) <i>Ice Blast:</i> Energy Blast 12d6	6
6	<i>Mystic Defenses:</i> Mental Defense (10 points total)	0

MORGAINE THE MYSTIC PLOT SEEDS

The classic Morgaine plot: Morgaine decides she can manipulate the PCs into eliminating Tiger Lily (permanently) so she has no rival for Dreadnaught’s affections. It will take clever timing and skill, but those fool heroes will never know what’s going on... which means Dreadnaught never will, either.

While studying some ancient grimoires in the hopes of broadening her selection of spells, Morgaine accidentally frees a trapped demon that quickly takes over her body. With so fine a plaything at its command, the demon goes on a rampage, using its not-inconsiderable powers to augment Morgaine’s own.

The Circle of the Scarlet Moon kidnaps Morgaine, hoping to brainwash her into joining its ranks. Now it’s war in the streets between the Circle and the Crimelords — a war the PCs have to stop before more innocent people get hurt. Or is it possible Morgaine staged the whole thing for some devious purpose of her own?

10	<i>Mystic Defenses</i> : Power Defense (10 points total)	0
10	<i>Magesense</i> : Detect Magic 13- (Sight Group), Analyze	0
Skills		
10	+2 with Ranged Combat with her spells	
6	+2 with <i>Fell Power Of Fire</i> Elemental Control	
6	+2 with <i>Wizardly Power Of Water</i> Elemental Control	
3	Conversation 13-	
2	Cryptography 13-; Translation Only (-½)	
3	Deduction 13-	
3	KS: Arcane And Occult Lore 13-	
1	KS: Demons 8-	
3	KS: Elemental Magic 13-	
2	KS: History 11-	
3	Persuasion 13-	
13	Power: Elemental Magics 18-	
2	PS: Painting 11-	
2	PS: Stage Magician 11-	
3	Sleight Of Hand 13-	
3	Stealth 13-	

Total Powers & Skills Cost: 612
Total Cost: 740

200+ Disadvantages	
20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
20	Hunted: Champions 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Greedy And Self-Centered (Common, Strong)
15	Psychological Limitation: In Love With Dreadnaught (Common, Strong)
15	Social Limitation: Public Identity (Morgaine Drury) (Frequently, Major)
455	Experience Points

Total Disadvantage Points: 740

Background/History: Morgaine Drury can't remember a time when she couldn't work magic — when the forces of the elements weren't hers to command. One of her earliest memories is of lying on her bed as a little girl, using carefully-controlled puffs of wind to make the mobile hanging from her ceiling spin around and around. But even as a little girl she was smart enough to know she had to hide her mystic gifts from others.

As Morgaine grew up, she decided the best way to use her powers was to make a lot of money. She became Morgaine the Mystic, a stage magician,

and used her spells to create “illusions” that baffled the experts and entertained audiences. Before long she was commanding high prices for her performances and seemed to be on her way to the top.

Then a rival magician figured out what she was doing and exposed her. Overnight fame and adulation turned to vilification... and then unemployment. She'd never been good at saving for a rainy day, so it only took a few months for her to go from living the high life to the brink of poverty.

By that point she'd had enough of society and its rules. It was time for her to look out for herself, and be damned to anyone who tried to stop her. Fashioning herself a costume based on her old magician's outfit, she transformed herself from performing prestidigitator to supervillain. After working independently for a while, she met Tiger Lily and Dreadnaught, and soon entered into a professional and personal



relationship with them. Eventually her jealousy over the other two's close connection drove her back to solo crime, but when they contacted her about joining the Crimelords she decided the time had come to work with others once more.

Personality/Motivation: Morgaine is self-centered, vain, greedy, and often arrogant. She has a sort of air of confidence bordering on haughtiness about her that often rubs people the wrong way. Fortunately for her peace of mind, she doesn't care at all what other people think about her.

Morgaine finds herself on the bad end of the Crimelords love triangle. She still carries quite a torch for Dreadnaught, but his devotion to Tiger Lily blinds him to the fact that she's much better. (Or at least that's how she sees it.) She'd love to get rid of Tiger Lily so she can have Dreadnaught to herself, but she doesn't dare do anything that would make Dreadnaught suspicious of her.

Quote: "The very elements are mine to command!"

Powers/Tactics: Morgaine possess a natural (rather than trained) affinity for the magics of earth, air, fire, and water. Her repertoire with each element isn't vast, but if necessary, she can make an Elemental Magic Skill roll to employ her spells in minor ways not listed on this character sheet (such as creating a few drops of water to extinguish a candle). Still, with all the spells at her command she can usually find an appropriate power to use against meddling heroes. She particularly enjoys making multiple-power attacks with her Magefire Blast and Ice Blast; the fire-and-ice symmetry appeals to her.

Campaign Use: Morgaine represents a weakness within the Crimelords. Her dislike of Tiger Lily may create an opening the PCs can use to disrupt the group.

To make Morgaine more powerful, give her two more Elemental Controls: one for Ice (move her Ice Blast slot to it, and create a new Water one) and Lightning. To weaken her, reduce her Force Field to 20 PD/20 ED and get rid of her Combat Skill Levels.

Morgaine typically only Hunts heroes if the Crimelords as a whole do, in which case she follows Tiger Lily's orders... albeit grudgingly, and perhaps with a little bit of ad-libbing.

Appearance: Morgaine is a white female, 5'8" tall with a slender, attractive figure. Her main costume is a long black gown with slits up the sides of the skirt and flared sleeves, plus a belt that looks like a length of finely-wrought golden chain with one end dangling down to her left knee. Over all this she wears a hooded scarlet cloak, with the hood deep enough that it shadows the top half of her face so she doesn't need to wear a mask. Strands of her long blonde hair sometimes dangle attractively from inside the hood.

STARFLARE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
23	CON	26	14-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
13	PD	9		Total: 28 PD (15 rPD)
17	ED	12		Total: 32 PD (15 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
10	REC	2		
86	END	20		
40	STUN	3		Total Characteristic Cost: 169

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

Cost	Powers	END
60	<i>Energy Powers:</i> Multipower, 60-point powers	
6u	1) <i>Power Blast:</i> Energy Blast 12d6	6
6u	2) <i>Easy Power Blast:</i> Energy Blast 8d6, Reduced Endurance (0 END; +½)	0
6u	3) <i>Focused Power Blast:</i> Energy Blast 8d6, Armor Piercing (+½)	6
6u	4) <i>Wide-Beam Power Blast:</i> Energy Blast 8d6, Area Of Effect (One Hex; +½)	6
6u	5) <i>Devastating Power Blast:</i> Energy Blast 8d6, Explosion (+½)	6
6u	6) <i>Stun-Blast:</i> Energy Blast 6d6, NND (defense is ED FF; +1)	6
2u	7) <i>Powered Punch:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
17	<i>Overpower Mode:</i> Succor Energy Powers 4d6, any one of his <i>Energy Powers</i> Multipower slots at once (+¼); Increased Endurance Cost (x2 END; -½)	4
72	<i>Wide-Spectrum Force Field:</i> Force Field (15 PD/15 ED/6 Mental Defense/6 Power Defense/6 Sight Group Flash Defense), Reduced Endurance (0 END; +½)	0
45	<i>Power-Flight:</i> Flight 15", Reduced Endurance (0 END; +½)	0

Skills

12	+4 with <i>Energy Powers</i> Multipower
4	+2 with Flight
2	CK: Millennium City 11-
2	KS: The Superhuman World 11-
3	Stealth 14-

Total Powers & Skills Cost: 255

Total Cost: 424

200+ Disadvantages

20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
20	Hunted: Champions 8- (Mo Pow, NCI, Capture)
10	Hunted: Teleios 8- (Mo Pow, NCI, Watching)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
15	Vulnerability: 1½ x STUN from Physical HKAs (Very Common)
144	Experience Points

Total Disadvantage Points: 424

STARFLARE PLOT SEEDS

The classic Starflare plot: Teleios "activates" him and he begins to manipulate the Crimelords for his true master's benefit. This inevitably brings them into conflict with the PCs... and just as the PCs think they have the Crimelords defeated and the crisis resolved, the horrifying truth and Teleios's real plan are revealed!

Teleios tries to "activate" Starflare, but for some reason it backfires — not only does he not establish control, the whole truth of Starflare's existence is revealed to the cloned supervillain. In despair, Starflare takes a knife and barricades himself in a nuclear power plant; he threatens to "cut himself open and unleash enough energy to make this place go up like a hydrogen bomb!" if his demands are not met. Unfortunately, he hasn't issued any demands....

Starflare falls for Morgaine the Mystic, creating further tension among the Crimelords....



Background/History: If you ask Starflare, he'll tell you he got his powers as the result of an accident. During his stint in the Air Force he was assigned to help with some work on an experimental anti-satellite laser weapon. One day another worker accidentally knocked the prototype over, and when it smashed into the ground it fired, hitting Starflare right in the chest! Somehow instead of burning a hole right through him it gave him superpowers.

But that whole story is a lie, a genetically-programmed memory. Starflare was actually created whole cloth by the master geneticist Teleios using DNA obtained from the supervillain Pulsar. For reasons Teleios hasn't been able to ascertain, Starflare's primary level of genetically-conditioned loyalty to his creator just stopped working one day, leaving only a secondary, subconscious level that Teleios has so far chosen not to activate. Starflare apparently came to believe that the "cover story" Teleios programmed into his memory was in fact real (despite the absence of any significant information about his childhood, family, or the like). He decided to become an independent supervillain... and in time, a member of the Crimelords. Teleios keeps an eye on him, knowing he can activate the secondary conditioning whenever necessary....

Personality/Motivation: Like his "father" Starflare possesses a strong streak of overconfidence (though it's at least slightly more justified in his case). He's not obnoxious about it, but he leaves no doubt that he thinks he's going to come out on top in any encounter. A few serious defeats might change that attitude, but so far he's won often enough that his losses haven't wised him up.

Quote: "Get ready for a few megawatts of pulsions, hero!"

Powers/Tactics: Starflare's powers are largely similar to those of Pulsar, his genetic "father," though Teleios saw fit to make some improvements — more Energy Blasts, a stronger Force Field, faster Flight, reduced Vulnerability to physical HKAs, and an "overpower mode" that lets Starflare enhance any of his attacks.

In combat, Starflare usually prefers to stay in midair, where bricks can't reach him easily. If the enemy has any flyers, he often concentrates on them first so he doesn't have to worry about being "blindsided" while picking off ground-based targets; a skilled ranged combatant may also receive the same special attention. He has no qualms about Aborting to Dodge, either, since he can then use his Flight Levels for DCV.

Campaign Use: The main plot hook that Starflare offers is his connection with Teleios. He could become the master geneticist's "inside man" in the Crimelords, or Teleios may wait for a better opportunity. And what if Teleios tries to "activate" the secondary loyalty, but Starflare shakes it off?

To make Starflare more powerful, get rid of his Vulnerability altogether and give him the power to create solid energy "constructs" (a Multipower of Telekinesis, Entangle, Force Wall, and similar powers; see Sapphire's character sheet in *Champions Universe: News Of The World* for some examples). To weaken him, reduce his END to 46-60 so he has to be careful about using too much too quickly.

Starflare typically only Hunts heroes if the Crimelords as a whole do, in which case he follows Tiger Lily's orders.

Appearance: Starflare is a white male 5'10" tall with an athletic build. His costume is a dark red body-stocking, full-face mask, boots, and gloves with a gold highlight: a gold stripe about an inch wide runs from the center of his boot toes, up the center of his legs, up the sides of his chest, and down his arms to his gloves, where it splits into five smaller gold stripes, one running down to the tip of each finger. There's also a small gold "starburst" symbol in the center of his chest, between the two stripes, and a smaller matching starburst in the center of his forehead.

TIGER LILY

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
30	DEX	60	15-	OCV: 10/DCV: 10
23	CON	26	14-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
18	COM	4	13-	
12	PD	8		Total: 20 PD (10 rPD)
8	ED	3		Total: 16 ED (10 rED)
6	SPD	20		Phases: 2, 4, 6, 8, 10, 12
30	REC	42		
46	END	0		
40	STUN	4		Total Characteristics Cost: 200

Movement: Running: 9"/18" (16"/32")
Leaping: 8"/16"

Cost	Powers	END
13	<i>Hyperacceleration:</i> +2 SPD; Costs Endurance (-½)	2
	<i>Martial Arts: Thai Kickboxing</i>	
	Maneuver OCV DCV Notes	
4	Block +2 +2 Block, Abort	
4	Elbow/Knee Killing Strike -2 +0 HKA 1d6 (2d6 	

5	<i>Hyperaccelerated Running:</i> Running +7" (16" total); Increased Endurance Cost (x5 END; -2)	5
4	<i>Strong Leaper:</i> Leaping +4" (8" forward, 4" upward)	1
Skills		
20	+4 HTH	
3	Acrobatics 15-	
3	Breakfall 15-	
3	Climbing 15-	
3	Contortionist 15-	
2	Gambling (Card Games) 12-	
1	High Society 8-	
3	Language: English (completely fluent; Thai is Native)	
3	Lockpicking 15-	
5	Rapid Attack (HTH)	
1	Security Systems 8-	
3	Seduction 13-	
3	Shadowing 12-	
3	Stealth 15-	
3	Streetwise 13-	
10	Two-Weapon Fighting (HTH)	
10	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Small Arms, Thrown Swords, Whip	

Total Powers & Skills Cost: 181

Total Cost: 381

200+ Disadvantages

20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
20	Hunted: Champions 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Fiercely Indepen- dent; Has To Be In Charge (Common, Strong)
15	Psychological Limitation: In Love With Dreadnaught (Common, Strong)
15	Social Limitation: Secret Identity (Suzy Kee) (Frequently, Major)
96	Experience Points

Total Disadvantage Points: 381

Background/History: Suzy Kee was born in Bangkok, the daughter of a Thai prostitute and one of her Western "clients." She seemed destined for a life of thievery and prostitution herself, until good fortune came her way in the form of an unscrupulous Western scientist. Her mother thought she was hiring the girl out for more mundane services... but it turned out the scientist wanted subjects for experiments that had been illegal in the United States. Suzy soon realized, to her horror, that she was in effect a captive of this demented man.

Months of agonizing treatments followed... but in the end, it turned out the scientist wasn't all mad. The other girls he'd been working on had all died, one by one, but Suzy survived. And his efforts to "hyperaccelerate" her metabolism and nervous system so she could move and react much, much faster than normal. In fact, his experiments worked even better than he expected — he'd adjusted his routine to keep a faster prisoner captive, but not a *much* faster one, and within a few days Suzy found a way to get free. Then she beat him to death with some of his own lab equipment.

**TIGER LILY
PLOT SEEDS**

The scientist who created Tiger Lily wasn't actually dead when she stopped beating on him, just in a deep coma. Now he's awakened, and he wants revenge... or compensation in the form of having her commit crimes for him. Whatever he has in mind, it won't be good for the world or the PCs....

Tiger Lily finds that her powers are becoming stronger and stronger. Soon she's able to move so fast that she can just about take on the entire group of PCs by herself! But will this new level of hyperacceleration burn out her body... or affect her mind?

Tiger Lily takes a break from the Crimelords to return home and become one of the criminal masterminds of the Bangkok underworld. The PCs have to go there, either on vacation or another mission, and run afoul of her.

Realizing she'd been given a gift that she shouldn't squander, Suzy sought out the best *muay thai* (Thai kickboxing) trainers she could and got them to teach her how to fight; she paid for the lessons by committing robberies all over the city. When she felt she was ready, she adopted the name *Tiger Lily* and became a supercriminal in America. It wasn't long after that that she met Dreadnaught... and the rest, as they say, is history.

Personality/Motivation: Tiger Lily is strong-willed and driven. She's seen how the people she grew up around turned out, and she's determined never to be like that — she's going to succeed at what she does and make plenty of money. Whatever the situation, she has a plan and a goal, and she's the one in charge. If someone tries to order her around or keeps questioning her plans, trouble will arise.

Quote: "You move like a slug; this won't take me long."

Powers/Tactics: Tiger Lily's metabolism and nervous system have been altered by super-science to vastly improve the way they function. In general she's much faster and more dexterous than an average human (or even most superhumans), and whenever she moves there's a predatory grace about her that's simultaneously beautiful and frightening. Furthermore, if necessary she can "hyperaccelerate" herself beyond even her ordinary limits. In game terms this can manifest in several ways, such as +2 SPD or an HA with the special effect of "she hits you a dozen times in the blink of an eye." However, hyperacceleration is very tiring; she can't maintain that state for very long or she'll run out of END.

Tiger Lily fights aggressively. She's quick to charge the enemy and get into the thick of things, but she's no fool; she won't expose herself needlessly or bite off more than she can chew. She attacks fast and hard, relying on her greater speed for an unbeatable advantage. Unless she needs them to hit her target, she keeps her Combat Skill Levels mostly in DCV.



To maintain her powers, Tiger Lily has to eat a lot more than normal to keep her body "fueled." This isn't so severe that it rises to the level of a Dependence or Physical Limitation, but if the PCs ever have a chance to observe her in a more peaceful situation they'll see that she eats more at a single meal than any three NFL linebackers would... and never seems to gain a pound.

Campaign Use: Tiger Lily's criminality is a matter of upbringing and habit as much as anything; she's never known what a "legitimate" lifestyle is like. It's possible that the PCs could reform her... though that would probably involve finding a way to break up her relationship with Dreadnaught, who's more strongly inclined toward criminality.

To make Tiger Lily tougher, reduce or remove the Increased Endurance Cost on her hyperacceleration powers so she can use them more often. To weaken her, get rid of her Fighting Batons and Boot Flares.

Tiger Lily rarely Hunts anyone (or orders the Crimelords to); she just doesn't see vendettas as being worth the effort. A hero (or hero team) would really have to interfere with her plans on a repeated basis to make her angry enough to come after him.

Appearance: Tiger Lily is a half-American, half-Thai woman, 5'8" tall with an athletic but attractive figure. Her hair is black and little longer than shoulder length; she ties it back in a ponytail. The top part of her costume is a sort of tight, sleeveless leather vest that leaves her midriff bare. It zips up the center, but she only pulls the zipper up about halfway most of the time; the vest is black with a tiger-stripe pattern in gold. She's got black leather wristbands, form-fitting black leather pants, and black knee-high boots with flared gold metallic tops (this makes her knee strikes do extra damage). Her fingernails are painted red.

WARHAMMER

Val	Char	Cost	Roll	Notes
10+40*	STR	20	11-/19-	Lift 100 kg/25 tons; 2d6/10d6 [1/5]
10+10*	DEX	15	11-/13-	OCV: 3/7 /DCV: 3/7
10+20*	CON	20	11-/15-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
10+20%	PRE	13	11-/15-	PRE Attack: 2d6/6d6
10	COM	0	11-	
4	PD	2		Total: 44 PD (40 rPD)
4	ED	2		Total: 44 ED (40 rED)
2+3%	SPD	20		Phs: 6, 12/3, 5, 8, 10, 12
4	REC	0		
20	END	0		
20	STUN	0		

Characteristics Cost: 110

*: OIF (-½) and No Figured Characteristics (-½)

%: OIF (-½)

Movement: Running: 6"/12"
Leaping: 25"/50"

Cost	Powers	END
27	<i>Power System:</i> Endurance Reserve (200 END, 20 REC); OIF (-½)	0
12	<i>Piston-Powered Punch:</i> HA +5d6; OIF (-½), Hand-To-Hand Attack (-½)	2
50	<i>Gauntlet Blasters:</i> Multipower, 75-point reserve; all OIF (-½)	
2u	1) <i>Mega-Blast:</i> Energy Blast 15d6; OIF (-½), Increased Endurance Cost (x5 END; -2)	35
4u	2) <i>Standard Blast:</i> Energy Blast 12d6; OIF (-½)	6
4u	3) <i>Deadly Blast:</i> RKA 4d6; OIF (-½)	6
5u	4) <i>Explosive Blast:</i> Energy Blast 10d6, Explosion (+½); OIF (-½)	7
5u	5) <i>Pulse-Blast:</i> Energy Blast 10d6, Penetrating (+½); OIF (-½)	7
4u	6) <i>Bright Blast:</i> Energy Blast 10d6; OIF (-½) plus Sight Group Flash 5d6; OIF (-½), Linked (-½)	7
100	<i>Battle Armor:</i> Armor (40 PD/40 ED), Hardened (+¼); OIF (-½)	0
7	<i>Psi-Shields:</i> Mental Defense (13 points total); OIF (-½)	0
7	<i>Force-Field:</i> Power Defense (10 points); OIF (-½)	0
7	<i>Flare Shielding:</i> Sight Group Flash Defense (10 points); OIF (-½)	0
7	<i>Hearing Protection:</i> Hearing Group Flash Defense (10 points); OIF (-½)	0
13	<i>Life Support Systems:</i> Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing); OIF (-½)	0
10	<i>Leg Pistons:</i> Leaping +15" (25" forward, 13" upward); OIF (-½)	1
6	<i>Helmet Communication System:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Skills

6	+3 OCV with Punch
9	+3 with <i>Gauntlet Blasters</i> Multipower
3	Computer Programming 13-
3	Deduction 13-
3	Electronics 13-
3	KS: Powered Armor Superhumans 13-
2	KS: The Superhuman World 11-
3	Mechanics 13-
2	SS: Chemistry 11-
2	SS: Physics 11-
3	SS: Powered Armor Designing/Manufacturing 13-
2	SS: Robotics 11-
3	Security Systems 13-
3	Systems Operation 13-

Total Powers & Skills Cost: 317

Total Cost: 427

200+ Disadvantages

20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
20	Hunted: Champions 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Out To Show The World Who's Boss (Common, Strong)
5	Rivalry: Professional, with other powered armor wearers/designers
15	Social Limitation: Secret Identity (Craig Turner) (Frequently, Major)
152	Experience Points

Total Disadvantage Points: 427

Background/History: Craig Turner was a typical nerd growing up — small, scrawny, and picked on, but with straight-A grades and more smarts than was really good for him. His two great loves were science and comic books; he could always escape into other worlds when his real life became too much to handle.

One day when he was a teenager, recovering from yet another round of bullying, he had a brainstorm: he could use his gift for science to make himself tough enough to handle all of his enemies! (In his mind he already thought of them as "enemies.") Trying to transform himself into a superhuman was way too risky — a technological solution would be better, and anyway the powered armor characters in comic books had always been his favorite.

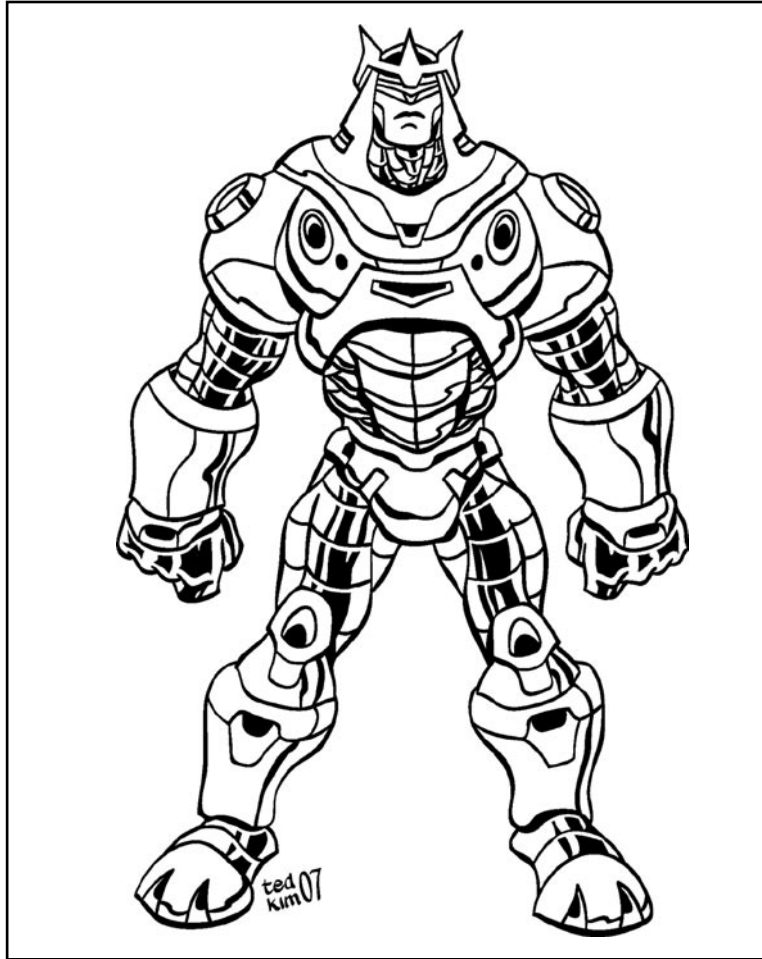
Years of study and work followed. Using money he got from odd jobs and stealing, he slowly but surely built himself a suit of powered armor he christened "Warhammer." It wasn't much, but by the time he was in his early 20s it was enough to let him embark on a career of showing the world he was not only smarter, but bigger or stronger, than anyone else. Earnings from his early crimes brought him enough money to upgrade his armor, and enough attention to get plenty of mercenary supervillain work. During his mercenary years he met another supervillain named Dreadnaught, and they hit it off. When Tiger Lily was forming the Crimelords, Dreadnaught remembered his old friend, thought he'd fit the team perfectly, and offered him a slot in the roster.

WARHAMMER
PLOT SEEDS

The classic Warhammer plot: Warhammer covets some bit of tech a PC powered armor hero or gadgeteer uses, so he engineers a clash between the Crimelords and the PCs to give him a chance to obtain it.

Warhammer and Dreadnaught have a falling out, and in a huff Warhammer leaves the Crimelords. He offers to tell the PCs all about the team... but can they trust him?

Warhammer wants to steal some technological components from a top-secret government project he's heard about, but he knows he can't break in there alone. So he decides to use the PCs to break trail for him by planting false clues that the project is really a VIPER front....



Personality/Motivation: Warhammer feels like he's been kicked around, abused, and overlooked all his life, so now it's his turn to do a little of the kicking and abusing. He loves to fight, particularly when he can use his intelligence and inventions (his powered armor) to pound on brainless, musclebound oafs like the ones who tormented him when he was a kid.

Warhammer's stubbornness and desire to show that he's a "tough guy" sometimes cause friction within the team. Taking orders isn't his strong suit, and a couple times Tiger Lily's had to give him a dressing-down. But in the end he's usually smart enough to realize that the Crimelords do really well following Tiger Lily's lead... and in any event it's not as if he wants to be boss.

Warhammer gets along well with Dreadnaught because they both have chips on their shoulders about the way other people used to treat them. Sometimes Dreadnaught can "buddy talk" him into going along with the team even when he's got his back up about the orders he's been given.

Quote: "Think you're tough, huh? Try this on for size, moron!"

Powers/Tactics: Warhammer fights like the big, tough, powerful guy he envisions himself as: he gets right in there and starts demolishing his enemies. He actually prefers to use his Piston-Powered Punch and/or raw STR more than his Gauntlet Blasters, but he's smart enough to know when it's time for some Ranged attacks instead of brawling.

Campaign Use: Warhammer primarily gives the Crimelords a "tech guy" who can spearhead (or plan) capers involving the theft of high-tech gear, the use of computers, or the like. But his armor also makes him versatile enough to assist the team in many other ways; losing him would be a real setback for the group.

To make Warhammer tougher, upgrade his armor with more capabilities: some less violent attacks (Drains and NNDs); some boot-jets for Flight; an HKA sawblade

attachment that pops out of one gauntlet; more sensors and sense-enhancing devices; and so on. To weaken him, reduce the size of his Endurance Reserve, and perhaps drop his SPD to 4.

Warhammer typically only Hunts heroes if the Crimelords as a whole do, in which case he follows Tiger Lily's orders. But given his attitude he could develop a grudge against a specific character pretty easily and make a point of seeking him out to prove who's better. He's particularly likely to do this with other powered armor heroes; powered armor fascinates him, and he's always looking for new tech he can incorporate into his own suit.

Appearance: Warhammer wears an impressive suit of powered armor that makes him nearly seven feet tall (out of the armor he's just shy of six feet). The armor is mostly colored dark grey, with dull gold highlights here and there. The boots and gauntlets are slightly oversized and connect to the chest and trunk pieces with a more flexible "mesh."

THE TIGER SQUAD



Membership: The Tiger Squad is the largest super-team on Earth, with nearly 60 members as of early 2007. The members described here in detail are GraniteMan, Red Bullet, Summer Cloud, Technocrat, and Winter Dragon; see the text box for names of several others.

Background/History: The Tiger Squad, the official superhero team of China, was organized and founded by the Chinese Communist government in 1962. The Red Chinese had noted the increasing numbers (and power) of superheroes in the West with both interest and concern. After the 1961 formation of the Sentinels and 1962 re-formation of the Justice Squadron, it determined that it must have its own team of superhumans, totally devoted to it, as both a shield against Western superhumans and a sword with which to implement the government's plans as needed.

Given China's teeming millions, it took relatively little effort to find both (a) talented martial artists and other persons who could be trained to a level sufficient to compete with superhumans, and (b) true superhumans. At the time China had few superheroes or villains; those who possessed superpowers usually suppressed them to avoid bringing the often-unpleasant attention of the government to themselves. But Mao Tse-tung's will would not be denied, and soon the Chinese authorities had turned up over two dozen candidates for what was now referred to as *Hū Bān* (the "Tiger Squad").

During the mid-Sixties the team performed well as membership continued to grow. Mostly it fought gangsters and other crooks in the streets of Shanghai and Peking, and helped deal with natural catastrophes and similar problems all over the country. On several occasions it clashed with American heroes due to what the Americans would call "short-sighted stubbornness" and the Red Chinese government would refer to as "interference in Chinese internal matters." This caused most American citizens to view the Squad as villains, though in truth they were (and are) heroes... just heroes who are controlled by a repressive Communist government.

The Tiger Squad's record of achievement and heroism wasn't enough to spare it from the madness of the 1967-76 Cultural Revolution. Mao became suspicious that his enemies might use the Squad against him, or that the Squad itself might become an enemy. Over the course of the Revolution the membership of the Squad was gutted, with only a scant handful surviving the purges, "re-education camps," and general chaos of the era.

Mao's death in 1976 brought the Cultural Revolution to an end, and with that the Tiger Squad's fortunes rose. Restored to the government's good graces, it went on a recruiting drive to replace lost members. By the mid-1980s it had over three dozen members and its popularity among the people had risen to new heights. But popular opinion soured on the team after its participation on the side of the government during the 1989 Tiananmen Square incident. The Tiger Squad was responsible for breaking up numerous pro-democracy protests and arresting many protesters, and while it never seriously harmed (much less killed) anyone, it was widely perceived as being a tool of entrenched governmental interests.

In the nearly two decades since then, the Tiger Squad has largely rehabilitated itself through a program of avoiding politically-charged matters as much as possible in favor of unquestionably heroic activities (particularly disaster prevention and relief). Its assistance with the transition of Hong Kong and Macao to Chinese rule was praised internationally, and while it still clashes with West-

OTHER TIGER SQUAD MEMBERS

Here's a list of some other members of the Tiger Squad (the names given are English translations). Ones with an asterisk by their name are pro-democracy, though they generally prefer to work within the system to effect positive change.

- Boxer* (martial artist)
- Daughter of the Moon (mentalist, energy projector)
- Dragonfly (winged martial artist)
- Earthquake Fist (vibratory powers)
- Eight-Ways Lightning* (martial artist, energy projector)
- Gossamer Storm (mystic)
- Heart of the People (martial artist, patriot)
- Immensely Strong One (brick)
- Immortal Philosopher* (martial artist, mystic)
- Iron Horse (powered armor)
- Lady of a Thousand Fires* (energy projector)
- Leafmaster* (plant manipulator)
- Mighty Hammer (brick, weaponmaster)
- Peach Blossom Spirit* (mystic)
- Phantom Soldier (weaponmaster)
- Phoenix (martial artist)
- Revolutionary III (martial artist)
- Shaolin Five (metamorph)
- Shining Dawn* (energy projector)
- Soothing Touch* (disease controller, healer)
- Steel-Shattering Fist (martial artist)
- Swarmlord (insect controller)

ern heroes occasionally, the general opening and warming of relations with America and Europe have helped to bring the heroes of East and West together in common cause more than once. It has faced many desperate challenges, such as the awakening of Li Chun the Destroyer in 1995 and the continuing problems associated with the existence of Dr. Yin Wu, but it, and the Chinese leadership and people, see bright things ahead during the twenty-first century.

Group Relations: Any group of nearly five dozen people, particularly people with extraordinary stressful occupations and often-large egos, is going to suffer from a certain amount of strain, disunity, and conflict. While in general the members of the Tiger Squad are united in their desire to protect, preserve, and improve China, they often differ on the best ways to accomplish these goals. Publicly they maintain a facade of full support for the government, and the truth is that if push came to shove the government could force any single member to do whatever it wanted (truly loyal Squad members and threats against the recalcitrant hero's family being its main tools here). But privately, there's a serious split within the group among heroes who are (at least relatively) staunch supports of the Communist regime, and those who are more pro-democracy. About forty percent of the team falls into the latter camp, while about fifteen percent are hard-line, unwavering supporters of the Communist government, and the rest favor the government but with views that span the spectrum of moderate opinion. While these differences aren't enough to cause any sort of split within the Squad (even if that were possible), it does create tension and sometimes lead to arguments. Truly renegade members, such as Spirit Dragon (page 121), inevitably find that they have to leave, since any effort to achieve real change from within would require a significant shift of opinion into the pro-democracy camp.

The Tiger Squad's members are among the most popular celebrities in China; some of the best-known, such as Hero of the People or Summer Cloud, rank right up there with the most famous movie and music stars. Some in the government see this as a potential threat (the way Mao did thirty years ago), but calmer heads have pointed out that none of the Squad's members has so much as expressed interest in getting directly involved in politics. They just want to save lives and do good.

The Squad enjoys a cool but generally positive relationship with UNTIL and other crimefighting organizations of world stature, such as the Sentinels. While it's usually more than willing to offer its assistance or "team up" to deal with major menaces, ultimately it has to do what the Chinese government wants, and what the Chinese government wants doesn't necessarily mean what's best for the world as a whole.

The Tiger Squad has fought many of the world's major supervillains, including Dr. Destroyer, Mechanon, Gravitator, and the Warlord. But by far its chief adversary is the insidious mystic Dr. Yin Wu,

once described as "the greatest thorn ever in the side of Communist China." From his stronghold deep in the heart of China Dr. Wu has launched numerous attempts to conquer China (or even the world) — attempts the Squad has only foiled by the narrowest of margins, and it has never managed to penetrate his valley and defeat him for good. He's personally slain over a dozen Squad members over the years, and for many of "the Tigers" (as they're popularly known) their fondest desire is to see Dr. Wu defeated for good... or dead.

Tactics: Due to its size and constantly fluctuating membership, the Tiger Squad trains constantly to ensure that its members work together well, are aware of one another's capabilities, and know how to handle themselves in any sort of crisis situation. The team has no formal leadership, though Hero of the People and the third Revolutionary are widely perceived by the public as the team's leaders. (In truth, the Squad takes its orders from government and military officials, sometimes even when it's in the field.) It's typically organized into "cadres" of four to seven heroes who serve as its main tactical field units, though the government may re-organize cadres as needed to deal with specific threats. A cadre is usually assigned to a specific city or region as its dedicated protectors.

Since over a third of the members of the Tiger Squad are martial artists of some variety, the Squad's tactics usually focus on three "teams": the "forward team," consisting of members who engage the enemy directly in HTH Combat range; the "middle team" of energy projectors and others who can fight at range; and the "long team" of mentalists and anyone else who can fight from long range. Typically the forward team's goal is to "lock down" as many combatants as possible, while the middle team tries to take control of its own zone and maintain tactical superiority there; the long team supports the other two teams as needed. All members have the *Teamwork* Skill as a result of their training.

All Tiger Squad members receive a Squad Communicator device which is usually built unobtrusively into a costume's sleeve or the like.

Campaign Use: The Tiger Squad embodies the classic comic book theme of "other heroes who function as villains." In most respects the Tiger Squad members are heroes just like your PCs — they fight crime, prevent disasters, save innocent lives, and thwart alien invasions. But because they work for an oppressive Communist regime, one whose desires and policies may clash with what the heroes want or need to do, they get cast in an adversarial relationship with the PCs. (And some, like Granite-Man, may truly be villainous, and use service to the Chinese Communists as a "cover" that lets them abuse and hurt people with impunity.) They offer all sorts of story possibilities involving clashes of ideologies, love interests between heroes that work for rival governments, how to reconcile the "greater good" with political realities, and so forth.

Since the Tiger Squad is already the largest superteam in the world, you don't really need to add members to make it more powerful. Instead,

give it a support staff to back up its superpowered muscle with other resources: a small army of specially-trained and -equipped agents, a corps of scientists and technicians to develop new devices for its members, and so on. In short, turn it into more of an organization than a superteam. To weaken it, you can remove members, but that runs contrary to the general idea of the team. A better approach is to increase the divisiveness within the team, making it so polarized that it functions poorly as a whole. That way your PCs rarely have to face more than 5-10 Squad members at a time. Similarly, if there are disputes within the Chinese government as to who controls the Squad, that may also hamper its effectiveness.

The Tiger Squad makes a determined and implacable hunter due to its deep “bench” — whenever one cadre of supers has to give up the chase for some reason, another can take its place. The Chinese government can even assemble special cadres specifically “constructed” to find and capture a hero. However, the Squad almost never operates outside of China, so as a Hunter it should have Limited Geographical Area (unless your entire campaign takes place in China).

GRANITEMAN

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
18	DEX	24	13-	OCV: 6/DCV: 6
50	CON	80	19-	
30	BODY	40	15-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
45	PD	33		Total: 45 PD (45 rPD)
45	ED	35		Total: 45 ED (45 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
22	REC	0		
100	END	0		
85	STUN	0		Total Characteristics Cost: 297

Movement: Running: 6"/12"
Leaping: 12?'24"

Cost	Powers	END
22	<i>Tough As Granite:</i> Hardened (+¼) for 45 PD/45 ED	0
56	<i>Tough As Granite:</i> Damage Resistance (45 PD/45 ED), Hardened (+¼)	0
10	<i>Tough As Granite:</i> Power Defense (10 points)	0
7	<i>Tiger Squad Costume Communicator:</i> HRRP (Radio Group); IIF (-¼), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Skills

30	+6 HTH
2	AK: Shanghai 11-
1	KS: The Chinese Superhuman World 8-
1	Language: English (basic conversation; Mandarin Chinese is Native)
3	Persuasion 13-
17	Power: Brick Tricks 20-
3	Stealth 13-
3	Streetwise 13-
3	Teamwork 13-

Total Powers & Skills Cost: 158

Total Cost: 455

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: Chinese Government 14- (Mo Pow, NCI, Watching)
15	Psychological Limitation: Sadistic; Likes To Hurt People (Common, Strong)
15	Psychological Limitation: Loves To Fight (Common, Strong)
15	Social Limitation: Secret Identity (Qiu Shing) (Frequently, Major)
180	Experience Points

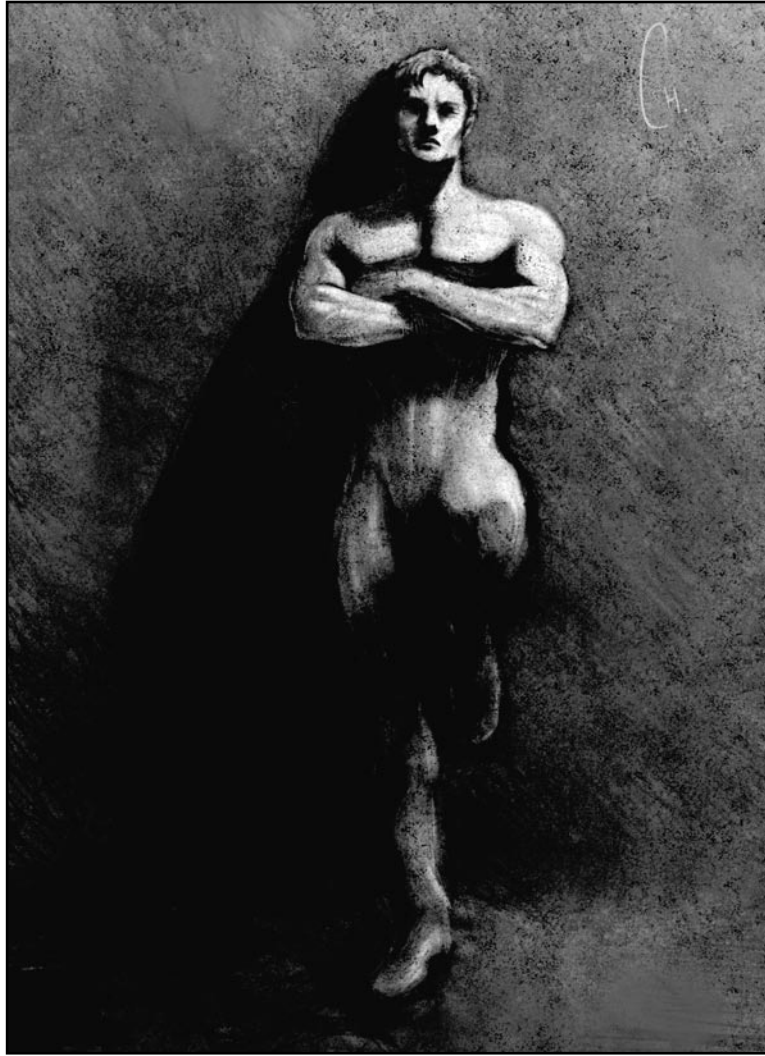
Total Disadvantage Points: 455

GRANITEMAN PLOT SEEDS

A Chinese woman approaches the PCs. She claims GraniteMan abused and nearly killed her; she fled to the US to get away from him and to tell her story to the world. Unfortunately he's found out where she went and come after her. She needs their protection and help.

GraniteMan decides he needs more powers — he ought to be able to turn *other* people to stone if he wants to. The PCs hear a rumor that he's trying to hire Teleios or some other super-scientist to give him that power. If they don't act now, he may become even more of a problem in the future... but what will the rest of the Squad, or the Chinese government, do if they take it on themselves to find and fight him?

Some “old friends” in Shanghai blackmail GraniteMan into helping them with some of their criminal operations on the sly. Unfortunately your PCs just happen to be vacationing there....



Background/History: Qiu Shing grew up poor in the slums of Shanghai. Before he was even 10 he was running with street gangs and committing petty crimes. It looked like he was destined for a short, nasty life... then when he was 15 his mutant power to transform his body into “living stone” manifested. It only took a day or two before he was leading the gang... and maybe a week more for reports of the “stone man” to filter back to Beijing. Realizing it had another mutant and potential “recruit” on its hands, the government sent the Tiger Squad in to find Qiu and capture him. He put up quite a fight, but he couldn’t stand up to five trained superhumans. They blindfolded him and brought him to one of the Squad’s secret training facilities where the government gave him a simple choice: join the Squad and serve China loyally... or spend the rest of your life in prison. Not being a fool, Qiu chose the former option, and was given the codename GraniteMan (Nán Huāgāngshí).

Personality/Motivation: Compared to most Tiger Squad members, GraniteMan is truly villainous. Life has taught him that no one will look out for

you but yourself, so that’s what he does. He’s only loyal to the government and the Squad because that’s what’s best for him right now; if a better opportunity presented itself, he’d take it. Even worse, he’s sadistic and cruel. He enjoys using his powers to fight and to hurt people. Most of the villains and criminals he captures have to visit the hospital before being sent off to jail, and the government has hushed up the stories about the prostitutes he’s injured or even mutilated during his “time off.” All the other members of his cadre are aware of his “tendencies” and try to restrain them as best they can.

Quote: “Time for you to... how do you Americans say it?... get stoned.”

Powers/Tactics: GraniteMan is a straightforward brick with respectable strength and resilience. He forms the backbone of his cadre, since he’s often the one who leads the charge into battle, holds the line while others retreat, and provides cover for his more fragile comrades.

Unfortunately his love of fighting means he sometimes tends to linger in battle too long, or starts fights that could probably be avoided.

Campaign Use: GraniteMan is an example of a Squad member your PCs can hate without feeling any guilt. He only functions as a “hero” because circumstances have forced him into that role; he doesn’t care about other people, and in fact enjoys hurting them.

To make GraniteMan tougher, increase his STR to 70-80 so that he’s closer to the upper ranks of bricks in the Champions Universe, or give him a Multipower of “brick tricks” that he can perform at will. To weaken him, reduce his PD and ED to 35, and perhaps his SPD to 4.

GraniteMan only Hunts people when ordered to, in which case he follows orders.

Appearance: GraniteMan is a 5’6” tall Chinese man who looks like he’s made out of grey granite — as if he were a living statue. He doesn’t wear any sort of costume (he has no visible external genitalia, so there’s no real need for one).

RED BULLET				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
31	DEX	63	15-	OCV: 10/DCV: 10
25	CON	30	14-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	12-	
25	PD	21		Total: 31 PD (24 rPD)
20	ED	15		Total: 26 ED (24 rED)
9	SPD	49		Phs: 2, 3, 4, 6, 7, 8, 10, 11, 12
9	REC	0		
50	END	0		
45	STUN	7		Total Characteristics Cost: 226
Movement: Running: 30"/480"				
MegaRunning: up to 30 km/Phase				
Cost	Powers	END		
50	<i>Speedster Energy:</i> Endurance Reserve (250 END, 25 REC)	0		
75	<i>Bullet Running:</i> Multipower, 94-point reserve; all Only In Contact With A Surface (-¼)			
7u	1) <i>Hyper-Running:</i> Flight 30", x16 Noncombat, No Turn Mode (+¼); Only In Contact With A Surface (-¼)	9		
7u	2) <i>Overdrive Running:</i> Flight 30", No Turn Mode (+¼), MegaScale (1"=1 km; +¼); Only In Contact With A Surface (-¼)	9		
75	<i>Speedster Tricks:</i> Multipower, 75-point reserve			
3u	1) <i>Rapid-Fire Punch:</i> HA +8d6; Hand-To-Hand Attack (-½)	4		
1u	2) <i>Battering Ram:</i> HA +6d6; Hand-To-Hand Attack (-½), Only With Move Through/By (-1)	3		
6u	3) <i>Vibro-grip:</i> HKA 2d6 (2½d6 with STR), Penetrating (+½), Reduced Endurance (0 END; +½)	0		
3u	4) <i>Supersonic Finger-Snap:</i> Energy Blast 6d6, NND (defense is Life Support [Safe Environment: High Pressure] or armored head-covering; +1); No Range (-½), Gestures (must hold hand near target's ear; -¼)	6		
6u	5) <i>Dizzying Spin:</i> Drain DEX and CON 5d6, DEX and CON simultaneously (+½); Requires A DEX Roll (-¼)	7		
2u	6) <i>Let's Wrap This Up:</i> Entangle 6d6, up to 6 DEF; OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Cannot Form Barriers (-¼)	6		
5u	7) <i>Some Disassembly Required:</i> Dispel Technological Object 20d6, any one Technological Object power one at a time (+¼); No Range (-½)	7		

4u	8) <i>Sonic Boom Attack:</i> Energy Blast 6d6, Area Of Effect (6" Radius; +1¼); Must Pass Through Intervening Space (-¼), Does Not Work In A Vacuum (-¼)	7
4u	9) <i>Vacuum Attack:</i> Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Reduced Endurance (½ END; +¼); Must Pass Through Intervening Space (-¼), No Range (-½)	3
6u	10) <i>Compressed Air Jackhammer:</i> Energy Blast 8d6, Double Knockback (+¾); Limited Range (5"; -¼)	7
3u	11) <i>Fast Work:</i> Change Environment 8" radius (clean, do chores and tasks, and so forth), Varying Effect (+½)	3
18	<i>Friction-/Impact-Resistant Skin:</i> Damage Resistance (18 PD/18 ED)	0
12	<i>Armored Costume:</i> Armor (6 PD/6 ED); OIF (-½)	0
6	<i>Hyperspeed Sight:</i> MegaScale (+¼) for Normal Sight, Reduced Endurance (0 END; +½); Only With MegaMovement (-½)	0
7	<i>Tiger Squad Costume Communicator:</i> HRRP (Radio Group); IIF (-¼), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
Perks		
2	Reputation: the fastest man in China! (among Chinese) 11-, +1/+1d6	
Skills		
24	+8 with Grab By, Move By, and Move Through	
3	Computer Programming 12-	
3	Electronics 13-	
2	KS: The Chinese Scientific World 11-	
2	KS: The Chinese Superhuman World 11-	
1	Language: English (basic conversation; Mandarin Chinese is Native)	
17	Power: Speedster Tricks 22-	
2	SS: Ballistics 11-	
2	SS: Chemistry 11-	
2	SS: Physics 11-	
3	Sleight Of Hand 15-	
3	Stealth 15-	
3	Teamwork 15-	

Total Powers & Skills Cost: 369

Total Cost: 595

200+ Disadvantages

20	Hunted: Chinese Government 14- (Mo Pow, NCI, Watching)
20	Psychological Limitation: Code Versus Killing (Very Common, Strong)
15	Psychological Limitation: Loyal To Chinese Government (Common, Strong)
15	Social Limitation: Secret Identity (Hua Shoi-Ming) (Frequently, Major)
20	Vulnerability: 2 x STUN from Electricity attacks (Common)
305	Experience Points

Total Disadvantage Points: 595

RED BULLET PLOT SEEDS

For diplomatic and "friendship" purposes, a PC speedster (or NPC speedster friend of the PCs) and the Red Bullet are going to have a race across first the United States, and then China. All sorts of things could go wrong, so the PCs are asked to monitor the situation (perhaps along with a delegation from the Tiger Squad). And is it possible the Red Bullet will engage in some covert activities during his run across America?

The Red Bullet has finally seen too many negative things about the Chinese government and decides to defect. He asks for the PCs' help to escape the Communists' clutches.

One of the Red Bullet's old friends in the Chinese military-industrial complex informs him that there seems to be a plot to mis-use the new Chinese rockets. Since he's not sure who among the Tiger Squad might be involved in the conspiracy, he asks the PCs to help him investigate.



Background/History: In 1992 Hua Shoi-Ming was a scientist working on China's next generation of missiles and rockets. He and his team were responsible for improving the speed of the weapons, and their approach involved a two-pronged attack: making the missile more aerodynamic; and creating better, more efficient fuels. After months of intensive labor, the fuel group, which Hua was leading, had a major breakthrough. Their new rocket fuel, codenamed X-9, was possibly the best rocket fuel ever invented, and would likely increase the speed of Chinese missiles by as much as 38%.

Unfortunately X-9, while a wonder in many respects, was also highly unstable in certain conditions. As Hua worked late one night to prepare another rocket for test-firing, a short-circuit in the rocket's motherboard caused it to explode. The heat and pressure rendered the X-9 Hua was loading into the rocket unstable even as he was doused with the stuff. He awoke a few minutes later, amazed to even be alive. He shakily got to his feet and started to walk over to the emergency phone to call for help... and was astonished when he crossed the lab in the blink of an eye!

A little experimentation proved to Hua that he'd somehow gains super-speed powers from the accident. As a loyal member of the Communist Party and a dedicated Chinese citizen, he immediately reported what had happened to his superiors. He soon found himself inducted into the Tiger Squad as the Red Bullet (*Hóng Zìdàn*) and training to become a superhero. To his own surprise he

took to the training well, and for the past decade and a half has been one of the Squad's staunchest members.

Personality/Motivation: If it weren't for the fact that he works for a repressive Communist government, the Red Bullet would be a true hero. He thinks nothing of risking his life to save others, fights crime with zeal, and genuinely enjoys making other peoples' lives a little better with his powers. In fact, he's hoping to return to the lab one day, to find ways to use his super-speed to make scientific and technological breakthroughs.

Quote: "Just like a bullet, I travel faster than the eye can see... and I hit hard!"

Powers/Tactics: The Red Bullet is a speedster, with a classic suite of speedster powers — he can outrun a car, hit his opponents with various high-speed impacts for different effects, wrap up an enemy with loose cable or rope in a split-second, or take a device apart before you can blink.

Since he acts so much more often, and so much faster, than his teammates, he's trained hard to learn to use his powers to "support" them by helping them defeat their own foes at the same time he's handling his own assigned target.

Campaign Use: You can use the Red Bullet as a "mirror" to hold up to the PCs. He's pretty much just like them... except that he's a Communist and supporter of a Communist government that squelches dissent with armed force. He'd much rather work with them than fight them, but he'll fight to the death rather than let them contravene the interests of the Chinese government or "invade" Chinese territory.

To make the Red Bullet more powerful, convert his Multipower into a large Variable Power Pool of *Speedster Tricks* (see *The UNTIL Superpowers Databases* or *The Ultimate Speedster* for dozens of example powers). You could also give him some Speedster Martial Arts. To weaken him, reduce his SPD to 7 and halve his number of Combat Skill Levels.

The Red Bullet only Hunts people when ordered to, in which case he follows orders.

Appearance: The Red Bullet is a 5'8" tall Chinese man with a trim, athletic build. His costume is a red bodystocking with blue gloves, belt, and boots; the boots have specially-reinforced soles to withstand the impact of his high-speed running. Across the chest is an arc of five gold five-pointed stars. Instead of a mask he wears streamlined red-tinted running goggles.

SUMMER CLOUD

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-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
6	PD	4		Total: 28 PD (22 rPD)
8	ED	4		Total: 30 ED (22 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
6	REC	0		
40	END	0		
30	STUN	5		Total Characteristics Cost: 112

Movement: Running: 6"/12"
Flight: 25"/200"

Cost	Powers	END
32	<i>Wind Power:</i> Endurance Reserve (120 END, 20 REC)	0
108	<i>Wind Power:</i> Multipower, 108-point reserve	
10u	1) <i>Wind Blast:</i> Energy Blast 10d6, Double Knockback (+¾), Reduced Endurance (½ END; +¼)	4
7u	2) <i>Tornado Blast:</i> Energy Blast 10d6, Area Of Effect (11" Cone; +1); No Range (-½)	10
7u	3) <i>Eye Of The Tornado:</i> Energy Blast 9d6, Area Of Effect (5" Radius; +1), Personal Immunity (+¼); No Range (-½), Random Knockback (see <i>Champions</i> , page 153; -0)	10
7u	4) <i>Hardened Air:</i> Entangle 6d6, 6 DEF, Reduced Endurance (0 END; +½); Cannot Form Barriers (-¼)	0
10u	5) <i>I Can't Breathe!:</i> Energy Blast 8d6, NND (defense is LS [Self-Contained Breathing]; +1), Reduced Endurance (0 END; +½)	0
9u	6) <i>Wind Manipulation:</i> Telekinesis (40 STR), Reduced Endurance (0 END; +½)	0
11u	7) <i>Fire Starvation:</i> Dispel Fire 12d6, all Fire Powers simultaneously (+2)	11
38	<i>The Terrible Tornado:</i> Energy Blast +6d6 for <i>Eye Of The Tornado</i> attack, Area Of Effect (+1), Personal Immunity (+¼); Concentration (½ DCV; -¼), Increased Endurance Cost (x2 END; -½)	14
7	<i>Temperature Manipulation:</i> Change Environment 1" radius, +/-1 Temperature Level, Varying Effect (raise or lower temperature; +¼), MegaScale (1" = 1 km broad, wide, and deep; +¼)	1

Martial Arts: Kung Fu

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Dodge	+0	+5	Dodge all attacks, Abort
5 Kick	-2	+1	6d6 Strike
4 Punch	+0	+2	4d6 Strike
3 Throw	+0	+1	3d6 +v/5, Target Falls

4	<i>Tien-hsueh Strike</i> -1 +1 2d6 NND (1)	
90	<i>Wind-Powered Flight:</i> Flight 25", x8 Noncombat, Reduced Endurance (0 END; +½)	0
55	<i>Air Shield:</i> Force Field (22 PD/22 ED), Reduced Endurance (½ END; +¼)	2
7	<i>Tiger Squad Costume Communicator:</i> HRRP (Radio Group); IIF (-¼), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Perks

4	Reputation: popular Chinese superheroine (in China) 11-, +2/+2d6
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Skills

9	+3 with <i>Wind Powers</i> Multipower
3	High Society 13-
3	KS: Chinese History And Culture 12-
2	KS: The Chinese Superhuman World 11-
1	Language: English (basic conversation; Mandarin Chinese is Native)
3	Stealth 13-
1	Streetwise 8-
1	Tactics 8-
3	Teamwork 13-

Total Powers & Skills Cost: 452

Total Cost: 564

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: Chinese Government 14- (Mo Pow, NCI, Watching)
20	Psychological Limitation: Code Versus Killing (Very Common, Strong)
15	Psychological Limitation: Pro-Democracy (Common, Strong)
15	Social Limitation: Secret Identity (Huan Lin) (Frequently, Major)
15	Social Limitation: Famous (Frequently, Minor)
269	Experience Points

Total Disadvantage Points: 564

Background/History: Huan Lin was born in 1984 to parents who were active in China's burgeoning pro-democracy movement... and who were killed in the 1989 Tiananmen Square incident. Raised by her grandmother, as a teenager she was quick to adopt her parents' political views. But she also manifested the mutant power to control air and wind, and that made her life take an unexpected turn. She quickly went from being a poor child living in a Beijing suburb to living in Tiger Squad training facilities. She objected, sometimes stridently, to being forcibly inducted into the Squad, but the truth was that she loved using her powers, and loved helping people, so it wasn't much of a burden to bear.

Now an outgoing, attractive woman in her mid-20s, Lin goes by the codename Summer Cloud (*Xiàjì Yún*) and has become an experienced, tactically adept superheroine. She's one of the most popular members of the Tiger Squad, with entire magazines devoted to keeping her fans aware of

SUMMER CLOUD
PLOT SEEDS

Summer Cloud finally makes a few too many statements that are critical of the Chinese Communist government and is about to be "disappeared." She doesn't want to leave China, but she needs to remain safe if she's ever going to spearhead democratic reform, so she asks the PCs to hide her.

Summer Cloud and a male PC start dating. Winter Dragon decides to break them up. Wackiness ensues.

Summer Cloud visits the United States on a "good will tour" for the Tiger Squad and China in general. The PCs are asked to help escort her around, protect her from mobs of fans, and safeguard her from any threats.



what she's doing, what she thinks, and who she's dating (or thinking about dating). She inspires a minor media frenzy pretty much everywhere she goes, which she's not entirely happy with, but she tries to use her fame to subtly promote her pro-democracy views.

Personality/Motivation: Of all the members of the Tiger Squad, Summer Cloud is probably the most vocal in her support of the democracy movement in China. More than once she's come close to crossing the line of what her superiors will tolerate, and the time may come when they consider her more of a liability than an asset. She tries to restrain herself so she can go on being a superheroine, but she knows the day is going to come when a confrontation will have to happen.

Summer Cloud dated Winter Dragon for several months a few years ago. Despite a strong mutual attraction they broke up over their differing political views. But they still harbor feelings for one another, and the gossip magazines speculate about them endlessly.

Quote: "You know what you need? A little fresh air!"

Powers/Tactics: Summer Cloud's powers primarily related to control of air and wind. She can project blasts of wind in various forms (including her powerful "tornado" attack), lift objects with just the wind, fly, and shield herself or restrain others with "hardened air." However, it seems that her powers may actually be broader than that. She has the ability to raise or lower the temperature over a 1 km radius area, and Tiger Squad scientists believe she may be able to control any weather phenomena the way she currently controls air. They're working hard with her to develop these powers, but so far she hasn't made much progress.

Campaign Use: Summer Cloud makes a good "ally" for the heroes on the Tiger Squad. Her pro-democracy views make her seem more sympathetic to them than the more hard-line members of the team, and her obvious heroic

attitude and amicable personality make her easy to get along with. If the two teams interact enough, she might even make a possible love interest for a male PC... something that would irk Winter Dragon to no end.

To make Summer Cloud a more powerful superhuman, expand her powers to other weather phenomena, as discussed above. Start with clouds and fog, then precipitation, and finally lightning. In the end she'll have a Multipower devoted to each type of weather. To weaken her, remove her Endurance Reserve so she has to carefully watch how much END she uses.

Summer Cloud only Hunts people when ordered to, in which case she follows orders.

Appearance: Summer Cloud is a beautiful, vivacious young woman in her mid-20s. Her costume is peach, red, and gold. It consists of a tunic-like top with a plunging V neckline, a high collar, and flared sleeves; tight pants; and thigh-high boots. It's decorated throughout with highlights and designs reflecting traditional Chinese styles.

TECHNOCRAT

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-	
13	BODY	6	12-	
25	INT	15	14-	PER Roll 14-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
6	PD	4		Total: 26 PD (20 rPD)
6	ED	3		Total: 26 ED (20 rED)
4	SPD	12		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
26	STUN	0		Total Characteristics Cost: 90

Movement: Running: 6"/12"
Flight: 20"/40"

Cost	Powers	END
80	<i>Gadget Pool:</i> Variable Power Pool, 60 base + 30 control cost; Focus (all slots must have at least -½ of this Limitation; -½)	var
40	<i>Bracer Weapons:</i> Multipower, 60-point reserve; all OIF (-½)	
4u	1) <i>Bracer Blaster:</i> Energy Blast 12d6; OIF (-½), 16 Charges (8 per bracer; -0) [16]	
3u	2) <i>Binding Pellet Projector:</i> Entangle 6d6, 6 DEF; OIF (-½), Cannot Form Barriers (-¼), 12 Charges (6 per bracer; -¼) [12]	
2u	3) <i>Gravitic Negator:</i> +30 STR, Reduced Endurance (0 END; +½); OIF (-½), No Figured Characteristics (-½), Only For Lifting (-½)	0
50	<i>Force Field Projector:</i> Force Field (20 PD/20 ED/5 Mental Defense/5 Power Defense), Reduced Endurance (0 END; +½); OIF (-½)	0
40	<i>Rocket Boots:</i> Flight 20", Reduced Endurance (0 END; +½); OIF (-½)	0
3	<i>Eyepiece:</i> Infrared Perception (Sight Group); OIF (-½)	0
3	<i>Eyepiece:</i> Nightvision; OIF (-½)	0
7	<i>Communications Systems:</i> HRRP (Radio Group); IIF (-¼), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Skills

10	<i>Targeting System:</i> +3 with Ranged Combat; OIF (-½)
3	Combat Piloting 13-
3	Computer Programming 14-
3	Demolitions 14-
3	Electronics 14-
2	KS: The Chinese Superhuman World 11-
1	Language: English (basic conversation; Mandarin Chinese is Native)
3	Mechanics 14-
15	Power: Gadgeteering 20-
3	Security Systems 14-
3	Stealth 13-
3	Systems Operation 14-
3	Teamwork 13-
3	Scientist
1	1) SS: Biology 11-
2	2) SS: Chemistry 14-
2	3) SS: Electronic Engineering 14-
2	4) SS: Physics 14-
2	5) SS: Robotics 14-

Total Powers & Skills Cost: 299

Total Cost: 389

200+ Disadvantages

20	Hunted: Chinese Government 14- (Mo Pow, NCI, Watching)
20	Psychological Limitation: Code Versus Killing (Very Common, Strong)
10	Psychological Limitation: Pro-Democracy (Common, Moderate)
15	Social Limitation: Secret Identity (Chang Mei) (Frequently, Major)
114	Experience Points

Total Disadvantage Points: 389

Background/History: Chang Mei was the ultimate tomboy growing up. She didn't care about "girly" things like dolls and dress-up; she wanted to play sports, explore the local wilderness, and take risks. Most especially she liked to build things and tinker — and she had a real gift for it, too. When she was only eight years old she rebuilt her father's scooter motor to make it run more efficiently.

To ensure that Mei's abilities were properly developed, the government arranged for her to attend a special school for the scientifically gifted. When it became apparent she was even better than *that*, the government decided to enroll her in the Tiger Squad. Since then she's been putting her gifts, and her many inventions, to work on behalf of the Chinese people.

TECHNOCRAT
PLOT SEEDS

Pro-democracy protesters in China have been using some high-tech devices to avoid the police and cause trouble. The authorities suspect that Technocrat is covertly supplying the activists. She denies the charges and asks the PCs to investigate on her behalf.

Tired of being regarded as "plain" next to Summer Cloud even though she's quite pretty in her own right, Technocrat approaches an attractive female PC about getting a "make-over" to improve her appearance and social skills. Wackiness, as always, ensues.

The PCs are building a super-weapon to take down a major foe (like Mechanon or Dr. Destroyer), and one of Technocrat's inventions would be *perfect* for it. Unfortunately the Chinese government refuses to let her cooperate with them. They have to find a way to get the device from her... hopefully without causing an international incident.

Personality/Motivation: Although she's really more at home in a laboratory than on the battlefield, Technocrat has taken well to the life of a superhero. She enjoys helping other people and saving lives. While she's definitely pro-democracy, she's not as open or vocal about it as her good friend Summer Cloud, whom she often worries about. Sometimes, too, she admits to herself that she's a little jealous of her much better-looking, much more famous, much more socially comfortable friend, but it doesn't bother her that much. After all, who was voted "Sexiest Woman in China" three years in a row by *China Computing Weekly* magazine?

Quote: "Wait! I can take care of this easily, without the need for any violence. Give me a couple minutes to get something ready."

Powers/Tactics: Technocrat is a natural-born gadgeteer, with an innate affinity for devices of all sorts. She can use the pre-prepared modules she carries on her belt, plus any other spare parts she can lay her hands on, to create all sorts of weapons and gadgets. (See *Gadgets And Gear* for dozens of example gadgets she could have.)

In combat, Technocrat usually looks for a non-violent approach to resolving the situation. She'd rather restrain someone with her Entangle, or knock them out painlessly with an NND attack, than resort to her blaster. She often spends more time during a battle protecting innocent bystanders, preventing property damage, and supporting her teammates than she does directly attacking the foe.

Campaign Use: Technocrat gives this particular cadre of the Tiger Squad a technological edge in its battles against crime (and perhaps the PCs). While she's not a world-class super-gadgeteer, she's got enough chops to earn the respect of those who are.

To make Technocrat more powerful, convert her into more of a powered armor character, with greater defenses, more weaponry, and a larger Gadget Pool. To weaken her, reduce her VPP to a 40-point base.

Technocrat only Hunts people when ordered to, in which case she follows orders.



Appearance: Technocrat is a Chinese woman, 5'4" tall with a slender build. Her basic costume is a plain black turtlenecked bodystocking, but her various gadgets, mostly colored a sort of orange-gold, accentuate it. They include a high-tech headband (which has an eyepiece with a red crystal over her left eye and a short radio antenna on the left side), a high-tech belt with several interchangeable electronic modules attached to it, high-tech bracers on both lower arms, streamlined shoulderpads, and stylish boots.

WINTER DRAGON

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-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	12-	
10	PD	7		Total: 30 PD (20 rPD)
10	ED	6		Total: 30 ED (20 rED)
6	SPD	27		Phases: 2, 4, 6, 10, 12
10	REC	6		
60	END	10		
33	STUN	0		Total Characteristics Cost: 151

Movement: Running: 30"/60"

Cost	Powers	END
60	<i>Ice Powers:</i> Multipower, 60-point reserve	
6u	1) <i>Ice Blast I:</i> Energy Blast 12d6	6
6u	2) <i>Ice Blast II:</i> Energy Blast 8d6, Area of Effect (One Hex Accurate; +½)	6
6u	3) <i>Deep Freeze:</i> Energy Blast 6d6, NND (defense is Life Support [Safe Environment: Intense Cold]; +1)	6
6u	4) <i>Ice Dart:</i> RKA 2½d6, Armor Piercing (+½)	6
3u	5) <i>Ice Bonds:</i> Entangle 4d6, 8 DEF; Vulnerable (Fire/Heat; -1)	6
3u	6) <i>Group Ice Bonds:</i> Entangle 4d6, 4 DEF, Explosion (+½); Vulnerable (Fire/Heat; -1)	6
4u	7) <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
39	<i>It's Cold In Here:</i> Change Environment (lower temperature) 32" radius, -4 Temperature Levels	4

Martial Arts: Kung Fu

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Dodge	+0	+5	Dodge all attacks, Abort
5 Kick	-2	+1	7d6 Strike
4 Punch	+0	+2	5d6 Strike
3 Throw	+0	+1	4d6 +v/5, Target Falls
4 <i>Tien-hsueh Strike</i> -1	+1		2d6 NND (1)
60 <i>Ice Armor:</i> Force Field (20 PD/20 ED), Reduced Endurance (0 END; +½)			0
2 <i>Accustomed To The Cold:</i> Life Support (Safe Environment: Intense Cold)			0
12 <i>Ice Slides:</i> Elemental Control, 30-point powers, all Physical Manifestation (-¼), Side Effects (leaves big chunks of ice around the environment; -0)			
12 1) <i>Basic Ice Slide:</i> Running +15" (21" total); Physical Manifestation (-¼), Side Effects (leaves big chunks of ice around the environment; -0)			3

- 9 2) *Aboveground Ice Slide:* Gliding 30"; Costs Endurance (-½), Physical Manifestation (-¼), Side Effects (leaves big chunks of ice around the environment; -0) 3
- 16 3) *Rescue Slide:* Gliding 12", Area Of Effect (20" long and 4" wide Line; +1¼), Usable As Attack (+1), Limited Range (20"; +¼); Costs Endurance (-½), Physical Manifestation (-¼), Only To Slide People To The Ground (-¼) 5
- 5 *Perceive Heat Patterns:* Infrared Perception (Sight Group) 0
- 7 *Tiger Squad Costume Communicator:* HRRP (Radio Group); IIF (-¼), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0

Skills

- 12 +4 with *Ice Powers* Multipower
- 1 Computer Programming 8-
- 2 KS: The Chinese Military 11-
- 2 KS: The Chinese Superhuman World 11-
- 1 KS: The Military/Merc./Terrorist World 11-
- 1 Language: English (basic conversation; Mandarin Chinese is Native)
- 3 Power: Ice/Cold Tricks 14-
- 1 SS: Cryophysics 8-
- 3 Stealth 14-
- 3 Tactics 12-
- 3 Teamwork 14-

Total Powers & Skills Cost: 312

Total Cost: 463

200+ Disadvantages

- 20 Hunted: Chinese Government 14- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To Chinese Government (Common, Strong)
- 15 Social Limitation: Secret Identity (Xiang Ho) (Frequently, Major)
- 20 Vulnerability: 2 x STUN from Fire attacks (Common)
- 193 Experience Points

Total Disadvantage Points: 463

Background/History: Xiang Ho was born into a military family, and it was expected that he would follow in the footsteps of five generations before him and join the army. He didn't let his family down; he graduated from China's military academy with top marks and seemed destined for a long and accomplished career.

His military prospects came to a halt when he was asked to participate in "Project Blizzard," an experiment to design a weapon that could literally freeze enemy tanks and other vehicles in place by generating ice around them. All was ready for the test, and the countdown had begun to fire the weapon at an old tank. It was only then that Ho realized that there was still a soldier stuck in the tank! Without a thought for his own safety he rushed out to rescue the man, got him out of the tank, and shoved him to safety. Just as he was ready to leap off the tank himself, the experimental weapon fired.

WINTER DRAGON PLOT SEEDS

Winter Dragon and the PCs accompany a research expedition to Antarctica. When the expedition uncovers the wrecked remains of a spacecraft filled with hostile monster-like aliens, the heroes have to battle to save their own lives and those of the scientists.

It turns out that Winter Dragon's powers *do* draw ice and cold in from another dimension — and now the inhabitants of that dimension are invading to put a stop to it! Unfortunately they seem determined to fight rather than discussion the situation reasonably....

When Winter Dragon (along with some PCs) is asked to judge an ice sculpture contest, a pro-democracy Chinese terrorist group decides to stage an attack. The heroes and Winter Dragon have to team up to stop them.

The next thing Ho remembered was waking up in the hospital several days later. His doctors were as amazed as he was that he hadn't died. They were even more astonished when he began to manifest powers over ice and cold. They first noticed that the temperature in his room was dropping by dozens of degrees at random times... and that Ho didn't even seem to notice. Further experimentation, and eventually training with the Tiger Squad, allowed Ho to develop a wide variety of cryo-powers; he joined the Squad under the codename Winter Dragon (*Dōngjī Lóng*).

Personality/Motivation:

Winter Dragon approaches being a superhero with a soldier's discipline. He speaks precisely and to the point, he acts with an economy of motion, and he expects others to do the same. He's a perfect "poster child" for the Tiger Squad as far as the Chinese government is concerned, and in fact they frequently use him for public appearances and the like.

Winter Dragon is a staunch supporter of the Chinese government and its way of doing things. This has led to some arguments with his teammates, and even soured his relationship with Summer Cloud, but he refuses to back down from his principles. Eventually his too-liberal teammates will realize that he's correct.

Quote: "It's time to shut these men down... cold."

Powers/Tactics: Winter Dragon can manipulate cold and ice. In addition to relatively simple tricks like lowering the local temperature or creating ice sculptures to amuse children, he can project bolts of cold force, fire darts of ice sharp and hard enough to pierce armor, encase his foes in blocks of solid ice, and make the ground too slippery to walk on. He creates "ice slides" that allow him to "skate" across the ground (and sometimes even through



the air) at great speed, and can even use them to rescue people who are falling or need to get down from a tall building fast.

Unlike most ice manipulators, Winter Dragon's powers don't involve drawing ambient moisture out of the air and freezing it. Somehow he creates the ice on his own, possibly by subconsciously pulling it from another dimension. As a result, the Chinese government has found it can easily use him to ameliorate the effects of droughts throughout China. Sometimes they send him to other arid areas to create ice (and thus, water) as a gesture of goodwill.

Campaign Use: Like Granite-Man, Winter Dragon is likely to get along less well with the PCs than the likes of Summer Cloud or Technocrat, though it's not because he's got criminal tendencies. In his case the clash will arise from his strong, and oft-expressed, support for the Chinese government and policies. He'll be one of the first to tell the heroes they can't enter Chi-

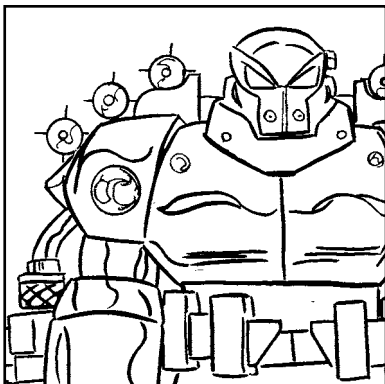
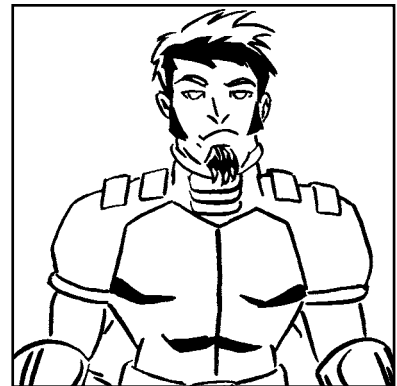
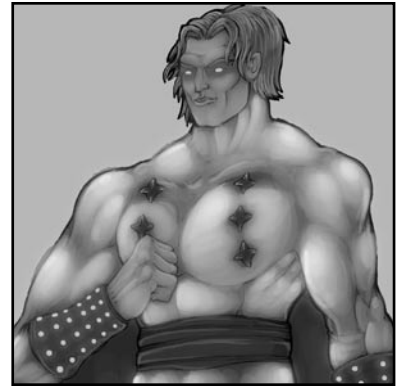
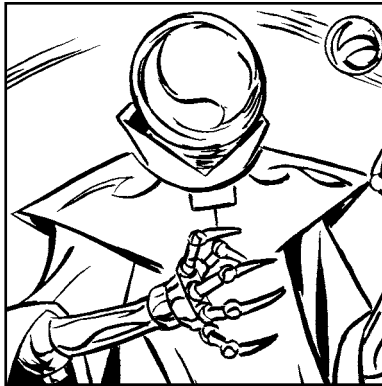
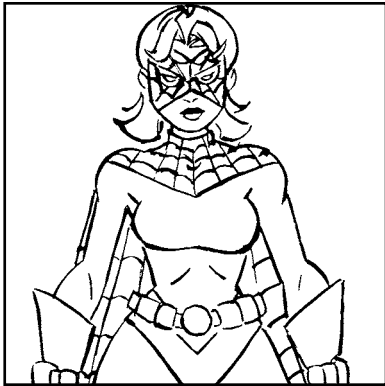
nese territory, that they're risking "an incident" with the Chinese government, and so forth.

To make Winter Dragon tougher, convert his various Power Frameworks and other powers into one large, easily-manipulated, *Ice Powers* Variable Power Pool. (You can find plenty of example powers for the Pool in *The UNTIL Superpowers Databases*.) To weaken him, reduce his SPD to 4 and get rid of his Martial Arts.

Winter Dragon only Hunts people when ordered to, in which case he follows orders.

Appearance: Winter Dragon is a 5'9" tall Chinese man with an athletic build. He wears a dark and light blue costume: a flared shoulderpiece that comes about halfway down the neck and drops to a point mid-chest, domino mask, flared gloves, flared boots, and belt are all dark blue; the rest of the chest, arms, and legs are light blue.

chapter three:



SOLO VILLAINS

**AMBUSH
PLOT SEEDS**

The classic Ambush plot: Ambush steals something the PCs desperately need. Somehow they have to find her, catch her, and get it back.

After Ambush is badly injured in a fight (or accident) and ends up in a coma, strange things begin to happen around her — somehow she's subconsciously teleporting people and objects around her, and sometimes even moving them telekinetically, and nothing can be done to stop it. The heroes have to somehow enter her mindscape and restore it, and Ambush, to normal before she hurts someone.

After Ambush rescues Wayland Talos from a sticky situation, he repays her by making her a suit of light armor and various gadgets and weapons. Thus armed, Ambush becomes much more confident and dangerous....

AMBUSH				
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-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
14	COM	2	12-	
8	PD	5		Total: 11 PD (3 rPD)
8	ED	4		Total: 11 ED (3 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
7	REC	0		
36	END	0		
30	STUN	3		Total Characteristics Cost: 93
Movement: Running: 6"/12" Teleportation: 25"/50"				
Cost	Powers	END		
130	Teleporting: Multipower, 130-point reserve			
13u	1) <i>Basic Teleportation:</i> Teleportation 25", No Relative Velocity, Position Shift, Armor Piercing (+½), Safe Blind Teleport (+¼), Reduced Endurance (½ END; +¼)		5	
10u	2) <i>Easy Teleportation:</i> Teleportation 20", No Relative Velocity, Position Shift, Safe Blind Teleport (+¼), Reduced Endurance (0 END; +½)		0	
30	Taser Baton: Multipower, 60-point reserve; all OAF (-1)			
1u	1) <i>A Good Smack:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)		1	
2u	2) <i>A Good Shock:</i> Energy Blast 6d6, NND (defense is insulated ED; +1); OAF (-1); No Range (-½), 12 Charges (shared with Slot #3; -¼)		[12]	
2u	3) <i>Smack And A Shock:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½) plus Energy Blast 3d6, NND (defense is insulated ED; +1); OAF (-1); No Range (-½), 12 Charges (shared with Slot #2; -¼)			
Talents				
6	Combat Luck (3 PD/3 ED)			
Skills				
27	Blink Teleportation: +8 DCV; Costs Endurance (-½)		4	
6	+2 with Taser Baton Multipower			
1	Acrobatics 8-			
1	Breakfall 8-			
2	CK: The Bad Parts Of Los Angeles 11-			
2	KS: The L.A. Street Gang World 11-			
3	Stealth 13-			
3	Streetwise 12-			
Total Powers & Skills Cost: 239				
Total Cost: 332				

200+ Disadvantages

- 0 Dependence: must use cocaine every Day or *Teleporting* and *Blink Teleportation* powers suffer 14- Activation Roll (Difficult to Obtain)
- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 15 Psychological Limitation: Greedy (Common, Strong)
- 10 Psychological Limitation: Vain And Prone To Jealousy (Common, Moderate)
- 15 Social Limitation: Public Identity (Keera Hancock) (Frequently, Major)
- 82 Experience Points

Total Disadvantage Points: 332

Background/History: Keera Hancock grew up on the hardest, meanest streets of Los Angeles. She never knew who her father was, and her mother spent most of the day blitzed out on coke or heroin; she was raised primarily by her grandmother. But even that kindly woman's affection couldn't keep her from responding to the lure of the streets. She started running with gangs young and looked like she was on a short road to a quick death.

Naturally, it didn't take long for her to get hooked on cocaine (though she was at least smart enough to avoid heroin; she'd seen what it had done to her mother). One night another girl in her circle, jealous of the fact that most of the boys seemed to pay attention to Keera more than her, slipped Keera some pure, uncut cocaine, hoping it would cause an overdose and kill her. Overdose Keera did... but she didn't die. Instead, somehow the reaction caused her latent mutant powers to surface. In a drug-induced haze she began teleporting all over the place at random. Fortunately, the only person around to see it was her rival, and the terrified girl fled for her life and never told a soul.

After she was back to her normal self, Keera discovered she could control the teleporting (though she also soon found out it became harder to use her powers if she didn't snort a line or two of coke at least once a day). Realizing this was her ticket to real money, she chose the supervillain name *Ambush* and set out to make it in the big leagues.

Personality/Motivation: Although she's now in her early 20s, Ambush isn't really a very mature person. Life's taught her that no one looks out for you but you, so that's what she does — and who cares about anyone else. She's smart enough to stay loyal to anyone who hires her, but otherwise betraying and backstabbing people to get what she wants doesn't bother her in the slightest. She's also petty, vain, and given to fits of jealousy.

Quote: "If you think you can catch me, you're in for a shock."

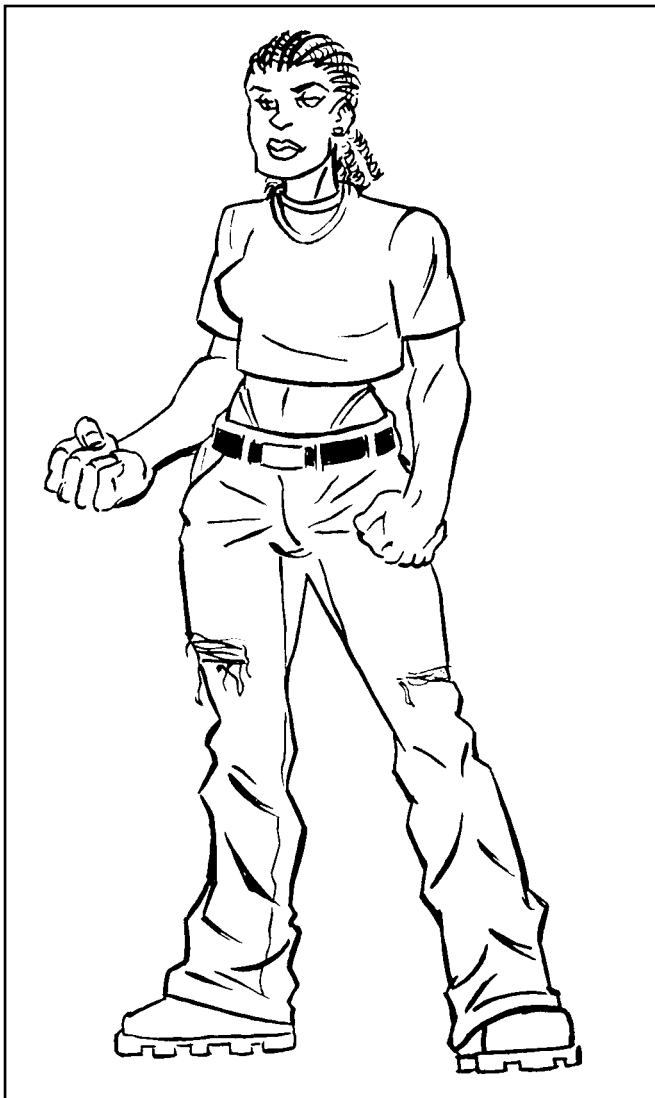
Powers/Tactics: Ambush has a single fairly powerful general Teleportation ability, and a blink teleportation defensive power (both slightly dependent, as mentioned above, on her daily use of cocaine). She's more of a sneak and a thief than a fighter, but she does carry a Taser Baton with which she can hit or shock (or both!) opponents.

Ambush prefers not to be caught in open combat — like her name suggests, she'd rather strike from surprise, grab whatever she's after, and flee. If she has to fight, she relies on her DCV Levels to compensate for her low defenses and will do her best to avoid people with area-affecting attacks and the like.

Campaign Use: Ambush is a (relatively) low-powered character suitable as-is for lower-powered games (such as some *Teen Champions* campaigns) or as a lesser superpowered minion for higher-powered games. To make Ambush a tougher foe for your PCs, expand her teleportation powers (*The UNTIL Superpowers Databases* have dozens of examples) and make her a more confident, capable fighter. To weaken her, reduce her Blink Teleportation to only +4 DCV.

Ambush does not Hunt people.

Appearance: Ambush is a black female, mid-twenties, 5'7", athletically built, with a cornrow hairstyle. She doesn't wear a costume per se — she favors t-shirts and ratty jeans, and doesn't bother with a mask.



**ARACHNE
PLOT SEEDS**

Looks like Arachne's story about being the result of a VIPER experiment must have been true — the snakes are after her, and they're pulling out all the stops. The heroes need to figure out what's going on, and hopefully get to her first, to keep VIPER from getting its hands on what could be a powerful new weapon....

Looks like Arachne's story about getting her abilities from a spider venom serum must have been true — she's been stealing all sorts of spiders from zoos, museums, and private collectors all over town. Could she be trying to come up with more sera to give herself more powers? If not, what is she up to?

The military is interested in studying Arachne's web-glove technology and asks the PCs to "obtain" it.

ARACHNE					
Val	Char	Cost	Roll	Notes	
15	STR	5	12-	Lift 200 kg; 3d6 [1]	
21	DEX	33	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	
16	COM	3	12-		
8	PD	5		Total: 16 PD (8 rPD)	
8	ED	4		Total: 16 ED (8 rED)	
5	SPD	19		Phases: 3, 5, 8, 10, 12	
7	REC	0			
40	END	0			
30	STUN	2	Total Characteristics Cost: 101		
Movement:		Running: 8"/16" Swinging: 15"/30"			
Cost	Powers				END
50	Arachne Gloves: Multipower, 50-point reserve, 4 clips of 32 Charges for entire reserve (+½); all OIF (-½)				[32x4]
1u	1) Webline: Swinging 15"; OIF (-½)				
2u	2) Web-Grab: Stretching 10"; OIF (-½), Always Direct (-¼), Cannot Do Damage (-½), Range Modifier Applies (-¼)				
2u	3) Webbed Up: Entangle 5d6, 5 DEF; OIF (-½), Requires 3 Charges Per Use (-½), Limited Range (20"; -¼)				
2u	4) Web-Blast: Energy Blast 6d6; OIF (-½), Limited Range (20"; -¼)				
5	Web-Darts: HKA 1 point (½d6 with STR), Armor Piercing (+½), Autofire (3 shots; +¼), Range Based On STR (+¼); OAF (-1), 8 Recoverable Charges (-0)				[8rc]
Martial Arts: Kung Fu					
	Maneuver		OCV	DCV	Notes
4	Block		+2	+2	Block, Abort
4	Disarm		-1	+1	Disarm, 45 STR
4	Dodge		+0	+5	Dodge all attacks, Abort
4	Escape		+0	+0	50 STR vs. Grabs
3	Joint Lock/Grab	-1	-1		Grab, 45 STR
5	Kick	-2	+1		11d6 Strike
3	Legsweep	+2	-1		8d6 Strike, Target Falls
4	Punch	+0	+2		9d6 Strike
3	Throw	+0	+1		7d6 +v/5, Target Falls
4	Tien-hsueh Strike	-1	+1		4d6 NND (1)
16	+4 Damage Classes (already added in)				
16	Armored Costume: Armor (8 PD/8 ED); OIF (-½)				0
5	Mask Lenses: Sight Group Flash Defense (8 points); OIF (-½)				0
4	Fast: Running +2" (8" total)				1

Skills

10	+1 Overall
8	+1 with All Combat
3	Acrobatics 13-
3	Breakfall 13-
3	Climbing 13-
1	Computer Programming 8-
3	Concealment 12-
3	Contortionist 13-
3	Deduction 12-
1	Electronics 8-
1	Inventor 8-
2	CK: Millennium City 11-
3	Lockpicking 13-
1	Mechanics 8-
3	Persuasion 12-
3	SS: Arachnology 12-
3	Security Systems 12-
3	Seduction 12-
1	Sleight Of Hand 8-
7	Stealth 15-
3	Streetwise 12-
1	Systems Operation 8-

Total Powers & Skills Cost: 210

Total Cost: 311

200+ Disadvantages

20	Hunted: MCPD 8- (Mo Pow, NCI, Capture)
15	Hunted: Millennium City 8 8- (Mo Pow, Capture)
20	Psychological Limitation: Code Versus Killing (Common, Total)
10	Psychological Limitation: Secretive; Goes To Great Lengths To Avoid Being Discovered (Common, Moderate)
10	Psychological Limitation: Thrillseeker (Common, Moderate)
15	Social Limitation: Secret Identity (Frequently, Major)
21	Experience Points

Total Disadvantage Points: 311

Background/History: Arachne's origin is... uncertain. On many occasions when she's fought costumed heroes, she's revealed snippets of information about her past, but the story seems to change every time. Depending on which version (if any) one chooses to believe, she is:

- a scientist who made herself much stronger and faster than normal with a serum derived from spider venom, then built her own equipment
- the victim of a VIPER (or ARGENT) experiment using that same serum
- a naturally-gifted athlete using equipment built for her by Wayland Talos
- a mutant with some gadgeteering skills

Personality/Motivation:

Arachne usually comes across as lighthearted, playful, and even flirtatious (when she's in the presence of a handsome hero or two). She makes jokes and lets slip a bit of innuendo or two while fighting (with non-lethal intent) or avoiding capture. She loves taking risks and accepting challenges and dares... but only from someone honorable enough to take as good as he gives.

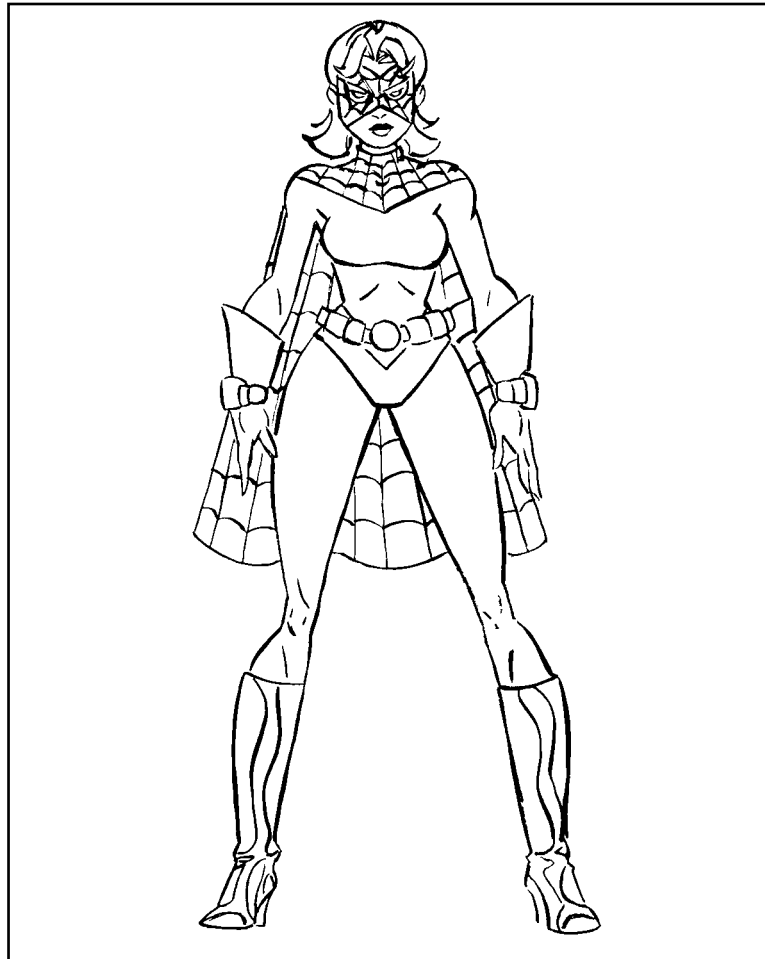
Quote: "I was wondering when you'd show up. A girl gets lonely out here at night."

Powers/Tactics: Arachne seems to be either a highly-trained athlete or a mutant whose standard human attributes are much better than normal. She's highly acrobatic and athletic, has been trained in kung fu, and is an expert at breaking and entering. If trouble arises she uses her Arachne Gloves (which can project a sticky "webbing" substance for a variety of purposes) or her Web-Darts (shuriken-like throwing blades with a spider-web motif on them). She can also fall back on her social skills and general charm if necessary.

Campaign Use: Since Arachne's origin isn't defined, you can easily work her into your campaign or even give her a direct (and as yet unknown!) connection to a PC. For example, if you have a PC with similar powers perhaps she's his long-lost sister...

To make Arachne tougher, either give her some more weapons and gadgets (like cling-boots so she can walk on walls, or a dart projector that fires missiles tipped with various drugs), or give her some actual superhuman powers (like Clinging or a "venom touch") to complement her existing arsenal.

Arachne generally doesn't Hunt heroes. That would get in the way of making money and having fun.



Appearance: Arachne is a white female, 5'9", with an athletic build and shoulder-length dark hair. Her costume is purple-grey and dark blue; the top part is purple-grey with full-length sleeves, but ends at the waist like a one-piece bathing suit. Her legs are bare, and her flared gloves, calf-length boots, and belt are dark blue. She wears a large dark blue domino-style mask with a spider-web motif in silver on it, and a dark blue cape also with a silver spider web motif. Attached to her belt are several dark blue pouches containing her gadgets and weapons, and there are small box-like structures on the backs of her gloves.

AVANT GUARD PLOT SEEDS

Millennium City wakes up one morning to find that Avant Guard has put miniature teleportation-and-force field devices on all the street signs. The signs randomly change position every 10 minutes, and no one can touch them to disable the devices. The heroes have to find Avant Guard and get the control device from him so everyone can follow directions once more.

Avant Guard releases an aphasia-causing virus into the local water supply. Suddenly some people can't talk, some emit strings of nonsense words when they try to talk, some can talk but can't read or write, and so on. Communication becomes virtually impossible, which only hinders the PCs' ability to find him and force him to give them the cure.

Shapeshifted to look like a pleasant little old lady, Avant Guard hands out bite-sized samples of Happy Time Fish Sticks at sixteen supermarkets. Within a day anyone who ate a sample begins displaying bizarre behavior — some are even committing crimes and taking the proceeds to Avant Guard! Time for the PCs to put a stop to whatever Avant Guard is up to... assuming, of course, none of them went grocery shopping yesterday....

AVANT GUARD

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-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
10	PD	8		Total: 10 PD (3 rPD)
10	ED	6		Total: 10 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
36	END	0		
30	STUN	1		Total Characteristics Cost: 100

Movement: Running: 6"/12"

Cost Powers END

50	<i>Weaponry And Gear:</i> Variable Power Pool (Gadget Pool), 40 base + 20 control cost; Focus (all slots must have at least -½ worth of this Limitation; -½), Can Only Be Changed In Arsenal/Lab (-½)	var
84	<i>Artistic Form:</i> Shape Shift (Sight, Hearing, and Touch Sense Groups, any shape), Instant Change, Imitation, Makeover, Reduced Endurance (0 END; +½)	0
15	<i>Flexible Form:</i> Stretching 3"	1
3	<i>Malleable Form:</i> Damage Resistance (3 PD/3 ED)	0
45	<i>Movin' Around:</i> Teleportation 15", Armor Piercing (+½)	4
301	<i>Look At All The Mes!:</i> Duplication (create 16 519-point Duplicates), Easy Recombination (as a Zero Phase Action at full DCV), Ranged Recombination (+½), Rapid Duplication (create 8 Duplicates per Half Phase Action; +¾)	0

Skills

3	Acting 12-
2	KS: Art History 11-
3	Persuasion 12-
2	PS: Sculpting 11-
2	PS: Singing 11-
3	Stealth 13-

Total Powers & Skills Cost: 513

Total Cost: 613

200+ Disadvantages

10	Accidental Change: may uncontrollably change shape when under pressure or stress (such as in combat) (Common) 8-
20	Hunted: MCPD 8- (Mo Pow, NCI, Capture)
20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
25	Psychological Limitation: Utter Lunatic (Very Common, Total)
338	Experience Points

Total Disadvantage Points: 613

Background/History: Avant Guard's personal history is shrouded in mystery. He simply appeared one day at the Millennium City Institute of the Arts, teleporting his various selves around the place to change the labels on some of the exhibits, rearrange or deface others, and generally create a spectacle. Before the police could arrive, he vanished — a *modus operandi* he's repeated on many occasions since then. Sometimes he seems to work for himself, at other times he's clearly in the employ of another person; sometimes he's violent, at others he takes great care not to hurt anyone. The only truly predictable thing about him is that he's unpredictable.

Personality/Motivation: The Avant Guard's motivations are best described as "unfathomable." He definitely seems to have some sort of motivation or goal, but it's so rooted in lunacy that the logic of it continues to escape even the most analytical of minds. Some experts believe he embodies or manifests some spirit of the absurd who simply wants to reveal the pointlessness of existence (or at least of ordered existence).

Quote: ::stage-whispered between two of his selves during a super-battle:: "Do you know what's going on here?" "No idea — maybe it's a rock video?"

Powers/Tactics: Avant Guard possesses various metamorphic powers, primarily shapeshifting and duplication with a limited amount of Stretching. He can also teleport for short distances. In combat he relies on weapons and gadgets that he carries; usually each Duplicate has the same device, since he's not enough of a gadgeteer to alter his equipment in the field.

Avant Guard's combat tactics defy description. Sometimes he seems to fight with the precision and skill of a military-trained soldier; at other times half of his selves ignore the battle to pick flowers. In many cases defeating him is less a matter of beating him in physical combat and more a matter of containing whatever havoc he's trying to create until he gets upset and leaves in a huff.

Avant Guard does not seem to have complete control over his powers — sometimes, when he's under a lot of stress, one (or all) of his existing selves uncontrollably change shape. Usually this involves something ridiculous (e.g., they all change shape to look like some movie star, but with plaid skin and a neon orange mohawk) or something chameleon-like (i.e., he changes shape to look like someone or something nearby). This only happens once per stressful situation (such as a combat), though; it's not an ongoing process.

Campaign Use: You can use Avant Guard to inject notes of both hilarity and paranoia into your campaign. For the most part it's easy to use him as comic relief by playing up the silly aspects of his personality (and perhaps by teaming him with other easily-mocked villains like Bulldozer or Foxbat). But if you want to be more serious, you can use his behavior to raise all sorts of issues. On the one hand, the PCs may find themselves asking where he comes from (are aliens controlling people

and mutating them? could he have resulted from a government experiment?), and more important what goal he's ultimately striving for. From a more philosophical perspective, Avant Guard's activities might lead to questions about the nature of reality, intelligence, and sanity.

To make Avant Guard tougher, give him a Variable Power Pool of abilities he can manifest via shapechanging — for example, he could use the Pool to create an HKA defined as growing claws or turning his hand into a dagger. To weaken him, reduce or get rid of his Gadget Pool; in that case he becomes much more dependent on objects in his environment that he can use as weapons.

Avant Guard doesn't Hunt heroes... at least, not so far as anyone can tell.

Appearance: Avant Guard seems to have no set appearance. While duplicated he often prefers to maintain the same general height, build, and facial features, but at other times his different selves look radically different from one another. Even when identical in form, they dress differently, in everything from modern street clothes, to Elizabethan garb, to punk fashion, to a mix of tuxedo pieces and football gear.



BASILISK PLOT SEEDS

The classic Basilisk plot: the Basilisk petrifies a PC, or someone the PCs care for, and they have to find a way to convince him to un-Transform that victim.

The bookstore owner in Prague wasn't *really* a naive bookseller... he was secretly a DEMON Morbane! Now that he's gotten someone to assume the power of the Basilisk, he's taken control of Prof. Walker and is making him do whatever he wants. The Basilisk secretly sends a cryptic request for help to the PCs.

A plague of serpents is ravaging Vibora Bay! No one knows where they're all coming from or why they're invading the city, but it's got to stop. The heroes are asked to "recruit" the Basilisk to use his powers to help the city.

THE BASILISK

Val	Char	Cost	Roll	Notes
20	STR	8*	13-	Lift 400 kg; 4d6 [2]
20	DEX	24*	13-	OCV: 7/DCV: 7
25	CON	24*	14-	
15	BODY	8*	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
25	PRE	12*	14-	PRE Attack: 5d6
10	COM	0	11-	
20	PD	13*		Total: 20 PD (20 rPD)
20	ED	12*		Total: 20 ED (20 rED)
5	SPD	16*		Phases: 3, 5, 8, 10, 12
9	REC	0		
50	END	0		
40	STUN	2*		Total Characteristics Cost: 134

*: Only In Heroic Identity (-¼)

Movement: Running: 6"/12"

Cost Powers END

86	<i>Petrifying Gaze:</i> Major Transform 8d6 (living beings into stone; heals back through another application of this power), Reduced Endurance (½ END; +¼); OIHID (-¼), Limited Range (50"; -¼), Limited Target (living beings; -¼)	6
17	<i>Lesser Petrifying Gaze:</i> Major Transform 2d6 (anything non-living into stone; heals back through another application of this power); OIHID (-¼), Limited Range (50"; -¼), Limited Target (non-living things; -¼)	3
24	<i>Reptile Control:</i> Elemental Control, 60-point powers, all OIHID (-¼)	
17	1) <i>Control Reptilian Minds:</i> Mind Control 12d6 (Animal class of minds); OIHID (-¼), Reptiles And Amphibians Only (-½)	6
17	2) <i>Call To The Scaly Ones:</i> Summon up to 8 Reptiles/Amphibians built on up to 200 Character Points, Expanded Class (any reptile or amphibian; +¼); OIHID (-¼), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)	7
16	<i>Basilisk's Skin:</i> Damage Resistance (20 PD/20 ED); OIHID (-¼)	0
5	<i>Basilisk's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Basilisk's Eyes:</i> Nightvision	0

Perks

2	Fringe Benefit: Tenure at Millennium City University
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Skills

9	+3 with Petrifying Gaze and Lesser Petrifying Gaze
3	Bureaucratics 14-
3	Climbing 13-
3	Interrogation 14-
2	Language: French (fluent conversation; English is Native)
2	Language: German (fluent conversation)
1	Language: Greek (basic conversation)

3	Language: Latin (completely fluent)
3	Persuasion 14-
3	Stealth 13-
3	Scholar
1	1) KS: The Academic World 11-
1	2) KS: Arcane And Occult Lore 11-
5	3) KS: Medieval Bestiaries 15-
5	4) KS: Medieval History And Culture 15-
1	5) KS: Millennium City University 11-
1	6) KS: The Superhuman World 11-
1	7) KS: Wine 11-

Total Powers & Skills Cost: 239

Total Cost: 373

200+ Disadvantages

20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture/Kill)
5	Physical Limitation: Affected By Mental Powers That Affect Animal Class Of Minds As Well As Human Class (Infrequently, Slightly Impairing)
15	Psychological Limitation: <i>My Turn To Be The Bully Now</i> (Common, Strong)
10	Psychological Limitation: Intellectual Vanity; Has To Prove That He's Right (Common, Moderate)
15	Social Limitation: Secret Identity (Prof. Allen Walker) (Frequently, Major)
10	Vulnerability: 2 x STUN from Ice/Cold attacks (Uncommon)
78	Experience Points

Total Disadvantage Points: 373

Background/History: Allen Walker was a history professor at Millennium City University specializing in the study of medieval history and civilization. It wasn't the most glamorous of fields, but he enjoyed it... and it gave him the chance to travel to Europe a lot. During one of his European trips he chanced across what appeared to be a genuine thirteenth-century bestiary in remarkably good condition in a used book store in Prague. The proprietor didn't seem to know what he had on his hands, so Prof. Walker was able to buy the book for a very low price. Taking it back to his hotel room he began eagerly (but carefully!) reading it, already planning in his head the journal article he'd write about this amazing find.

Then something caught his eye — a particularly beautiful illuminated page, with serpents, lizards, and dragons surrounding writing so vividly colored it was as if it had been put down on the vellum just yesterday. Puzzling over the words, Walker realized they were some sort of spell for conjuring basilisks, or creating basilisks, or something like that — the dialect was fairly obscure, it was hard to tell exactly what some of the words meant. Motivated by a spirit of impish delight in his discovery and a few too many glasses of wine, Walker read the incantation aloud.

Suddenly, intense pain wracked his body! As he doubled over in agony and fell to the floor, Walker realized that the verb he'd been puzzling over wasn't to *control* basilisks, or *conjure* them... it

was to *transform* someone into one. And then the pain became too much to bear, and he passed out.

When he awoke a few minutes later, things seemed... different. The quality of the light wasn't quite the same, and it seemed chillier in his room. He struggled to his feet and looked in the mirror... and discovered to his shock that he'd been transformed into some sort of human basilisk! Soon he discovered that the transformation was more than physical — he could petrify people and things with beams he shot from his eyes, could withstand horrific injury, and could even control reptiles. Armed with these newfound powers he decided to get his revenge on the world as *the Basilisk*.

Personality/Motivation: Allen Walker's always felt snubbed, ignored, and abused by the world — someone of his intellectual capacity and competence should be a leader, admired and feared, not some academic schlepped off to an ivory tower and ignored by women. As the Basilisk he's determined to strike back at the world that's treated him so badly, take what he feels he deserves, and make other people feel small, powerless, and meaningless. The sheer power of his superhuman persona is intoxicating; he's virtually become addicted to spending time as the crafty Basilisk, to the point where it's beginning to imperil his job.

The Basilisk particularly dislikes being intellectually insulted or challenged. He's *right*, and he knows he's right, and if necessary he'll do whatever he must to prove that he's a hero's intellectual superior.

Quote: "I'll show you what 'getting stoned' really means, you costumed fool!"

Powers/Tactics: Allen Walker has the power to transform himself into the superhuman Basilisk. Switching from his normal human form to Basilisk form involves reciting an incantation and takes about thirty seconds. It's possible that some spells or situations might trigger his transformation instantaneously, but so far he hasn't found them.

The Basilisk has several powers. In addition to being stronger, faster, and much tougher than an ordinary human, he can fire beams from his eyes that turn things to stone. This power is much more effective against living beings, but he can also affect inanimate objects to some degree. He also has power over reptiles — he can call them to him if they're nearby, and mentally control them. He doesn't use this power often, but it's a good way to obtain a few "henchmen" from the local zoo when he needs a distraction during one of his crimes.

For Skills based on DEX or PRE, the listed roll is his roll in Basilisk form; in normal form he only has those Skills on an 11-.

Campaign Use: The Basilisk is an all-purpose villain, though his main power can be difficult to use — you may want to have him use fewer than 8d6 so he isn't such a threat to your PCs. On the other



hand, you can create some interesting plots if he Transforms one PC (or a beloved NPC), then forces the heroes to do something for him as the price of un-Transforming that victim.

To make the Basilisk more powerful, give him other reptile powers — such as the ability to change shape into various reptiles, assume reptilian attributes, or the like. To weaken him, reduce his Petrifying Gaze to 6d6.

The Basilisk rarely Hunts heroes. If he chooses to do so it's usually because the hero represents some sort of intellectual challenge or has something (such as another medieval bestiary/grimoire) that he thinks he can use to augment his powers or obtain new ones.

Appearance: In his villainous identity, the Basilisk is 6'0" tall with a muscular, athletic build. His skin is a sort of reptilian grey-green, and scaly, but the scales are so fine that they're difficult to see from a distance. His costume is an emerald green bodystocking with sleeves that end halfway down the lower arm with gold boots and a gold "circle" around the neck (he wears no gloves or mask). His facial features are somewhat reptilian; his eyes snake-like and yellow.

**BLACKGUARD
PLOT SEEDS**

Medical researchers are developing a new drug to speed the healing process after surgery, and they think that Blackguard's DNA may provide some useful information or genetic material. They ask the heroes to track him down and get him to agree to come in and donate a pint. Naturally, Blackguard won't cooperate unless each of the heroes can beat him in a one-on-one fight....

A PC on patrol finds Blackguard in a back alley, comatose, beaten to within an inch of his life. Who could have hurt him so badly, and why?

In an effort to prove he's the best fighter there is, Blackguard decides to sponsor a fighting tournament among the supervillain community (with any superheroes who want to participate welcome to do so if they don't blow the whistle). First he needs to earn the money to fund it, though, so he begins committing a lot of robberies....

BLACKGUARD

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
23	DEX	39	14-	OCV: 8/DCV: 8
40	CON	60	17-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
20	PD	14		Total: 20 PD (20 rPD)
20	ED	12		Total: 20 ED (20 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
40	REC	52		
80	END	0		
80	STUN	25		Total Characteristics Cost: 276

Movement: Running: 9"/18"

Cost	Powers	END
	<i>Martial Arts: Brawling</i>	
	Maneuver	OCV DCV Damage/Effect
4	Block	+2 +2 Block, Abort
4	Choke	-2 +0 Grab One Limb, 4d6 NND (2)
4	Disarm	-1 +1 Disarm, 60 STR to Disarm roll
4	Escape	+0 +0 65 STR vs. Grabs
4	Eye Gouge	-1 -1 Sight Group Flash 8d6
5	Hoist 'n' Heave	-2 -2 Grab Two Limbs, 70 STR to Throw
3	Hold	-1 -1 Grab Two Limbs, 60 STR
4	Low Blow	-1 +1 4d6 NND(3)
4	Punch/Backhand	+0 +2 12d6 Strike
5	Roundhouse	-2 +1 14d6 Strike
3	Tackle	+0 -1 10d6 +v/5 Strike; You Fall, Target Falls
3	Throw	+0 +1 10d6 +v/5; Target Falls
16	+4 Damage Classes (already added in)	
2	Use Art with Blades, Clubs	
10	<i>Tough As Nails:</i> Hardened (+¼) for 20 PD/20 ED	0
25	<i>Tough As Nails:</i> Damage Resistance (20 PD/20 ED), Hardened (+¼)	0
120	<i>Tough As Nails:</i> Physical and Energy Damage Reduction, Resistant, 75%	0
6	<i>Fast Runner:</i> Running +3" (9" total)	1
3	<i>Observant:</i> +1 to PER Rolls with all Sense Groups	0

Skills

30	+6 HTH
3	Breakfall 14-
3	Concealment 12-
2	KS: The Superhuman World 11-
3	Persuasion 13-
3	Stealth 14-
1	Tactics 8-

6 WF: Common Melee Weapons, Common Missile Weapons, Small Arms

Total Powers & Skills Cost: 280

Total Cost: 556

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Loves To Fight (Common, Strong)
- 10 Psychological Limitation: Honorable; Always Keeps His Word (Common, Moderate)
- 15 Social Limitation: Public Identity (Blake Harrison) (Frequently, Major)
- 266 Experience Points

Total Disadvantage Points: 556

Background/History: From a July, 2005 interview of Blackguard by the *Villainy Unbound* website during one of his brief periods of incarceration:

"My "secret origin?" Not much to tell, really, mate. I wasn't exactly whatcha'd call an altar boy as a kid — I got into all kinds'a trouble. Shopliftin', joyridin', vandalism, whatever seemed like fun. Then 'long about puberty I began to get real sick a lot, and the doctors couldn't figure out why. It passed after a year or so, and suddenly I went from bein' a scrawny kid to incredibly strong and tough. Someone told me later that I'm one'a those "mutants" ya read about in th' papers. Makes no difference to me. All I know is that now I can get into a lot more kinds of trouble and have a lot more fun."

Personality/Motivation: Blackguard is mostly a happy-go-lucky, enjoy life and what it brings you, let's-have-a-lotta-fun kind of guy. Compared to many villains he's pretty lighthearted. He just loves doing whatever he pleases, having fun, taking risks, and getting into fights — especially the latter. He's found out the best way to live life the way he wants to is to be a supervillain, so that's what he does.

Despite the fact that he steals and commits acts of violence for a living, Blackguard is an up-front guy. If he gives his word, he keeps it, no matter what it takes. If he makes a promise, he'll go to Hell and back to keep it. Sometimes he annoys his employers this way, but since this trait also makes him an extremely loyal hireling they can usually overlook any problems it causes.

Blackguard typically affects a mild British accent and speech patterns, even though he was born in New Jersey.

Quote: "Ey! I think you're askin' for a bruising, mate — and I'm just the fella t' give it to ya."

Powers/Tactics: Blackguard is a brawler *par excellence*. His mutant powers make him much stronger than normal humans, and much more resilient. Hurting him, and keeping him down when you knock him down, is very difficult. In group fights Blackguard's often the last villain standing even when other, much more powerful, villains have fallen. Although he's got a fairly good sense of tac-

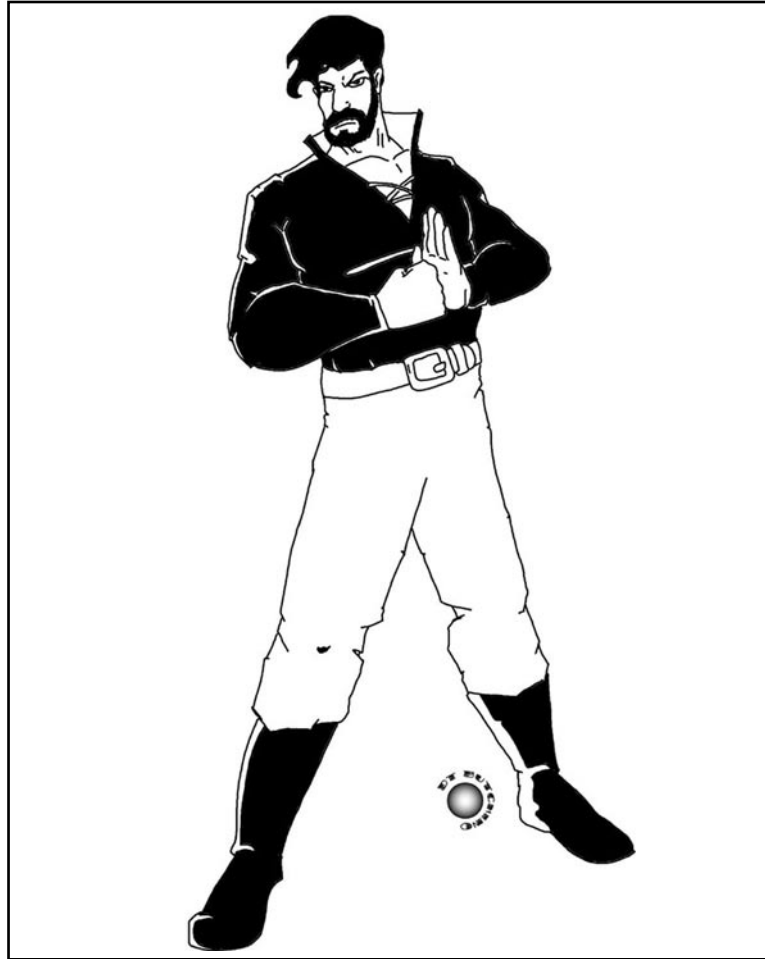
tics, usually he just picks the target that looks the toughest and begins fighting. He particularly enjoys taking on foes who can give as good as they get, such as most bricks.

Campaign Use: Blackguard makes a good henchmen or hireling for any number of villains, and perhaps a good archnemesis or Rival for a hero with a similar penchant for fighting. He also works well as a mainstay of a group of villains because of his resilience.

To make Blackguard tougher, increase his STR to 40-50 and his SPD to 6. To weaken him, reduce his REC to 30 and his Damage Reduction to 50%.

Blackguard rarely Hunts heroes. If he finds a hero who's a good match for him as a fighter, he's likely to track that hero down and challenge him to fight as frequently as he can, but that's it.

Appearance: Blackguard is a handsome white man, 6'2" tall with the muscular build of a brawler and athlete. His hair is flowing and black, and he has a matching short black beard and moustache. He wears a black shirt, brown pants, and black leather boots and belt. He doesn't wear gloves or a mask.



BLINDSIDE PLOT SEEDS

VIPER and Blindsight team up to implement a fiendish plot: by hooking Blindsight up to a power-boosting device, VIPER can blind the whole city! The heroes have to find a way to stop VIPER while most of them can't see a thing....

Blindsight thinks Teleios can restore his sight without robbing him of any of his mental powers. Of course, as his price for the surgery Teleios wants Blindsight to lead a scheme against the PCs....

During an attempt to kidnap an important government official, Blindsight suffers a painful blow to the head that sends him into a coma. As he falls unconscious, he lashes out reflexively, putting most of the people around him (including the official) into comas that match his. To rescue the official (who possesses unique, crucial knowledge about an ongoing crisis), the PCs have to enter Blindsight's mind psychically and fight their way through his mindscape to "free" his mental self.

BLINDSIDE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
18	CON	16	13-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
24	EGO	28	14-	ECV: 8
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	4		Total: 14 PD (8 rPD)
6	ED	2		Total: 14 ED (8 rED)
6	SPD	34		Phases: 2, 4, 6, 8, 10, 12
6	REC	0		
36	END	0		
30	STUN	6		Total Characteristics Cost: 123

Movement: Running: 6"/12"

Cost	Powers	END
50	<i>Brainpower:</i> Endurance Reserve (250 END, 25 REC)	0
30	<i>Neural Control:</i> Elemental Control, 60-point powers	
30	1) <i>Mindblast:</i> Ego Attack 6d6	6
30	2) <i>Broad Mental Override:</i> Mind Control 12d6	6
52	3) <i>Neural Blocking I:</i> Drain 3d6, any one Characteristic at a time (+¼), BOECV (Mental Defense applies; +1), Ranged (+½)	8
37	4) <i>Neural Blocking II:</i> Suppress 6d6, any one Characteristic at a time (+¼), BOECV (Mental Defense applies; +1)	8
45	5) <i>Willpower Leeching:</i> Transfer 2d6 (target's EGO to character's EGO), BOECV (Mental Defense applies; +1), Ranged (+½)	7
40	6) <i>Nervous System Override:</i> Entangle 4d6, 4 DEF, BOECV (Mental Defense applies; +1), Takes No Damage From Physical Attacks (+¼), Work Against EGO, Not STR (+¼); Mental Defense Adds To EGO (-½), Cannot Form Barriers (-¼)	10
70	7) <i>Optic Nerve Override:</i> Sight Group Flash 10d6, BOECV (Mental Defense applies; +1)	10
70	8) <i>Psionic Surgery:</i> Major Transform 4d6 (alter, remove, or add memories or Psychological Limitations, heals back through repeated applications of this or a similar power), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼); Limited Target (humans; -½)	13
50	<i>Mind Transfer:</i> Major Transform 6d6 (transfer character's mind to victim's body; heals back through application of the same power), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼); Limited Target (humans; -½), All Or Nothing (-½), Side Effects (transfer victim's mind into character's body, automatically happens; -2)	20
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0

15	<i>Mental Shields:</i> Mental Defense (20 points total)	0
26	<i>Sensory Hitchhiking:</i> Clairsentience (Sight, Hearing, and Smell/Taste Groups), Mobile Perception Point; Only Through Senses Of Others (-½), Blackout (-¼)	4
27	<i>Detect Minds:</i> Detect Minds 13- (Mental Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Sense, Targeting	0

Skills

12	+4 with <i>Neural Control</i> Elemental Control
2	KS: The Psionic World 11-
2	KS: The Superhuman World 11-
1	PS: Shoemaking 8-
3	Stealth 12-

Total Powers & Skills Cost: 608

Total Cost: 731

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: Champions 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: Dislikes People; Thinks Of Them As Pawns (Common, Strong)
10	Psychological Limitation: Greedy; Loves Luxuries And The "High Life" (Common, Moderate)
15	Social Limitation: Secret Identity (Bryan Lundquist) (Frequently, Major)
20	Vulnerability: 2 x STUN from Ego Attacks (Common)
396	Experience Points

Total Disadvantage Points: 731

Background/History: Bryan Lundquist was just eight years old when his parents were killed, and he was blinded, in an automobile accident. Since there were no relatives or family friends who could take him in, he grew up in a series of orphanages and foster homes, none of them particularly pleasant. But life improved for him considerably when he was 16 and his mutant mental powers slowly but surely emerged. At first he realized he could somehow dimly see through other peoples' eyes, and soon those dim glimpses back into the sighted world became as crisp and clear as he remembered his own vision being.

Exploring further, he soon discovered that he could affect peoples' minds in other ways by shutting off or opening various neural pathways and controlling the flow of "neural energy" within the brain. Life as a ward of the state suddenly became a lot easier; no longer did he have to worry about bullies or abusive foster parents. He'd learned early that you only got from life what you took for yourself, so it was just a short step between using his powers to protect himself and using them to commit crimes.

By the time he was in his early 20s, Bryan was an accomplished superpowered criminal. At that point he started to realize that he was missing out on some of the juiciest jobs because he didn't look or act like a supervillain. He chose the *nom du crime* Blindsight and had a tailor fashion him a costume, and ever since he's had all the villain-for-hire work he can handle.

Personality/Motivation:

Although his powers get him hired frequently (and give him lots of options when committing crimes on his own), Blindsight does not play well with others. He's suspicious and distrustful of people in general, and automatically dislikes pretty much everyone until given a good reason to think otherwise. People to him are just things he manipulates and takes advantage of to get the riches and luxury items he covets.

Quote: "None are so blind as heroes stupid enough to fight me."

Powers/Tactics: Blindsight's powers involve psychically entering the minds of his victims and controlling or interfering with their neural processes in various ways. His typical attacks inhibit or shut off certain types of nerves or nerve clusters, which lets him make the victim weaker, clumsier, stupider, paralyzed, or temporarily blind. He can also alter memories this way, or even transfer his mind into another body. He usually opens combat with an Optic Nerve Over-ride or two, since he's found that blinding an opponent both disables and unnerves his foe.



Because he's physically blind, Blindsight has to rely on other means to sense the world around him. Usually he enters another person's mind and uses his senses by proxy, though he sometimes finds this confusing in combat (he may suffer a -1 CV). He can directly perceive "mental presences" with his mind, allowing him to target his psychic powers even when he has no way to see the victim.

Besides his blindness, Blindsight suffers from a few other physical and tactical weaknesses. The way his powers work he suffers painful "feedback" if someone else directly attacks his mind. He has no movement abilities, so in open battle he tries to find cover and take advantage of his powers' range. His defenses are also fairly weak compared to most superhumans.

Campaign Use: Blindsight is a mentalist with a twist; he lacks many of the standard mental powers, such as Telepathy and Mind Scan, but has a variety of unusual attacks that your PCs may not be prepared for. If you need to make him more powerful, you can expand the range of his psychic powers to give him more typical psionic abilities; some gadgets

for extra defense and movement would also help. To weaken him, reduce his Endurance Reserve so he has to pay more attention to his END use.

As a Hunter, Blindsight is a patient stalker. He shadows his victim by using others' senses so he doesn't have to get too close, learning anything of use before lowering the boom.

Appearance: Blindsight is a 5'11" tall male with a trim but not athletic build. His costume is a bodystocking in purple and gold: the full-face mask, center of the torso, and insides of the legs are purple, the outsides of the legs, sides of the torso, shoulders, and upper arms are gold, the arms are purple, and the gloves are gold. The mask has no eyeholes.

BUZZSAW PLOT SEEDS

Buzzsaw and Bulldozer decide to compete to see who can pick up the most women over a one week period. The prettier the girl, the more “points” they earn, and of course superheroines are the prettiest girls of all....

A mysterious patron recruits Buzzsaw to go after one of the PCs, even paying to upgrade Buzzsaw’s equipment (and give him new gear) to improve the odds. Little does Buzzsaw know he’s just a pawn in this person’s plans... but if the hero’s clever enough he may be able to figure it out and get to his *real* enemy.

After being captured yet again, Buzzsaw has a genuine change of heart and offers to turn state’s evidence against a large number of supervillains. The PCs are now tasked with keeping him alive long enough to do just that.

BUZZSAW

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
5	PD	3		Total: 13 PD (8 rPD)
5	ED	2		Total: 13 ED (8 rED)
4	SPD	13		Phases: 3, 6, 9, 12
7	REC	4		
30	END	0		
25	STUN	0		Total Characteristics Cost: 60

Movement: Running: 6”/12”

Cost	Powers	END
21	<i>Buzzsaw Shooter Gauntlets:</i> RKA 1d6, Armor Piercing (+½), Autofire (5 shots; +½), 64 Charges (+½); OIF (-½), No Knockback (-¼)	[64]
5	<i>Buzzsaw Shooter Gauntlets:</i> Another Gauntlet (total of 2)	[64]
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
10	<i>Dumb Luck:</i> Luck 2d6	0

Skills

8	+4 OCV with Buzzsaw Shooter Gauntlets
10	+2 DCV
5	Accurate Sprayfire
1	Acrobatics 8-
3	Breakfall 12-
5	Rapid Autofire
5	Skipover Sprayfire
3	Stealth 12-
1	TF: Large Motorized Ground Vehicles

Total Powers & Skills Cost: 93

Total Cost: 153

200+ Disadvantages

20	Hunted: VIPER 8- (Mo Pow, NCI, Kill)
20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
15	Social Limitation: Public Identity (Ron Friese) (Frequently, Major)

Total Disadvantage Points: 270

Background/History: Despite the fact that his friends always thought of him as “one lucky sonuvagun,” Ron Friese hadn’t accomplished much in life. He sort of coasted through high school, never getting into serious trouble but not making a name for himself either. After graduation he went to truck driving school and got a job driving the big rigs. It paid well, but it wasn’t exactly stimulating work.

Then one day in a bar, Ron got into a long conversation with this guy. The guy was talking all about how he belonged to this group of winners — tough guys who didn’t let “the man” tell them

what to do and got rich on their own terms. The more he talked, the better it sounded to Ron, even if some of the things he described weren’t even close to legal. He told the guy he’d like to join up with this “group of winners.”

He woke up the next morning in a VIPER training facility with a raging hangover — turned out that guy he’d been drinking with was a VIPER recruiter. Joining up with the snakes seemed like a good idea to Ron (or at least a helluva lot more exciting than driving a truck!), so he didn’t try to run away. But he soon found out that VIPER training wasn’t all blaster practice and mock combats; there were lots of guys ordering you around, making you clean stuff and do all kinds of disgusting chores.

One day when Ron refused to clean the Voltaic Chamber after one of the Nest Leader’s “information extraction sessions,” Ron was severely beaten and punished with a week of janitorial duty. Later that night as he worked and nursed his bruises, he came to one of the labs. He wasn’t even allowed in there, but someone had left the door unlocked and there was still a light on inside. He snuck in and found one of the Nest’s scientists burning the midnight oil as he put the finishing touches on a new weapon — a pair of gauntlets that could launch razor-sharp blades at high velocity.

Then Ron got an Idea. Why stick around here and do grunt work when he could make himself rich with those gauntlets? He bashed the scientist in the head, put on the gauntlets, snatched up the CD with all the project data on it, and fought his way past security to freedom. He almost didn’t make it, but by a stroke of dumb luck a couple of the agents pursuing him were hit by a pickup truck, and that created enough of a distraction for him to lose his hunters.

The next time the world saw Ron Friese he was wearing a blue and white costume to go with the gauntlets and calling himself *Buzzsaw*. And, as he likes to put it, “the world ain’t never been the same since!”

Personality/Motivation: Despite copious evidence that he’s not the cleverest, most powerful super-crook ever, Buzzsaw has a streak of confidence a mile wide. There’s no challenge he can’t tackle, no hero he can’t fight, no girl he can’t get, no problem he can’t solve. His persistent “dumb luck” may have a lot to do with this, but Buzzsaw tends to be clueless about a lot of things... particularly his own shortcomings.

Quote: “Time to cut you down to size, pal.”

Powers/Tactics: Buzzsaw’s only real “power” is his Buzzsaw Shooter Gauntlets, which can be pretty deadly and with which he’s pretty skilled (for example, he has several Autofire Skills). For him, tactical sophistication is making a multiple-power attack or Rapid Firing with his two Gauntlets at once — usually he just moves into position and starts firing. He’ll choose the most obvious (largest, flashiest, most dangerous) target first, but is smart enough to move on to someone else if it becomes apparent his buzzsaws can’t really affect that person.

Campaign Use: Buzzsaw is decidedly on the low end of the totem pole in the Superhuman World of the Champions Universe. He's basically just an athletic guy with a gimmicky gadget — take the Gauntlets away from him and there's really nothing to him. That makes him great “cannon fodder” for all sorts of employers, and someone the PCs can take out quickly to show how powerful they are. But you never know; some master villain may decide to take him on as a “project” and “upgrade” him....

...which could involve one of several approaches. Cybernetic implants could boost his Characteristics, making him faster, stronger, and deadlier. More gadgets would give him a greater range of tactical options, and probably more defense and movement. Or you could transform him from a bumbler into a skilled warrior-athlete by raising his Acrobatics and Breakfall rolls, increasing his Running, giving him some Martial Arts, and so on. To weaken him, remove most (or all) of his Autofire Skills.

As a Hunter, Buzzsaw isn't very clever or cautious — he simply goes looking for his target, and when he finds his quarry, he attacks.



Appearance: Buzzsaw is a white male, 5'8" tall with a slender, athletic build. His costume is blue and white; its most notable element are the double-barrelled “bladeshooter” gauntlets on both of his hands, which shoot razor-sharp blades (usually they look like miniature sawblades, but sometimes they're disks with ordinary edges).

THE CURSE PLOT SEEDS

The classic Curse plot: someone hires the Curse to kill the PCs (or someone close to or important to them), and they have to stop him... hopefully without getting killed themselves.

Set once again goes to war against the other gods of Egypt — and this time he has recruited the Curse to be his chief agent on Earth (instead of the supervillain Anubis). Can the PCs stop Set's army of cultists and monsters with the Curse at its head? And how does Anubis feel about being "demoted"?

An archaeological expedition in Egypt has found another intact tomb. It asks the PCs for assistance, because it fears that the Curse, or something like him, may stand guard here too....

THE CURSE

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
25	DEX	45	14-	OCV: 8/DCV: 8
50	CON	80	19-	
30	BODY	40	15-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
40	PRE	30	17-	PRE Attack: 8d6
6	COM	-2	10-	
40	PD	32		Total: 40 PD (40 rPD)
40	ED	30		Total: 40 ED (40 rED)
4	SPD	5		Phases: 3, 6, 9, 12
30	REC	24		
100	END	0		
75	STUN	0		Total Characteristics Cost: 344

Movement: Running: 6"/12"

Cost Powers END

268	<i>Death Touch:</i> RKA 7d6, NND (defense is Life Support [Longevity]; +1), Does BODY (+1), Continuous (+1), Damage Shield (does damage in HTH Combat; +¾), Reduced Endurance (0 END; +½), Persistent (+½); Only Versus Living Beings (-1), No Knockback (-¼)	0
292	<i>Matter Aging:</i> Multipower, 292-point reserve	
13u	1) <i>Matter-Aging Touch I:</i> RKA 6d6, NND (defense is Life Support [Longevity]; +1), Does BODY (+1), Reduced Endurance (½ END; +¼); No Range (-½), Only Versus Non-Living Objects (-½), No Knockback (-¼)	15
9u	2) <i>Matter-Aging Touch II:</i> Tunneling 6" through DEF 20 material, Reduced Endurance (½ END; +¼)	3
20	<i>Cursed Vitality:</i> Hardened (+¼) for 40 PD, 40 ED	0
50	<i>Cursed Vitality:</i> Damage Resistance (40 PD/40 ED), Hardened (+¼)	0
16	<i>Divided Mind:</i> Mental Defense (20 points total)	0
20	<i>Divided Ka:</i> Power Defense (20 points)	0
50	<i>Cursed Vitality:</i> Life Support (Total, including Longevity: Immortality)	0

Talents

15	Combat Sense 13-
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Skills

10	+5 OCV with Death Touch
1	Computer Programming 8-
2	AK: Millennium City University 11-
2	KS: Egyptian Civilization And Culture 11-
1	KS: The Superhuman World 8-
1	Language: Ancient Egyptian (basic conversation; English is native)
2	SS: Anthropology 11-
2	SS: Archaeology 11-
1	Streetwise 8-

Total Powers & Skills Cost: 775

Total Cost: 1,119

200+ Disadvantages

15	Hunted: Ma'at 14- (As Pow, Limited Geographical Area, Kill)
15	Hunted: Dr. Ka 11- (As Pow, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Casual Killer (Very Common, Strong)
15	Psychological Limitation: Split Personality (see text) (Common, Strong)
15	Social Limitation: Secret Identity (Scott Thomaszewski) (Frequently, Major)
10	Vulnerability: 2 x STUN from Holy magics/powers (Uncommon)
10	Vulnerability: 2 x BODY from Holy magics/powers (Uncommon)
797	Experience Points

Total Disadvantage Points: 1,119

Background/History: Thousands of years ago the Pharaoh Amen-hab-itep was buried with great pomp and ceremony in a secret tomb not far from the fabled Valley of the Kings. As the tomb was sealed, the priests called upon the power of the god Anubis to place a terrible curse on it: whomsoever would be the first to violate the tomb would be fated to become its guardian, a creature of great magical power and singular purpose.

Centuries passed... and the tomb remained inviolate. For some reason tomb robbers never found out about it, and in time the curse uncharacteristically began to fade. By the late twentieth century it was weak indeed... but by no means gone.

In 1998 an archaeological expedition that included graduate student Scott Thomaszewski discovered Amen-hab-itep's tomb. Realizing from the state of the outer doors that it was intact, and thus might even eclipse King Tut's tomb for riches and knowledge, the expedition leaders chose to wait a few days before opening it so they could have proper security measures in place.

But Thomaszewski was too impatient to wait. While the rest of the expedition was sleeping he crept back to the tomb's entrance. Carefully using a crowbar, he wedged the outer doors open... and activated the curse. Without warning Thomaszewski was psychically and mystically assaulted and transformed into a mummy-like being of great power... but because the curse was so weak after thousands of years, it was unable to fasten onto his mind as well as it fastened onto his body. Instead of becoming the tomb's guardian he simply went on a rampage, using his newfound powers to slaughter the entire expedition.

A few weeks of wandering in the desert brought Thomaszewski back to his normal self, or at least his right mind. He still had the guardian's form and powers, but his human personality re-asserted itself. He figured out what had happened, and then realized he could never truly return to normal society... but with the power of life and death literally in his hands, he could become fabulously rich. Soon a new supervillain was offering his services to the underworld — a strange, mummy-garbed man who simply called himself *the Curse*.

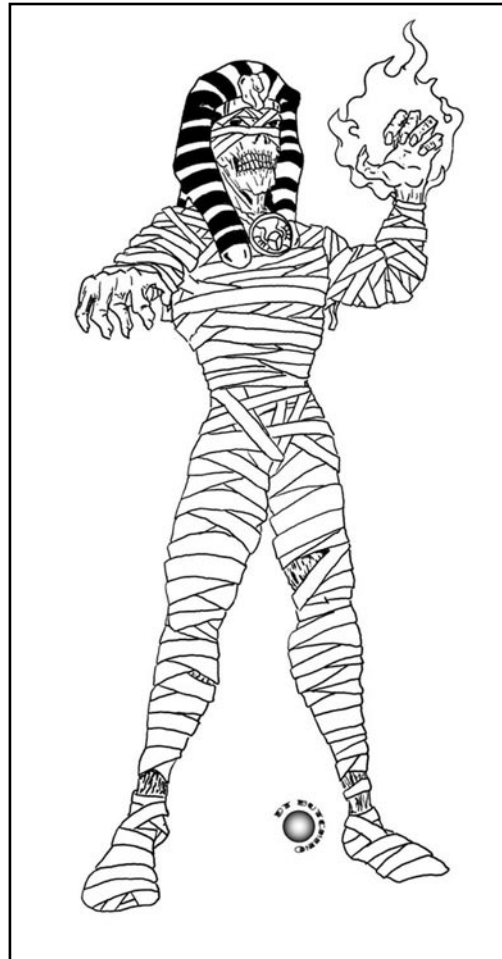
Since then the Curse has cut a swath through the world, killing almost at will anyone he's been hired to kill. And slowly but surely the curse has continued to eat away at Thomaszewski's mind, making him less and less human and more of a monstrous thing five thousand years away from home.

Personality/Motivation: The Curse's two personalities — his normal human one and the one the curse would impose — continue to war with each other. Neither can fully assert itself anymore, but neither can either of them be suppressed for a long period of time. During the day the Thomaszewski personality's more likely to dominate; at night the monstrous guardian personality (which, by its current twisted logic, regards nearly anyone important as a "tomb violator" worthy of death) often holds sway. During any stressful situation, the Curse may have trouble keeping control of himself. Once each combat the GM should roll his Psychological Limitation; if he fails, he spends 1d6 Phases standing in place, twitching, sometimes mumbling to himself in mingled English and Ancient Egyptian, as his two selves fight for his body.

Quote: "Your deeds have laid a Curse upon you... and I am here to fulfill it."

Powers/Tactics: The magics of the ancient malediction that gave the Curse his powers have made him a formidable mystical killing machine. First and foremost among his powers is his Death Touch, which can kill nearly anyone, including many superhumans, instantaneously. (He can also instantly age, and thus effectively disintegrate, unliving matter.) Beyond that he's superhumanly strong and immensely durable. If he has any weaknesses, they're that he's comparatively slow in combat (for a superhuman) and has no movement or sensory abilities (beyond his Combat Sense).

Campaign Use: The Curse requires careful handling due to the overwhelmingly powerful nature of his Death Touch — he could easily kill several PCs if you're not cautious. In many cases the heroes' goal in fighting the Curse shouldn't be to come to grips with him, it should be avoiding him while finding ways to stop him indirectly (by, say, luring him into a puddle and then dropping a high-voltage line on him).



If you need to make the Curse an even tougher opponent, increase his SPD to 5 and give him the ability to Teleport. To weaken him just ratchet down the dice in his attacks to a more comfortable level for your campaign, and perhaps decrease his defenses a little as well.

The Curse is possibly the most tenacious Hunter in the Champions Universe. He doesn't have to eat or sleep and can remain focused on his goal with fanatic intensity. The only warning his quarry may have is the muffled *clack* of his skeletally thin feet on the pavement or floor as he approaches....

Appearance: The Curse looks like a classical Egyptian mummy with a pharaoh's headdress. Early in his career, when his American personality remained dominant, he often "accessorized" by adding sunglasses, a belt, or other modern touches; lately, as his personalities balance, he usually eschews such touches.

DREAMWITCH PLOT SEEDS

The classic Dreamwitch plot: the Dreamwitch commits a major crime, then flees into the Dreamzone. With the help of a friendly mystic the PCs have to enter the Dreamzone and chase her down through the morphean landscape.

While exploring in the Dreamzone, the Dreamwitch finds the dreams of a terrorist who's planning a major attack on Washington, D.C. Not wanting to see this happen, she visits the PCs in their dreams to warn them. Will they believe her, or will she have to somehow force them into the Dreamzone to see the proof for themselves?

The police want the Dreamwitch to enter the mind of a comatose kidnapper to find where he imprisoned his latest victim, who'll die if they can't find her in time. The PCs' mission: find her and convince her to help.

DREAMWITCH				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
21	DEX	33	13-	OCV: 7/DCV: 7
20	CON	20	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
25	EGO	30	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
14	COM	2	12-	
6	PD	4		Total: 16 PD (10 rPD)
6	ED	2		Total: 16 ED (10 rED)
6	SPD	29		Phases: 2, 4, 6, 8, 10, 12
6	REC	0		
60	END	10		
30	STUN	5		Total Characteristics Cost: 158
Movement: Running: 6"/12" Flight: 10"/20"				
Cost	Powers		END	
112	<i>Morphean Assaults:</i> Multipower, 112-point reserve			
11u	1) <i>Sleep Infliction I:</i> Ego Attack 9d6, Reduced Endurance (½ END; +¼)		4	
11u	2) <i>Sleep Infliction II:</i> Ego Attack 5d6, NND (defense is Life Support [Diminished Sleep]; +1), Reduced Endurance (½ END; +¼)		5	
10u	3) <i>Sleep Infliction III:</i> Drain STUN 6d6, Ranged (+½), Reduced Endurance (½ END; +¼)		4	
10u	4) <i>You're Feeling Veeerrrrry Sleepy:</i> Drain Endurance 6d6, Ranged (+½), Reduced Endurance (½ END; +¼)		4	
9u	5) <i>Waking Dreams:</i> Mental Illusions 15d6, Reduced Endurance (½ END; +¼)		3	
10u	6) <i>Waking Nightmares:</i> Drain PRE 6d6, Ranged (+½), Reduced Endurance (½ END; +¼)		4	
12	<i>Dreamweaving:</i> Mental Illusions +5d6; Only To Manipulate Dreams (-1)		2	
14	<i>Armored Costume:</i> Armor (7 PD/7 ED); OIF (-½)		0	
10	<i>Mindshield:</i> Mental Defense (15 points total)		0	
5	<i>Dreamshield:</i> Mental Defense (+15 points); Only Versus Sleep/Dream Powers (-2)		0	
5	<i>Dreamshield:</i> Power Defense (15 points); Only Versus Sleep/Dream Powers (-2)		0	
3	<i>Ever-Wakeful:</i> Life Support (Diminished Sleep: No Need To Sleep)		0	
20	<i>On Wings Of Dream:</i> Flight 10"		2	
25	<i>Enter The Dreamzone:</i> Extra-Dimensional Movement (any location in the Dreamzone corresponding to the character's location in normal space when he activates the power)		2	
8	<i>Dreamreading:</i> Detect Dreams 13- (Sight Group), Discriminatory		0	

Talents

6 Combat Luck (3 PD/3 ED)

Skills

6 +2 with *Morphean Assaults* Multipower

1 Bureaucratics 8-
3 Concealment 13-
3 Deduction 13-
2 SS: Biology 11-
3 SS: Oneirology 13-
3 SS: Somnology 13-
3 Stealth 13-

Total Powers & Skills Cost: 305

Total Cost: 463

200+ Disadvantages

0 Dependence: must use Dreamweaving on one intelligent person per Day or suffer Incompetence (-1 to Skills and related rolls) (Easy to Obtain)
20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
20 Psychological Limitation: Code Versus Killing (Common, Total)
10 Psychological Limitation: Antisocial; Doesn't Care About Societies Morals, Customs, Or Etiquette (Common, Moderate)
15 Social Limitation: Secret Identity (Karen Knox) (Frequently, Major)
178 Experience Points

Total Disadvantage Points: 463

Background/History: Karen Knox was a college student majoring in biology who suffered from frequent bouts of insomnia. Her constant sleepiness made it difficult for her to pay attention in class or participate in extracurricular activities, and she was frequently grumpy due to lack of sleep.

After standard remedies for insomnia failed to work, Karen turned to an experimental therapy being developed by Professor Radko Pilevic of her university. Even though it hadn't been fully tested, much less approved by the FDA, at that point she was desperate enough to try anything.

Professor Pilevic's treatment worked — but not the way either of them expected. Instead of making it possible for her to sleep normally, the treatment "solved" her problem by making it not only unnecessary for her to sleep, but *impossible* for her to sleep. Her body and mind no longer needed the energy or relaxation... at least in theory. Despite the treatment's efficacy, after several weeks of not sleeping Karen's mental state deteriorated.

And then it simply *changed*. She began developing strange powers to manipulate sleep and dreams in other people. Instead of having her own dreams she could live in others' — or change them, if she preferred. She could make people fall asleep with just a thought, or make them so tired they could barely function. No longer caring anything for society or its mores, she decided to use her powers for personal gain as the villainous Dreamwitch.

Personality/Motivation: The Dreamwitch is not entirely mentally stable. While she still retains the core of her basic personality (among other things, she'd never dream of killing anyone), for the most part she doesn't care about society's rules and laws, freely violating them for her own gain or pleasure.

Furthermore, because the Dreamwitch cannot sleep (and thus cannot dream), dangerous levels of "dream energy" build up in her. She can alleviate this psychic pressure by using her Dreamweaving power on another person at least once per day; otherwise the dream-images flooding her mind drive her to distraction.

Quote: "Sleep tight, little man."

Powers/Tactics: As super-human combatants go, the Dreamwitch is relatively nonviolent — her attacks involve putting people peacefully to sleep, or causing them to experience waking dreams (or nightmares). She'd rather not use the latter powers if she doesn't have to, but sometimes they're necessary. Most of the time she relies on her various forms of Sleep Infliction. If a fight starts to go badly she flies away, and if possible flees into a nearby dreamscape.

Campaign Use: Besides using her simply as a thematic mentalist villain, you can make the Dreamwitch a gateway to adventures in the Dreamzone. Through her, or because of her, the characters can (or have to) venture into the twisted dreamscapes of criminals, supervillains, politicians, generals, and heaven knows who else.



If the Dreamwitch isn't tough enough to pose a challenge to your PCs, give her the power to transform herself into a dream-like or semi-dream-like form (Desolidification, Damage Reduction). If she's too powerful already, get rid of Sleep Infliction III and reduce her SPD by 1-2 points.

The Dreamwitch generally doesn't Hunt characters. She'd probably only develop a vendetta against one with similar powers whom she feels is encroaching on her "turf."

Appearance: The Dreamwitch is a pale-skinned woman with long auburn hair that she keeps out of her face with a sort of three-pronged tiara. Her costume is burgundy and gold.

ENTROPY PLOT SEEDS

The classic Entropy plot: Entropy shows up and destroys something, then challenges the PCs to prevent or restrain the impending disaster. For example, he might disintegrate half of the support pillars for a building or a bridge, or kill a crucially important diplomat in the middle of a tense peace conference.

As the world becomes a more and more chaotic place, Entropy's power grows until it's possible he could start the Unraveling (the entropy death of the universe) prematurely. The PCs are given special powers by beings embodying fundamental Order and commanded to defeat Entropy and strip him of his enhanced powers.

A tiny spark of Reggie Green's personality still exists, and he's come to regret the bargain he made. Can he somehow communicate that to the PCs and get them to free him to pass into the afterlife for good?

ENTROPY				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
35	PRE	25	16-	PRE Attack: 7d6
6	COM	-2	10-	
25	PD	21		Total: 25 PD (25 rPD)
25	ED	20		Total: 25 ED (25 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
9	REC	0		
50	END	0		
40	STUN	2		Total Characteristics Cost: 202
Movement: Running: 6"/12" Teleportation: 20"/1,280"				
Cost	Powers	END		
30	<i>Entropy Powers:</i> Elemental Control, 60-point powers			
67	1) <i>Disintegrating Touch:</i> RKA 2½d6, NND (defense is ED Force Field; +1), Does BODY (+1), Reduced Endurance (½ END; +¼); No Range (-½)		6	
30	2) <i>Chaos Blast I:</i> Energy Blast 12d6		6	
30	3) <i>Chaos Blast II:</i> RKA 4d6		6	
69	4) <i>Fluctuation Field:</i> Major Transform 3d6 (anything to anything, heals back normally), Improved Results Group (anything; +1), Continuous (+1), Damage Shield (+½), Reduced Endurance (½ END; +¼); No Conscious Control (controls activation of power but not the results; -1)		8	
25	<i>Resilience:</i> Damage Resistance (25 PD/25 ED)		0	
65	<i>Chaos-Walking:</i> Multipower, 65-point reserve			
6u	1) <i>Short-Range Walking:</i> Teleportation 20", x64 Noncombat		6	
4u	2) <i>Long-Range Walking:</i> Teleportation 10", MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼)		4	
40	<i>Viewport Of Chaos:</i> Clairsentience (Sight Group), 16x Range (1,600")		4	
20	<i>Favor Of Chaos:</i> Luck 4d6		0	
Skills				
12	+4 with <i>Entropy Powers</i> Elemental Control			
3	Concealment 13-			
3	Cryptography 13-			
9	Deduction 16-			
3	Stealth 14-			
Total Powers & Skills Cost: 416				
Total Cost: 618				

200+ Disadvantages

- 20 Hunted: Sentinels 8- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Casual Killer (Very Common, Strong)
- 20 Psychological Limitation: Exists To Further Disorder And Chaos (Common, Total)
- 15 Social Limitation: Secret Identity (Reginald Green) (Frequently, Major)
- 20 Susceptibility: takes 1d6 per Phase from being Entangled (Common)
- 303 Experience Points

Total Disadvantage Points: 618

Background/History: Reggie Green was the proverbial three-time loser. He had visions of becoming a big-time thief, but somehow his dreams never squared with reality and the cops kept catching him. After his third conviction he figured they'd throw away the key... but an overcrowded prison system paroled him after just a few years.

Reggie found himself in a bar that night, supposedly celebrating but really brooding over his life. Why did *other* guys get all the breaks? Why was *he* always the one who never had anything go right for him? Why wasn't *he* sitting fat and pretty the way he deserved to?

The more he drank, the blacker his mood became. When that funny-looking guy accidentally jostled him while trying to get a drink, that was all the excuse Reggie needed to start a fight. But it turned out the guy had friends. Almost before he knew what he was doing, as if he were watching someone else do it, he pulled out the cheap pistol he'd bought on the street earlier that day and shot all four of them.

He stood there stunned as the echoes of the gunshots died away, not fully comprehending what he'd just done. He watched as the blood slowly trickled across the floor. Only the approaching sound of police sirens shook him out of his reverie.

He tried to run, but with all the liquor he had in him it was a losing effort. The police were closing in fast, so he waved the gun at them to try to scare them away. That turned out to be his last mistake — a second later half a dozen police bullets ripped through him and he fell to the ground, dead.

But there was no tunnel of light, none of that crap he'd heard about all his life. He found himself standing in some sort of dark place, a meadow or field or forest or something (what did he know; he'd never been outside the city in his life). Despite the darkness, he saw someone approaching. He looked like a grey-bearded old man wearing a black robe and cloak.

"Who the hell are you?" Reggie asked.

"That does not matter," the man answered in a voice that was barely above a whisper but instantly commanded Reggie's full attention. "What is important is that I require a servant on Earth, one who will spread chaos and destruction, one through whom the Unraveling will manifest in all its glory. It is a long road, and hard, but will you walk it?"

"You mean, instead of stay in this crap-hole? Sign me up, pops."

The police were never able to explain why they never found Reggie Green's body. They saw the shots hit him, they saw him stagger and fall into the shadow of the Whitaker Building. But when they ran up to where he fell, there was no body... just a few large splatterings of blood.

Soon thereafter a new supervillain appeared on the scene — a skeletal-looking man garbed in grey who called himself *Entropy*. No one could predict where he would appear, or what he would do — but inevitably chaos, destruction, and death followed in his wake.

Personality/Motivation: Reggie Green's personality is largely gone, submerged beneath that of the seemingly cosmic entity who now lives within and through him. He exists only to spread chaos and destruction, whether that's by helping other supervillains, committing crimes on his own, or launching schemes to kill millions. He feels neither compassion nor sympathy, and will snuff out a single human life or dozens with no more concern than an ordinary person gives to extinguishing a candle.

Quote: "No one can resist the Unraveling; it is the nature of things. It has simply come early for you...."

Powers/Tactics: Entropy embodies the forces of chaos, death, and decay (or from a less morbid perspective, radical change) from the "evil" perspective many humans have of them. He's everything that's bad about change, and nothing that's beneficial. He destroys, he kills, injects unnecessary randomness into every process he can. His main tools for doing this are his Entropy Powers, which allow him to disintegrate things with a touch, blast his enemies with chaotic forces, and the like. Most intriguingly, he can create a "fluctuation field" around himself that Transforms anything or anyone that touches it into something else. He has no control over the end result; it might be something that's better for the person or thing he touches, or it might be worse.

Entropy usually avoids direct combat. He prefers to strike from surprise and then Teleport to safety, possibly returning to harass his foes again after they think he's left for good. His ability to see people from miles away (Viewport Of Chaos) makes it easy to set up ambushes.

Due to his chaos nature, Entropy actually suffers pain if confined in an Entangle. Entangles are so orderly and restrictive that they're contrary to his nature.



Campaign Use: Entropy is a quasi-cosmic being who embodies one of the impersonal forces of the universe as viewed from a certain human perspective. As such you can easily make him as strong or as weak as you need him to be; his powers might even fluctuate depending on the beliefs and perspectives of the people he's fighting. Making him more powerful usually means increasing either the DCs of his attacks or his SPD, but you could also give him more powers (see the Chaos And Entropy Powers section of *The UNTIL Superpowers Database II* for some examples). To weaken him get rid of his Fluctuation Field and reduce his defenses to 20.

Entropy doesn't seem to Hunt any heroes regularly. He may periodically pursue one for a short time, but his motives remain obscure and he usually moves on to other schemes soon enough.

Appearance: Entropy is 6'0" tall with an emaciated build. His face seems mostly skeletal, though it's not clear if this is natural or just a mask. The cowl of his costume leaves his face exposed, and he usually keeps the hood on his hooded cape down as well. The rest of his costume is a tight grey bodystocking with black boots and a black belt decorated with skulls.

EXO PLOT SEEDS

Exo thinks one of the PCs has been insulting him, so he challenges that PC to a knock-down-drag-out brawl at a prominent location.

Wayland Talos offers to teach Exo some more about powered armor design... provided, of course, that Exo joins an informal group of villains Talos has assembled to attack the PCs....

Exo and Bulldozer develop a rivalry. Their frequent brawls are causing major property damage all over the city, so the heroes need to put a stop to their hijinks now.

EXO				
Val	Char	Cost	Roll	Notes
10+30*	STR	15	11-/17-	Lift 100 kg/6,400 kg; 2d6/8d6 [1/4]
10+10*	DEX	15	11-/13-	OCV: 3/7 DCV: 3/7
10+10*	CON	10	11-/13-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
10+10%	PRE	7	11-/13-	PRE Attack: 2d6/4d6
10	COM	0	11-	
5	PD	3		Total: 27 PD/22 rPD
5	ED	3		Total: 27 ED/22 rED
2+3%	SPD	20		Phs: 6,12/3,5,8,10,12)
4	REC	0		
20	END	0		
22	STUN	0		Total Characteristics Cost: 84
*: OIF (-½) and No Figured Characteristics (-½)				
%: OIF (-½)				
Movement: Running: 6"/12"				
Leaping: 26"/52"				
Cost	Powers	END		
22	Battery Packs: Endurance Reserve (180 END, 15 REC); OIF (-½)	0		
67	Gauntlet Weapons: Multipower, 100-point reserve; all OIF (-½)			
7u	1) Configurable Blaster: Energy Blast 10d6, Variable Advantage (+½ Advantages; +1); OIF (-½)	10		
4u	2) Strobe Blast: Sight Group Flash 12d6; OIF (-½)	6		
3u	3) Tangleweb Projector: Entangle 6d6, 6 DEF; OIF (-½), 8 Charges (-½)	[8]		
1u	4) Electrified Gauntlets: HA +4d6; OIF (-½), Hand-To-Hand Attack (-½)	2		
18	Armor: Armor (12 PD/12 ED); OIF (-½), Activation Roll 14- (-½)	0		
19	Force Field: Force Field (10 PD/10 ED/8 Power Defense); OIF (-½)	3		
9	Force Field Augmentor: Force Field (+13 PD/+13 ED); OIF (-½), Activation Roll 14- (-½), Increased Endurance Cost (x3 END; -1)	9		
12	Jumpjets: Leaping +18" (26" forward, 13" upward); OIF (-½)	1		
6	Helmet Communication System: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0		

Skills

6	+2 with Gauntlet Weapons Multipower
4	+2 OCV with Electrified Gauntlets
3	Computer Programming 12-
3	Electronics 12-
3	Inventor 12-
3	Mechanics 12-
2	SS: Electronic Engineering 11-
2	SS: Robotics 11-
1	Streetwise 8-
1	Systems Operation 8-
1	WF: Handguns

Total Powers & Skills Cost: 197

Total Cost: 281

200+ Disadvantages

20	Enraged: if insulted or taunted (particularly if his tech is involved) (Common), go 11-, recover 11-
20	Hunted: MCPD 8- (Mo Pow, NCI, Capture)
15	Hunted: Defender 8- (Mo Pow, Capture)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Psychological Limitation: Macho Bravado; Has To Prove He's The Best (Common, Strong)
15	Social Limitation: Public Identity (Roy Jannick) (Frequently, Major)

Total Disadvantage Points: 305

Background/History: *I'm gonna get away this time I'm gonna get away this time no way them fat cops can catch me lead I got...* He glanced back over his shoulder to make sure that was still true.

"Going somewhere?" an electronically modulated voice suddenly asked from in front of him. He whipped his head around just in time to run smack into Defender.

When he woke up he was in the hospital, handcuffed to the bed, with a cop nearby watching him. *Damn, busted again... and all 'cause'a that armored freak. When I get outta here I'm gonna show him who's better.*

Unfortunately for the world, Roy Jannick's intelligence was the equal of his male pride. He decided he was going to build himself a suit of armor that would let him get revenge on Defender, and by God and by gumption he did it. It took years of night school and more than a few robberies to pay for the parts and tools, but he did it. 'Course, he didn't have enough money for a *full* armored suit, so he had to make an exoskeleton, but so what? *Still better than that trash Defender got on. Now we'll see who smacks who around....*

Personality/Motivation: Exo is so full of male pride and the need to prove that he's "better" than someone else that he actually turned his life around, leaving petty crime behind to teach himself enough science to make a powered exoskeleton. If he didn't use it to commit crimes, he'd be lauded as an amazing success story. As it is, some members of the Superhuman World laugh at him (which infuriates him and makes him all the more determined to prove himself), while others worry that someone with his talents could become really dangerous in time if not stopped now.

Quote: "Yeah, bring it on, jerk! When I'm done pounding you into the ground you won't be so smug."

Powers/Tactics: Exo wears a powered exoskeleton of his own design. While not as protective or powerful as a true powered armor suit, it makes him plenty strong and tough enough to commit all sorts of supercrimes — mainly smash-and-grab robberies of targets no ordinary robber could easily take down. But as much as he loves money, he likes fighting and proving how good his suit is even more. He usually opens with an Armor Piercing Energy Blast (or maybe an Explosion against multiple targets), then keeps up the Ranged attacks until he can close to HTH Combat distance and administer a sound thrashing with his Electrified Gauntlets.

Campaign Use: If a way can be found around his touchy male pride, Exo is potentially redeemable. He's plenty greedy, but he's not a truly violent or dangerous person compared to the majority of supervillains. Given the right coaxing and incentive he could "switch sides" to fight with the white hats.

To make Exo tougher, increase the strength of his Force Field and/or add a few weapons to his suit (maybe a laser [RKA] or a shoulder-mounted rack of mini-missiles). To weaken him, reduce his SPD to 4 and the dice in his Energy Blast to 8d6.

Exo Hunts heroes either because they've insulted him or he decides he has to beat them to prove how good he is. In either case he simply



finds the hero, stomps or leaps up to him, and starts fighting.

Appearance: Exo is a 5'10" tall black male with a moderately athletic build. The exoskeleton that gives him his powers consists of a chestpiece that fits over the upper chest, a heavy belt, gauntlets, boots, and a skullcap-like helmet that covers the top half of his head. High-tech cables and struts connect these parts to one another; the cables and struts are close to the body, not dangling or loose.

FLESHSTONE PLOT SEEDS

Fleshtone attacks a friend of the PCs with his Transform. Now the heroes have to find him and convince him to put the hapless victim back the way he was.

An immensely wealthy heiress wants to hire Fleshtone to restore her youthful good looks and form. She hires the PCs to find him and convince him to accept her offer.

Fleshtone and Plague (page 108) team up to create biological horrors even greater than what they can create individually. If the PCs don't stop them now, there's no telling what trouble they'll cause.

FLESHSTONE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	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
6	COM	-2	10-	
20	PD	15		Total: 20 PD (6 rPD)
20	ED	15		Total: 20 ED (6 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
10	REC	0		
50	END	0		
41	STUN	0		Total Characteristics Cost: 164

Movement: Running: 6"/12"

Cost Powers END

90	<i>Fleshwarping:</i> Multipower, 90-point reserve	
6u	1) <i>Basic Fleshwarping I:</i> Drain 4d6, any physical Characteristic or attribute one at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½); Only Works On Fleshy Beings (-¼)	8
6u	2) <i>Basic Fleshwarping II:</i> Aid 4d6, any physical Characteristic or attribute one at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½); Only Works On Fleshy Beings (-¼)	8
6u	3) <i>Flesh- And Bone-Wracking I:</i> Energy Blast 6d6, NND (defense is a PD Force Field, or not having a skeleton or flesh; +1)	6
9u	4) <i>Flesh- And Bone-Wracking II:</i> RKA 2d6, NND (defense is a PD Force Field, or not having a skeleton or flesh; +1), Does BODY (+1)	9
4u	5) <i>Bodily Rearrangement I:</i> -5 Negative Combat Skill Levels (OCV), Ranged (+½)	4
4u	6) <i>Bodily Rearrangement II:</i> -5 to any physical Skill, Ranged (+½)	4
6u	7) <i>What Can Be Torn Asunder Can Be Made Whole:</i> Healing 4d6, any physical Characteristic or attribute one at a time (+¼), Ranged (+½); Only Works On Fleshy Beings (-¼)	7
7u	8) <i>Permanent Fleshwarping:</i> Major Transform 6d6 (living being with normal fleshy form to one with altered fleshy form, heals back when Fleshtone or a similarly-powered biokinetic reverses the process); Limited Target (beings made of flesh; -¼)	9
6	<i>Hardened Flesh:</i> Damage Resistance (6 PD/6 ED)	0
60	<i>Pain Resistance:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
11	<i>Rapid Healing:</i> Healing 2d6 (Regeneration; 2 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time + Increased Time Increment (2 BODY/Hour; -2¼), Self Only (-½)	0

18 *Appearance Manipulation:* Shape Shift (Sight and Touch Groups, limited group of forms), Imitation, Reduced Endurance (0 END; +½); Cosmetic Details Only (-¼), Extra Time (takes 1 Minute to alter shape; -¾) 0

Skills

18 +6 with *Fleshwarping* Multipower

3 Breakfall 14-

3 Climbing 14-

7 Contortionist 16-

2 PS: Sculpting 11-

3 SS: Biology 12-

3 SS: Human Anatomy 12-

3 Stealth 14-

3 Streetwise 13-

Total Powers & Skills Cost: 278

Total Cost: 442

200+ Disadvantages

25 Hunted: UNTIL 11- (Mo Pow, NCI, Capture)

25 Hunted: Duchess Industries 11- (Mo Pow, NCI, Capture)

20 Psychological Limitation: Casual Killer (Very Common, Strong)

15 Psychological Limitation: Likes To Make People Into "Flesh Art" (Common, Strong)

15 Social Limitation: Secret Identity (Owen Temple) (Frequently, Major)

20 Vulnerability: 2 x Effect from Drugs/Gases/Chemicals/Poisons (Common)

122 Experience Points

Total Disadvantage Points: 442

Background/History: Owen Temple was a low-ranking scientist in the pay of the Duchess Corporation. He specialized in biology, particularly in projects whose goal was to speed the aging process of, and increase the yield from, meat food animals like cows and pigs.

One day while he was working in his lab a crew was cleaning out some materials from old experiments. Unfortunately, Duchess's safety precautions and menial workmen were not of the best. One of them tripped and dropped the whole load on top of Dr. Temple. Temple was doused with a veritable dog's breakfast of biomedical waste, experimental sera, unapproved drugs, and other castoffs from Duchess's biology laboratories. The pain from both the impact and the chemicals was intense, and he soon passed out.

He awakened in the hospital, covered from head to toe in bandages. Then, to his doctors' astonishment, he began to recover at a rapid pace. They took the bandages off in just two days — at which point Temple discovered he'd be scarred for life by the accident. He was bitter and angry about it until later that night, when he felt his flesh somehow *move* over his bones, rearranging itself to eliminate the scar tissue. Astonishment couldn't begin to describe how he felt, and his feelings became more intense when he realized he could reshape his flesh and bones at will. Even better, a little experimentation on his comatose roommate showed that his

powers worked on *other* people as well.

Duchess personnel arrived the next day to “convince” him to return to the corporation for “further study and care.” When they made it quite clear they wouldn’t take “No” for an answer, Temple twisted both their bodies into grotesque shapes and walked out of the hospital.

The next time the world saw Owen Temple, he was different. He’d used his powers to make himself bigger, stronger, tougher, faster, and more frightening of appearance. He called himself *Fleshtone* and set out to show the world just how terrifying (and lucrative) his powers could be.

Personality/Motivation: Fleshtone doesn’t really think of people as “people” anymore. To him they’re more like “raw materials” that he can manipulate, change, and discard as he sees fit. When the mood takes him, he considers them “clay” that he “sculpts” into more aesthetically-pleasing forms.

Quote: “How does it feel to know you’ve become something unique, something far more intriguing than that mundane human form you once wore?”

Powers/Tactics: Fleshtone has the terrifying power to mold, shape, and warp flesh and bone in a telekinetic-like fashion. He can rearrange a person’s face to make him hideously ugly or quite handsome, twist bones and organs to cause pain or injury, or simply kill someone by altering his body so he cannot survive (for example, by covering up his mouth and nose with flesh so he suffocates). On the other hand, he can also affect flesh to improve a person’s body (something he’s done with his own, toning and hardening it to increase his strength, reflexes, and resistance to injury, though his improved metabolism is more susceptible to drugs, poisons, and the like). Most of his victims return to normal over the course of a few minutes, but he can make permanent changes if he wants to. More than one person who’s seen the results of his “handiwork” has had to go into therapy because of the nightmarish memories.

In game terms, Fleshtone’s primary abilities are represented by a Drain and an Aid. These work against “any physical Characteristic or attribute.” This means not only STR, DEX, CON, BODY, PRE, COM, PD, ED, SPD, REC, END, and STUN, but anything else the GM thinks he could affect like Running, Leaping, or Senses. He cannot affect superpowers (like Sapphire’s Energy Blasts) *per se*, but he can easily re-arrange someone’s body to make them (or various Skills) harder to use.

In combat Fleshtone often relies on Presence Attacks as much as his powers. He’s fully aware of the horror he can cause with the casual flick of his finger, and in fact sometimes seems to revel in it.



Campaign Use: Fleshtone is a powerful villain whose bizarre powers could easily leave more than one member of a superteam dead or permanently altered. Use him with care, since the odds of convincing him to undo his “work” are slim.

To make Fleshtone more powerful, increase his physical Characteristics and abilities (on the grounds that he can work better, more longer-lasting changes on his own form). To weaken him, decrease his CON to 20 and SPD to 4.

Fleshtone generally doesn’t Hunt heroes. He’s not the type to hold a grudge; he knows he’ll have the chance to get his revenge sooner or later. But if someone made him mad enough he might make a point of going after them and doing something so horrifying to them no one would ever anger him that way again.

Appearance: Fleshtone has used his own flesh-manipulating powers to give himself just the appearance he wants. His body is taut, muscular, and thick-necked, the equal of any world-class weightlifter’s. His face has a vaguely skull- or gorilla-like appearance in some aspects, to make him more frightening. As a costume he wears a featureless maroon bodystocking, gloves, and boots.

GALAXIA PLOT SEEDS

The classic Galaxia plot: Galaxia makes a bid to conquer Earth and the heroes (perhaps with the help of other hero teams or the like) have to fend her off. But what if someone else (say, Istvatha V'han) decides to launch an invasion at the very same time?

A Human scientist believes he can harness the energies of Galaxia's Cosmic Gem to power the entire United States without the need for any other forms of energy generation. All the heroes have to do is get it for him... and stand by while he runs his final tests in case something goes wrong.

A coalition of galactic species show up and demand that Earth turn Galaxia over to it, or it will attack (the coalition members seem to think Humanity is somehow sheltering her or giving her refuge). The heroes have to find her, catch her, and turn her over to the coalition before its deadline passes and it declares war.

GALAXIA				
Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
25	DEX	45	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
15	PD	7		Total: 40 PD (25 rPD)
15	ED	9		Total: 40 ED (25 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
14	REC	0		
60	END	0		
55	STUN	0	Total Characteristics Cost: 246	
Movement:		Running: 6"/12" Flight: 30"/960" MegaFlight: 1,000 km/Phase FTL: 1 LY/15 Minutes		
Cost	Powers			END
40	Gem Power: Endurance Reserve (300 END, 30 REC); OIF (Cosmic Gem; -½)			0
90	Gem-Blasts: Multipower, 135-point reserve; all OIF (-½)			
9u	1) Standard Gem-Blast: Energy Blast 18d6, Line Of Sight (+½); OIF (-½)			13
9u	2) Deadly Gem-Blast: RKA 3d6, BOECV (Mental Defense applies; +1), Does BODY (+1); OIF (-½)			13
6u	3) Mental Gem-Blast: Ego Attack 9d6; OIF (-½)			9
9u	4) Blinding Gem-Blast: Sight Group Flash 18d6, Line Of Sight (+½); OIF (-½)			13
9u	5) Binding Gem-Blast: Entangle 9d6, 9 DEF, Line Of Sight (+½); OIF (-½)			13
80	Protection Field: Force Field (25 PD/25 ED/15 Mental Defense/15 Power Defense), Hardened (+¼), Reduced Endurance (½ END; +¼); OIF (Cosmic Gem; -½)			5
15	Galaxian Eyes: Sight Group Flash Defense (15 points)			0
30	Protection Field: Life Support (Total); OIF (-½)			0
67	Gem-Flight: Multipower, 100-point reserve; all OIF (Cosmic Gem; -½)			
7u	1) Standard Atmospheric Flight: Flight 30", x32 Noncombat, Reduced Endurance (½ END; +¼); OIF (-½)			4
3u	2) High-Speed Atmospheric Flight: Flight 10", MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1); OIF (-½)			4
2u	3) Spaceflight: FTL Travel (1 LY/15 Minutes); OIF (-½), Costs Endurance (-½)			4
Skills				
18	+6 with Gem-Blasts Multipower			
3	Acrobatics 14-			
3	AK: Milky Way Galaxy 13-			
3	AK: Sol System 13-			
3	KS: Civilized Species Of The Galaxy 13-			
3	Oratory 14-			
3	Persuasion 14-			

3 Stealth 14-
3 Systems Operation 13-

Total Powers & Skills Cost: 418

Total Cost: 664

200+ Disadvantages

20 Enraged: when thwarted or denied something she wants (Common), go 11-, recover 11-
20 Enraged: when insulted, belittled, or mocked (Common), go 11-, recover 11-
15 Hunted: civilized species of the Galaxy 8- (Mo Pow, NCI, Limited Geographical Area, Kill)
20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20 Hunted: Justice Squadron 8- (Mo Pow, NCI, Capture)
20 Psychological Limitation: Arrogant Conqueror (Common, Total)
349 Experience Points

Total Disadvantage Points: 664

Background/History: Long ago, perhaps even before the Multiverse existed, the Cosmic Gems came into existence. Some say there are three Gems, some say 15, some other numbers in between. No one — not the Malvans, not the Elder Worm, not even CONTROL and the Overseers of Odrugar — knows the true origin and nature of the Cosmic Gems. It's thought the Galaxars may know, but if so they have said nothing.

What is known is that a Cosmic Gem confers vast powers on the person who possesses it. (Whether the Gems are intelligent and choose their possessors is a matter of speculation.) Beings eager for power have sought one or another of the Gems for centuries, but few who actively seek them out succeed in their quest.

One of the few beings who does possess a Cosmic Gem is the "woman" known as Galaxia, whose homeworld and native species are unknown. For decades, perhaps centuries, she cut a swath across the civilized regions of the Milky Way, conquering, destroying, and fighting as the mood took her. But eventually the civilized species tired of her depredations and came against her with a force of starships too great for even her to handle. She fled...

...and soon her travels brought her to a cosmic backwater known as the Sol system. She'd heard of it; this was the system with the world that had so many powered beings. What better challenge for her, and better place to hide from her enemies, than Earth?

Personality/Motivation: Galaxia is a classical megalomaniacal conqueror. She knows just how powerful she is, and she believes it's her destiny to rule whatever she feels like ruling and do whatever she feels like doing. Anyone who tries to stop her earns the full measure of her wrath.

Beyond that, analyzing Galaxia's psychology is difficult because she's not only not Human, no one knows exactly what species she is. (Apparently the Cosmic Gem either makes her look like the observer's species, or it allowed her to choose her appearance and she selected something very close to Human.) Therefore it's difficult to say what might be completely ordinary behavior for her, and what's out of the ordinary.

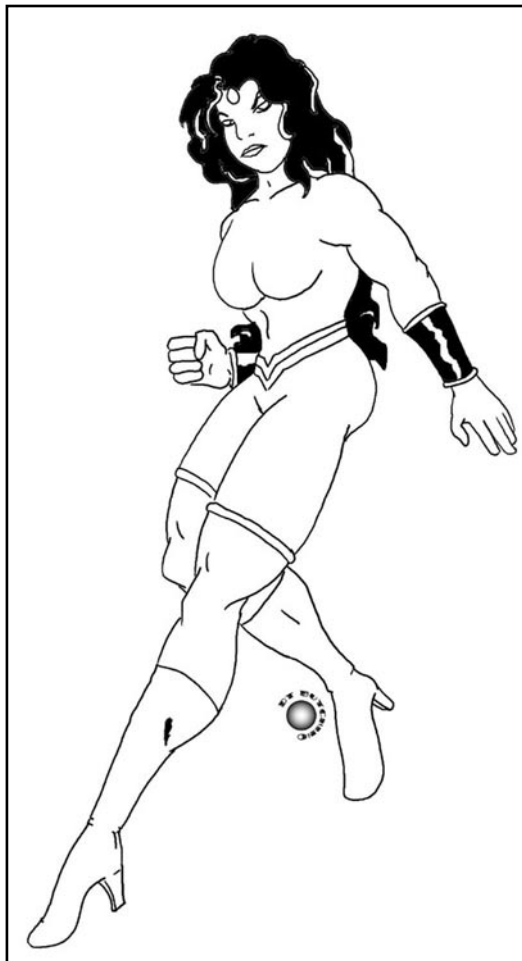
Quote: “Cosmic storms cannot stop me! The Malvans cannot stop me! What hope have you of stopping me, foolish Human?”

Powers/Tactics: Galaxia fights in a bold, aggressive fashion (often accompanying her actions with Presence Attacks) as a way of impressing and intimidating her opponents. She starts a battle from a distance, relying on the generally greater range of her attacks to get in a few blows before her opponents can counterattack. She favors her Standard and Mental Blasts, but is quick to shift to a Deadly blast if an opponent irritates her.

Campaign Use: Galaxia should be tough enough to take on your heroes by herself, at least for a little while. If that’s not the case, increase her abilities until she can — perhaps give her some Damage Reduction, a Force Wall, more CON, SPD, and/or STUN, or the like. If she’s already too tough, reduce her Multipower to a 105-point reserve and all slots accordingly, and perhaps reduce her defenses and SPD slightly.

Galaxia doesn’t usually Hunt individual heroes; she has bigger goals in mind. But if a team of heroes repeatedly hinders her, she’ll be sure to make particularly nasty plans for them when preparing her next scheme of conquest.

Appearance: Galaxia looks like a slender, well-proportioned, beautiful human female with dark hair reaching down to her midback. Her costume is a royal blue with gold boots and highlights. In the center of her forehead is an oval-shaped, smooth gemstone that’s usually red, but can shift colors or show multiple colors at once. It often glows or is surrounded by a corona of energy.



GAUNTLET PLOT SEEDS

Gauntlet wants to make some upgrades to his Power Gauntlets, but this requires some rare and valuable electronic components. He begins a robbery spree to steal what he needs; the heroes have to figure out who's behind the thefts, find him, and stop him.

Gauntlet and Brain-child team up to offer the underworld a full suite of technological services. Soon the streets are flooded with cheap (but effective) blasters, low-grade powered armor, and other devices, and the cops and lesser-powered heroes are taking a beating. The heroes have to stop the partners and then round up and destroy the tech.

Gauntlet claims to have come up with an invention that can stop Mechanon dead in his tracks. The catch? He won't let the heroes have it unless he receives a blanket federal pardon for all his past criminal acts *and* the right to examine Mechanon and his technology before anyone else.

GAUNTLET				
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-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	6		Total: 18 PD (10 rPD)
8	ED	5		Total: 18 ED (10 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
5	REC	0		
30	END	0		
23	STUN	0		Total Characteristics Cost: 92
Movement: Running: 6"/12" Flight: 15"/30"				
Cost	Powers	END		
40	<i>Power Gauntlet Batteries:</i> Endurance Reserve (300 END, 30 REC); OIF (-½)	0		
70	<i>Power Gauntlets:</i> Multipower, 105-point reserve; all OIF (-½)			
5u	1) <i>Pulson Blast:</i> Energy Blast 15d6; OIF (-½)	7		
7u	2) <i>Multiphasic Pulson Blast:</i> Energy Blast 10d6, Variable Advantage (+½ Advantages; +1); OIF (-½)	10		
5u	3) <i>Other Blasters:</i> Energy Blast 10d6, Variable Special Effects (+½); OIF (-½)	7		
4u	4) <i>Laser Beam:</i> RKA 3d6, Armor Piercing (+½); OIF (-½)	7		
7u	5) <i>Compressed Air Blast:</i> Energy Blast 12d6, Double Knockback (+¾); OIF (-½)	10		
7u	6) <i>Enervation Ray:</i> Drain 6d6, any one Characteristic at a time (+¼), Ranged (+½); OIF (-½)	10		
5u	7) <i>Flare Ray:</i> Sight Group Flash 12d6, Reduced Endurance (½ END; +¼); OIF (-½)	3		
7u	8) <i>Flare Burst:</i> Sight Group Flash 10d6, Explosion (-1d6 per 2"; +¾), Reduced Endurance (½ END; +¼); OIF (-½)	4		
6u	9) <i>Paralysis Ray:</i> Entangle 7d6, 7 DEF, Takes No Damage From Attacks (+½); OIF (-½), Cannot Form Barriers (-¼)	10		
4u	10) <i>Flight Augmentation:</i> Flight +45"; OIF (-½), Lockout (-½)	9		
6m	11) <i>Strength Augmentation:</i> +60 STR; OIF (-½), No Figured Characteristics (-½)	6		
8m	12) <i>Tractor Beam:</i> Telekinesis (40 STR); OIF (-½)	6		
7m	13) <i>Force Field:</i> Force Field (15 PD/15 ED/10 Mental Defense/10 Power Defense); OIF (-½)	5		
6m	14) <i>Force Bubble:</i> Force Wall (10 PD/10 ED, 2" long); OIF (-½), Restricted Shape (sphere only; -¼)	5		
20	<i>Power Gauntlets:</i> HA +8d6; OIF (-½), Hand-To-Hand Attack (-½)	4		
20	<i>Light Powered Armor:</i> Armor (10 PD/10 ED); OIF (-½)	0		

5	<i>Helmet:</i> Sight Group Flash Defense (8 points); OIF (-½)	0
5	<i>Helmet:</i> Hearing Group Flash Defense (8 points); OIF (-½)	0
20	<i>Jetboots:</i> Flight 15"; OIF (-½)	0
4	<i>Sensory Enhancers:</i> +2 to PER Rolls with all Sense Groups; OIF (-½)	0
13	<i>Helmet Radar:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees); OIF (-½)	0
6	<i>Helmet Communication System:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Perks

10	Money: Wealthy
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Skills

12	+4 with <i>Power Gauntlets</i> Multipower
3	Computer Programming 13-
3	Electronics 13-
3	Inventor 13-
2	KS: The Superhuman World 11-
2	Language: English (fluent conversation; Spanish is Native)
3	Mechanics 13-
1	Security Systems 8-
3	Stealth 13-
3	Systems Operation 13-
3	Scientist
1	1) SS: Biology 11-
1	2) SS: Chemistry 11-
2	3) SS: Mathematics 13-
2	4) SS: Physics 13-
2	5) SS: Robotics 13-

Total Powers & Skills Cost: 343

Total Cost: 435

200+ Disadvantages

20	Hunted: The Champions 8- (Mo Pow, NCI, Capture)
20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Macho Attitude; Has To Prove He's The Best/Strongest/Toughest (Common, Strong)
15	Psychological Limitation: Determined Never To Be Poor Again (Common, Strong)
5	Rivalry: professional, with other gadget-based superhumans, to prove that his inventions and knowledge are superior
15	Social Limitation: Secret Identity (Arturo Villareal) (Frequently, Major)
145	Experience Points

Total Disadvantage Points: 435

Background/History: Arturo Villareal grew up poor in East Los Angeles. His family sometimes didn't even have enough money for food. His father spent most of the time in a semi-drunken stupor, lying on the couch watching TV, so the only positive role models he had were neighborhood gangsters and drug dealers. They had money, power, and respect — everything Arturo wanted.

But Arturo had one thing they didn't: brains. His was a genius intellect, and he decided to use his

intelligence as his ticket to the easy life. He studied hard and got a scholarship to UCLA to study science, but he had no intention of becoming some sort of researcher or corporate lab-rat. He was going to be a criminal like the men he remembered from his youth... but a *supercriminal* who'd put all of them to shame.

When he felt he was ready, Arturo began designing the super-weapons that would make him a force to be feared in the underworld. At first he experimented with powered armor, but the results left him dissatisfied. If nothing else, powered armor didn't seem distinctive enough; the likes of Armadillo, Ankylosaur, and Devastator were already crowding the market. He decided to show just how smart he was by packing most of the power of an entire armored suit into one gadget: a set of gauntlets.

After months of effort and experimentation (not to mention a few robberies for funding and supplies), Arturo's "Power Gauntlets" worked. After creating a suit of light powered armor, jetboots, and a helmet to go with them, he christened himself *Gauntlet* and set out to take the underworld by storm.

Personality/Motivation: Gauntlet has a big chip on his shoulder. He resents having had to grow up poor and powerless, and he's determined never to be in either state ever again. He wants power, money, and respect, whether he gets them for his inventive genius or as a result of his crimes. He's temperamental, quick to take offense and unlikely to back down from challenges. Despite the fact that he thinks of himself as an intellectual and a scientist, he really enjoys the visceral thrill of combat.

Quote: "Only a fool would think he could stand before the might of my Power Gauntlets!"

Powers/Tactics: Gauntlet is a technological and scientific genius who's used his skills to create several weapons and other devices with which he commits supercrimes. First and foremost among these are his Power Gauntlets, which allow him to project many types of energy beams and produce other effects. He can blast his enemies with pulson beams (in various configurations) or lasers, stop them dead in their tracks with paralysis rays and compressed-air blasts, blind them with flare blasts and bursts, weaken them with enervations rays, or beat them to a pulp with vastly augmented strength. By pointing the Gauntlets toward his feet and channeling their power into a steady burst, he can make himself fly much faster.

Gauntlet usually opens combat with the biggest, flashiest attack that seems appropriate, such as a pulson blast with Explosion or a laser bolt right through some hapless foe's heart. (He's not a casual killer, but he has no qualms about killing if he sees a reason for it... like cowing other enemies.) After that he tends to fight intelligently, using the best attack against a given foe (his Variable Special Effects and Variable Advantage attacks are often particularly helpful for this). If necessary, he can even switch to a "full defense" mode that surrounds him with both a force field and force bubble, then



use the gauntlets' sheer power to beat his foes into unconsciousness with his HA.

Campaign Use: Gauntlet can serve in a number of roles. For less powerful groups of heroes he makes a decent semi-master villain — the adversary who hires other villains to help implement his schemes and ends up leading the charge against the PCs. In other contexts he makes a fine hireling for a true master villain, though his prickly macho attitude sometimes makes him difficult to deal with.

To make Gauntlet tougher, make his light powered armor into more of a true suit of powered armor: increase the amount of Armor it provides, give him more Enhanced Senses and some Life Support, and so on. To weaken him, reduce the *Power Gauntlets* Multipower to a 90-point reserve, and all slots accordingly.

Gauntlet will Hunt heroes who offend him, humiliate him, have something he wants, or fit into his Rivalry. He usually tries to show his adversary that he's superior by challenging him to duels, planning a series of crimes that only the adversary has a hope of stopping, and so forth. Simple physical confrontations aren't his style... at least not until he's exhausted some other options.

Appearance: Gauntlet is a Hispanic male, 5'9" tall with a slender, slightly muscular build. His namesake high-tech gauntlets are silver-colored and prominent. The rest of his costume is a suit of light body armor, mostly gold with some red highlights.

GEOS PLOT SEEDS

The classic Geos plot: the PCs hear about a “reluctant hero” who saved someone from disaster and then vanished. They go in search of him, only to find that he’s hiding out because he thinks he’s wanted by the law.

VIPER thinks it’s tracked Geos to a run-down neighborhood in a major city and descends on it full-force, committing all sorts of destruction as it tries to find its “property” and capture him. The heroes respond and a battle ensues. Will Geos try to help the heroes, or simply take the opportunity to run and hide again?

Geos’s family contacts the PCs. It turns out he’s suffering from a serious medical condition and may die if they can’t get his medicine to him. The quest to find him has just turned into a race against death....

GEOS

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-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	5		Total: 26 PD (18 rPD)
8	ED	4		Total: 26 ED (18 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
7	REC	0		
40	END	0		
31	STUN	0		Total Characteristics Cost: 95
Movement: Running: 12"/24" Flight: 10"/20" Tunneling: 6"/12"				
Cost	Powers			END
30	<i>Stoneworking Powers:</i> Elemental Control, 60-point powers			
20	1) <i>Earthmoving:</i> Telekinesis (40 STR), Fine Manipulation; Only Versus Earth/Rock (-½)	6		
23	2) <i>Quake Blast:</i> Energy Blast 8d6, Explosion (+½), Personal Immunity (+¼); No Range (-½), Only Affects Targets On The Ground (-¼), Only Does Knockdown, Not Knockback (-0)	7		
24	3) <i>Earth Lance:</i> Energy Blast 8d6, Indirect (must come from the nearby ground, but can originate at any point thereon; +½); Target Must Be On/Near Earth Or Rock (within 8"; -¼)	7		
24	4) <i>Stony Prison:</i> Entangle 6d6, 6 DEF; Only Affects Targets On The Ground (-¼)	6		
36	<i>Stone Armor:</i> Armor (18 PD/18 ED); Must Have Earth/Stone To Create Armor With (-¼), Visible (-¼)	0		
40	<i>Stone Movement:</i> Multipower, 40-point reserve			
1u	1) <i>Avalanche Riding:</i> Running +6" (12" total); Physical Manifestation (-¼), Side Effect (RKA 1½d6 to ground in an Area Of Effect (Line) equal in size to the distance the character moves, automatically occurs, only affects environment; -½)	1		
4u	2) <i>Stone Passage:</i> Tunneling 6" through 6 DEF material, Fill In	4		
2u	3) <i>Geolevitation:</i> Flight 10"; Physical Manifestation (-¼)	2		
Skills				
9	+3 with <i>Stoneworking Powers</i> Elemental Control			
2	KS: Art History 11-			
2	KS: Ravenswood Academy 11-			
1	KS: VIPER 8-			
2	PS: Sculpting 11-			
3	Stealth 13-			
1	Streetwise 8-			

Total Powers & Skills Cost: 224

Total Cost: 319

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 Hunted: Peacekeepers 8- (Mo Pow, NCI, Capture)
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Code Versus Killing (Very Common, Strong)
- 15 Psychological Limitation: Thinks He Has No Choice But To Be A Supercriminal (Common, Strong)
- 15 Social Limitation: Secret Identity (Robert Garrett) (Frequently, Major)

Total Disadvantage Points: 320

Background/History: Robert Garrett began displaying the mutant power to control earth and stone in his mid-teens. Concerned for their son, his parents arranged for him to attend the Ravenswood Academy after the Academy’s director, the former superheroine Rowan, contacted them and explained the school’s unique curriculum.

Robert graduated in 2001. He didn’t have any real interest in becoming a superhero; he wanted to use his powers to become a famous sculptor and artist. He enrolled in college to study art history.

One day while he was walking to class a team of VIPER agents shot him with a drugged dart, dragged him into a van, and took him back to their Nest. For several months he was subjected to brainwashing to make him loyal to VIPER and a willing agent of Dragon Branch under the codename *Geos*. The treatments worked, and for almost three years he participated in numerous VIPER schemes and fought superheroes all over the United States.

Then, in early 2005, while he and some of his “colleagues” were fighting the Peacekeepers, he suffered a nasty blow to the head. When he woke up a few seconds later the brainwashing was no longer fully intact. Confused and in pain, he fled the battlefield and went into hiding.

Slowly but surely he sorted out his confused, patchwork memories. He vaguely recollected going to school to learn how to use his powers, but he conflated that with his VIPER training and assumed he was part of VIPER all along. He didn’t *feel* like a criminal, but his memories of committing crimes over the last several years were strong. Still, even if he was a criminal, he didn’t want to go back to VIPER, that just wouldn’t be right... nor did he want to turn himself in.

For the last couple of years Geos has been on the run. He commits crimes when he must to support himself, but he doesn’t like it so he just stays in hiding as much as possible. VIPER wants him, the authorities want him, everybody wants him — and he just wants to be left alone to sort out the mess that his life’s become.

Personality/Motivation: Geos is basically a decent guy caught up in a horrible situation. He thinks he's a criminal, so he acts like a criminal even though at heart he's not one at all — he's an art student. If someone responsible (like PRIMUS or a hero team) could catch him long enough to explain things and undo the remnants of the brain-washing, he could go back to the life he once lived, but so far he's been too good at evading capture.

Quote: “Stay back! I don't want to hurt you, but I'm leaving whether you get out of the way or not.”

Powers/Tactics: Geos has the power to control and transform earth and stone. He can't spontaneously generate earthen substances — he has to have some existing earth or stone to work with — but he can do a lot with whatever's available. He can create “earth lances” to strike his enemies, move earth and stone around telekinetically, protect himself with “stone armor,” create stone cages to imprison opponents, ride telekinetically-carried stones along the ground or through the air, or instantly create (and if necessary seal) tunnels. His various Movement Powers in particular make it difficult for his pursuers to catch him.

Geos usually fights defensively; he's not a violent person and doesn't really want to hurt anyone. Only when he gets desperate to escape will he lash out and take the offensive.

Campaign Use: Geos is a project for your heroes — they have to find him and convince him of what really happened so he can put his life in order. Perhaps the experience will even make him rethink his ideas about not becoming a superhero.



To make Geos tougher, expand the range of his powers so he can spontaneously generate stone for various effects; see *The UNTIL Superpowers Databases* for plenty of examples. To weaken him, assume he's not yet fully in control of all of his powers; put Activation Rolls on them.

Geos doesn't Hunt anyone. He just wants to be left alone.

Appearance: Geos is a white male, 6'0" tall, with shoulder-length brown hair and a brown “soul patch” moustache. His costume is a light blue tunic with wide sleeves that end midway down his lower arms, puffy light blue pants, a white sash and boots, and a darker blue cape (he wears no gloves or mask).

**GRENADIER
PLOT SEEDS**

Grenadier discovers a way to build a device that she can attach to “charged” objects to delay the explosion by up to 6 Hours. Now she’s holding an entire office building for ransom, and she claims she’s left “charged” objects all over the skyscraper in case any meddling superheroes try to interfere.

The US Army is interested in the military potential of Grenadier’s powers, if it can find a way to incorporate those powers into a device. To determine if that’s possible, it needs Grenadier to study. Either it hires the PCs to capture her, or the PCs have to stop enemy superheroes who’ve gotten wind of the plan and are trying to get to her first.

Grenadier begins to feel unwell, then realizes to her horror that her powers are slowly feeding on her and she’s going to explode in a blast that will make the largest ones she’s ever produced with objects look like firecrackers. She threatens to destroy the city unless the heroes bring her the world’s best medical help to solve the problem.

GRENADIER				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
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
13	COM	2	12-	
5	PD	3		Total: 13 PD (8 rPD)
10	ED	6		Total: 18 ED (8 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
6	REC	0		
36	END	0		
30	STUN	6		Total Characteristics Cost: 91
Movement: Running: 6"/12"				
Cost	Powers	END		
150	<i>Object Charging:</i> Multipower, 337-point reserve; all OIF (objects of opportunity, see text; -½), Extra Time (amount of time spent “charging” object affects how many DCs the attack can use, see text; -¼), Limited Power (amount of DCs used depends on size of object used, see text; -¼), Range Based On STR (-¼), Side Effects (destroys object used as Focus; -0)			
15u	1) <i>Basic Charging:</i> Energy Blast 30d6, Explosion (+½), Time Delay (up to 30 seconds; see text; +¼), Reduced Endurance (0 END; +½); common Limitations described above			0
15u	2) <i>Intense Charging:</i> RKA 10d6, Explosion (+½), Time Delay (up to 30 seconds; see text; +¼), Reduced Endurance (0 END; +½); common Limitations described above			0
30	<i>Energy-Absorbing Body:</i> Energy Damage Reduction, Resistant, 50%			0
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)			0
Skills				
6	+2 with <i>Object Charging</i> Multipower			
3	Computer Programming 12-			
3	Deduction 12-			
1	Electronics 8-			
1	KS: The Scientific World 8-			
2	SS: Chemistry 11-			
2	SS: Particle Physics 11-			
3	SS: Physics 12-			
2	SS: Plasma Physics 11-			
1	Security Systems 8-			
3	Stealth 13-			
Total Powers & Skills Cost: 253				
Total Cost: 344				

200+ Disadvantages

- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Coldhearted And Greedy (Common, Strong)
- 15 Social Limitation: Secret Identity (Debra Kiser) (Frequently, Major)
- 74 Experience Points

Total Disadvantage Points: 344

Background/History: Debra Kiser was a physics professor who studied the nature of energy in the hope of finding more efficient and cheaper ways of generating large amounts of it. Her goal wasn’t to make a lot of money from her discoveries (though she would have, if she’d succeeded), but instead to benefit the whole world by reducing pollution and environment exploitation while still allowing society to progress.

Professor Kiser strove tirelessly toward her goal, putting in long hours. But then she spent one all-nighter too many at the lab and an accident occurred. She was re-adjusting one of her generators for another test... but in her sleep-deprived state forgot to flip the safety switches first. The generator overloaded, flooding her body with raw energy. She passed out from the pain.

She woke up astonished that she was still alive. Most of her clothes had been charred to ashes and her body seemed to have a faint glow about it... but she was alive. She grabbed ahold of a table and pulled herself to her feet, then leaned against the table for a little while to catch her breath. Suddenly she noticed the table was glowing, too... and she got the instinctual feeling that it was now dangerous. She ran out the door on the other side of the lab, and just as she got there, the table detonated in a tremendous explosion that destroyed the lab.

Kiser realized, to her amazement, that *she’d* done that — she caused the explosion somehow. A crafty smile played over her face as the full import of that hit her. Hiding in the woods near the lab as the fire and rescue crews arrived to discover that she’d been “killed” in an explosion that “totally destroyed her body,” she was already planning her career as a supervillainess.

Personality/Motivation: The explosion that gave Grenadier her powers also affected her mind. She was once a caring, altruistic person who worked long hours with the ultimate goal of helping the world. Now she’s callous, cruel, self-centered, and almost totally lacking in compassion or sympathy. She’s only interested in what she can get for herself using her powers, and woe unto anyone who tries to stop her.

Quote: “I’ll put a bang in your evening you won’t soon forget if you don’t get out of my way.”

Powers/Tactics: Grenadier has the power to “charge” objects with energy and then place or throw them so the energy is released in an explosion. (The object used is destroyed by the explosion.) The power of the explosion depends

on two factors: the size of the object she charges up; and the amount of time she spends charging it. Size is the most important factor; she can't exceed the size restriction no matter how long she spends charging an object, but has to spend more time charging a large object to obtain the full effect of using it.

For a typical 3 DC attack (EB 3d6 or RKA 1d6), Grenadier needs an object with roughly the size and/or mass of a 12 ounce beverage can. For her full 30 DCs (EB 20d6 or RKA 10d6) she needs an object at least the size and/or mass of a mid-sized car. (The GM determines how damaging objects between those size/mass benchmarks can be.) She can charge and use an object with up to 10 DCs of effect (EB 10d6 or RKA 3d6+1), or roughly one-third her maximum power, as a standard Attack Action. Charging and using objects for 11-15 DCs of damage requires a Full Phase Action.

For every up to +3 DCs beyond 15 that she wants to do, she has to spend +1 Full Phase Action charging the object.

Grenadier can delay an object's explosion by up to 30 seconds after she finishes charging the object. However, she has to decide to do this before she begins the charging process — her "default" is to charge an object and immediately throw it as an explosive missile.

Grenadier's power only works on a single object at a time. She can't pick up a handful of pebbles that weigh as much as a soda can and charge them for an RKA 1d6 attack; she can only charge one of the pebbles (an RKA 1 point at most).

Campaign Use: Grenadier is a typical mercenary supercriminal you can use any way you see fit. She's fully capable of launching her own schemes, but also works well in groups (though only a fool trusts her completely).



To make Grenadier tougher, change her powers so that she can more quickly or easily charge up objects to do lots of damage. You could also give her the power to project some explosive blasts on her own, or a force field to raise her defenses. To weaken her, reduce her maximum DCs of damage from 30 to 20, and perhaps decrease her SPD to 4.

Grenadier rarely Hunts anyone; that's not her style.

Appearance: Grenadier is a white female, 5'9" tall with an athletic build and short black hair. Her red-dish-pink costume consists of a one piece bathing suit-like top that leaves her neck and shoulders bare, has a vaguely heart-shaped cut-out on the stomach, and sleeves that end halfway down the upper arm, gloves and thigh-high boots in the same color, and a darker red half-face mask with vaguely fang-like downward projections.

GROTESQUE
PLOT SEEDS

The classic Grotesque plot: Grotesque hears of a way he might be cured and goes after it, regardless of the harm he causes in the process. The heroes have to stop him either by capturing him or persuading him that this is not the right way to get what he wants.

Fleshtone offers to restore Grotesque to normal human form... *if* Grotesque helps him kill the PCs!

Fleshtone decides to have some fun and alters Grotesque further, making him bigger, stronger, and tougher. Driven mad by the experience, Grotesque goes on a rampage... and Fleshtone takes advantage of the distraction to commit other crimes.

GROTESQUE

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
18	DEX	24	13-	OCV: 6/DCV: 6
40	CON	60	17-	
25	BODY	30	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
2	COM	-4	9-	
35	PD	23		Total: 35 PD (35 rPD)
35	ED	27		Total: 35 ED (35 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
20	REC	0		
80	END	0		
90	STUN	15		Total Characteristics Cost: 257

Movement: Running: 6"/12"
Leaping: 12"/24"

Cost	Powers	END
15	<i>Touch Of Ugliness:</i> Drain COM 1½d6	1
10	<i>Frightful Hideousness:</i> +20 PRE; Only For Fear-Based Presence Attacks (-1)	0
35	<i>Resilient:</i> Damage Resistance (35 PD/35 ED)	
Skills		
20	+4 HTH	
2	PS: Security Guard 11-	
13	Power: Brick Tricks 18-	
3	Stealth 13-	
1	Streetwise 8-	

Total Powers & Skills Cost: 99
Total Cost: 356

200+ Disadvantages

15	Hunted: New Paladins 8- (Mo Pow, Capture)
20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Feels Cut Off From Humanity; Has To Fend For Himself (Common, Strong)
15	Social Limitation: Public Identity (Phil Hernandez) (Frequently, Major)
91	Experience Points

Total Disadvantage Points: 356

Background/History: Phil Hernandez was a security guard working at a Boston think tank's laboratory who had the misfortune to be on duty the night that Fleshtone decided to rob the place. Fleshtone decided to have some fun and "play" with him. Using his biokinetic powers, he literally "melted" Hernandez down and "resculpted" him into a grotesque mockery of the human form. Then he took what he wanted from the lab and left Hernandez to die.

But Hernandez *didn't* die. Although now horribly mis-shapen, he soon found himself growing stronger and tougher. He got up and lumbered out of the lab, smashing through several heavy tables in the process. He thought about going for help, but then he realized no one could help him. He was a freak, a horrible ugly *Grotesque* thing, and no one was going to help him but himself.

Personality/Motivation: Grotesque no longer feels any real connection with the rest of humanity. The changes wreaked upon his body by Fleshtone have left him something less than human, something no right-thinking person would ever want to be around. So, he's got to fend for himself, and that usually means stealing what he needs to survive (since he can't hold a job), committing super-crimes on his own or as some master villain's hireling. He'll do whatever it takes to build a halfway-decent life for himself.

Quote: "I nah ha' as ug-y as you be whe I ge duh bea'ing you." (Grotesque rarely speaks, and never for long; the changes in his physical form make it hard for him to pronounce some sounds.)

Powers/Tactics: Grotesque possesses superhuman strength and resilience. Scientists working for PRIMUS have theorized that whatever Fleshtone did to him somehow triggered a latent mutation or the like (though he does not register as a mutant to mutant-detecting technology), or perhaps that simultaneous exposure to chemicals in the think tank lab altered him somehow. Additionally, he somehow "inherited" a tiny fraction of Fleshtone's powers — by touch he can temporarily make a person much uglier.

Grotesque's tactics aren't very subtle or sophisticated. He usually charges in, roaring at the top of his lungs, and attacks the biggest, toughest opponent he can find. He relies a lot on Presence Attacks in addition to raw STR, since he knows how frightening his appearance is.

Campaign Use: Grotesque is not truly villainous; he's just somewhat unhinged and deeply depressed because of what's happened to him. If a hero found a way to cure him, or at least to improve his outlook on life, it might be possible to turn him around and put him on the heroic path.

To make Grotesque more powerful, give him a Multipower of "brick tricks" he can perform at will. Stick to relatively simple ones involving raw power, like Shockwave and Thunderclap; those are more his style than "finesse" applications of super-strength. To weaken him, reduce his SPD to 4 and Running to 4".

Grotesque doesn't Hunt heroes; he has no particular reason to.

Appearance: Grotesque is a horrible mockery who looks like a human body that's been melted down and then vaguely put back together (which is pretty much exactly what happened to him). His facial features are melted and warped, his heavily-muscled body hunchbacked and lumpy, his limbs slightly disproportionate here and there. His "costume" is a pair of tattered Army green pants.



KANROK PLOT SEEDS

The classic Kanrok plot: Kanrok decides one or more of the PCs would make fine gladiators for the Malvan arena and sets out to “bring them in.”

Kanrok finds *himself* being hunted. He’s not sure exactly who it is or why they want him, but he knows his hunter is immensely powerful. He asks the PCs to help him defeat his nemesis, promising in return to refrain from capturing any Humans for two Earth years.

Kanrok decides to go after Firewing himself. The resulting fight threatens to destroy much of the city of Chicago if the PCs can’t put a stop to it.

KANROK THE ACQUISITIONER

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
28	DEX	54	15-	OCV: 9/DCV: 9
30	CON	40	15-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
24	EGO	28	14-	ECV: 8
30	PRE	20	15-	PRE Attack: 6d6
18	COM	4	13-	
32	PD	20		Total: 32 PD (32 rPD)
32	ED	26		Total: 32 ED (32 rED)
8	SPD	42		Phases: 2, 3, 5, 6, 8, 9, 11, 12
20	REC	4		
60	END	0		
65	STUN	0		Total Characteristics Cost: 318

Movement: Running: 6”/12”
Flight: 25”/50”

Cost Powers END

90	<i>Energy Beams:</i> Multipower, 90-point reserve	
9u	1) <i>Standard Blast:</i> Energy Blast 12d6, Indirect (can come from eyes or hands; +¼), Reduced Endurance (½ END; +¼)	3
9u	2) <i>Wide Blast:</i> Energy Blast 10d6, Area Of Effect (One Hex; +½), Indirect (can come from eyes or hands; +¼)	9
9u	3) <i>Stunning Blast:</i> Energy Blast 8d6, NND (defense is Power Defense; +1), Indirect (can come from eyes or hands; +¼)	9
9u	4) <i>Smashing Blast:</i> Energy Blast 9d6, Double Knockback (+¾), Indirect (can come from eyes or hands; +¼)	9
60	<i>Enhanced Malvan Mind:</i> Multipower, 60-point reserve	
6u	1) <i>Mental Domination:</i> Mind Control 12d6	6
6u	2) <i>Mindscape:</i> Mental Illusions 12d6	6
6u	3) <i>Mental Agony:</i> Ego Attack 6d6	6
60	<i>Mindspeech:</i> Telepathy 12d6	6
60	<i>Mindseeking:</i> Mind Scan 12d6	6
103	<i>Energy Net Projector Gloves:</i> Entangle 9d6, 9 DEF, Takes No Damage From Attacks (+½), Reduced Endurance (0 END; +½); OIF (-½), Cannot Form Barriers (-¼)	0
32	<i>Enhanced Malvan Physiology:</i> Damage Resistance (32 PD/32 ED)	0
60	<i>Enhanced Malvan Physiology:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
10	<i>Enhanced Malvan Mind:</i> Mental Defense (15 points total)	0
10	<i>Enhanced Malvan Physiology:</i> Power Defense (10 points)	0
3	<i>Malvan Longevity:</i> Life Support (Longevity: 800-year lifespan)	0
75	<i>Graviton Flight:</i> Flight 25”, Reduced Endurance (0 END; +½)	0

Skills

24	+3 with All Combat
3	Combat Piloting 15-
2	AK: Earth 11-
2	AK: Malva 11-
2	KS: Earth Superhumans 11-

2	KS: Malvan Entertainments 11-
3	KS: Malvan Gladiators And Gladiatorial Combat 13-
3	Stealth 15-
1	TF: Personal-Use Spacecraft

Total Powers & Skills Cost: 659

Total Cost: 977

200+ Disadvantages

20	Hunted: Justice Squadron 8- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Hunter Mentality; Wants To Pursue And Capture The “Big Game” Among Superhumanity (Common, Strong)
15	Psychological Limitation: Always In Search Of New, Exciting Challenges (Common, Strong)
10	Vulnerability: 1½ x Effect from Drains (Common)
697	Experience Points

Total Disadvantage Points: 977

Background/History: Bored, bored, bored! Kanrok of Malva was utterly bored, and the truth was he’d been that way so long he could barely remember any other emotion. The endless round of parties, concerts, plays, gambling, spectator events, and other distractions that compose Malvan society hadn’t really interested him for decades. Only watching the matches in the gladiatorial arena even began to truly spark his interest.

He’d considered using Malvan super-science to transform himself into a gladiator, but somehow that seemed too... crude, too simplistic. Then one day, at an after-the-fights party, he chanced to hear two people talking. One of them was one of the bounty hunters who kept the Phazor supplied with animals and even people for the gladiatorial matches. Now *that* sounded exciting — all the thrill of the chase and the battle, without the annoyance of being on display for the crowd.

A few days of thinking about it was all Kanrok needed. When he’d made up his mind, he submitted himself to Malva’s machines and few remaining scientists for alteration. He needed to be as powerful as the prey he would chase, or even moreso, if he were to succeed. He emerged from the laboratories far more than an ordinary Malvan. Now he was Kanrok, Kanrok the Acquisitioner, and no one would ever escape him.

Personality/Motivation: Kanrok is a hunter through and through. He lives for the pursuit, the battle, the capture, and finally the adulation of the Phazor and his sycophants. If a particular task isn’t challenging enough for him, he’ll find a way to make it more to his liking (for example, he might decide to capture someone using only a particular type of attack, or with one arm literally tied behind his back). If he were to find the PCs particularly intriguing opponents, he might even let them go after he captures them, provided they agree to let him try to capture them again.

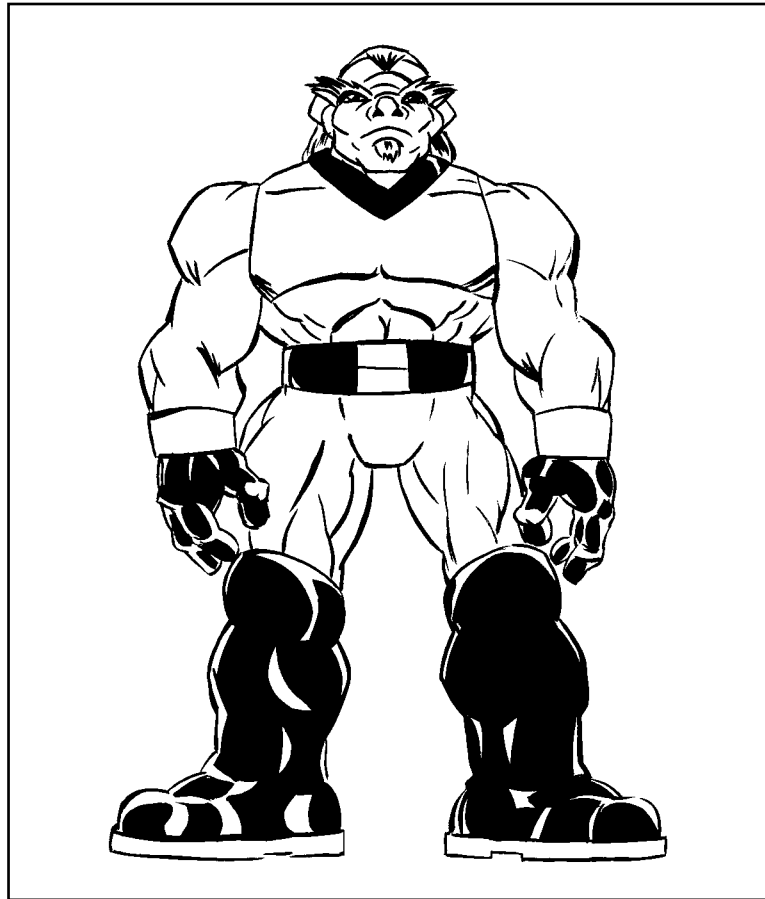
Quote: “No one escapes Kanrok the Acquisitioner for long.”

Powers/Tactics: Malvan technology has enhanced Kanrok both physically and mentally, giving him the power to project beams of energy (though not ones as powerful as those of his fellow Malvan Firewing), to use mental powers, to lift up to 100 tons, and to resist injury. However, due to flaws in the process that created him (or more accurately, flaws in the way his personal biochemistry interacted with that process), Kanrok is more strongly affected by weakening attacks (*i.e.*, Drains, in game terms) than other people are.

Kanrok hunts his quarry with intelligence and tenacity. He starts by researching the target so he can learn as much as possible about attacks he might face, abilities the target can use to escape him, and so on. Then he sets out to track his target down. Once he catches up to the target, he prefers to subdue his quarry with a good, rousing battle; he only uses his Entangle once it's clear he's beaten his foe or the foe is unworthy of further combat. In situations where he only wants to capture one person out of a group, he has no qualms about setting up a distraction to occupy the others while he focuses on the one he wants.

Campaign Use: Kanrok is meant to be powerful enough to take on most superteams singlehandedly. If he's not, improve him so he is or give him “minions” (either Malvan robots, or supervillains he's hired for the job) to help him.

To make Kanrok tougher, just equip him with whatever Malvan devices he needs — Malvan technology is so advanced it makes



even super-science from Earth seem primitive. He could, for example, easily have his Energy Net Projector Gloves altered so that they can affect Desolidified targets. To weaken him, get rid of one of his Multipowers so that he's either a physical or a mental threat, but not both.

See above regarding how Kanrok Hunts his targets.

Appearance: Kanrok is a male from the planet Malva, and as such has golden-bronze skin, large eyes, feathery eyebrows, and reddish shoulder-length hair. When pursuing superpowered quarry (he's a sort of bounty hunter) he wears black boots, pants, gloves, and a sort of vest-like shirt. He doesn't carry any gadgets or weapons that are visible to the naked eye.

LASH PLOT SEEDS

Lash recently robbed a laboratory, stealing several valuable high-tech components... and, unbeknownst to him, a cannister containing a new bioweapon. The PCs have to find him and *safely* retrieve the cannister before it breaks open and exposes the entire city to a disease that makes typhoid look like the sniffles.

Wayland Talos offers to upgrade Lash's weapons and armor... *if* Lash will undertake a mission against the PCs for him.

Lash discovers the Black Mask's secret identity... and that she's married and has a child! Crazy with jealousy, he kidnaps David Wulatin and Benjamin Ward Wulatin, intending to dispose of them so Black Mask can be his. Black Mask is sick and can't fight him, so she asks the PCs for help.

LASH

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-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
10	PD	7		Total: 18 PD (8 rPD)
8	ED	4		Total: 16 ED (8 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
7	REC	0		
36	END	0		
30	STUN	0		Total Characteristics Cost: 98

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

Cost Powers **END**

15	<i>Steel-Braided Whip:</i> Multipower, 30-point reserve; all OAF (-1)			
1u	1) <i>Deadly Lash:</i> HKA 1d6+1, Armor Piercing (+½); OAF (-1), No STR Bonus (-½)			3
1u	2) <i>Grasp Like Steel:</i> +30 STR; OAF (-1), Only To Grab And Disarm (no squeezing; -½)			3
1u	3) <i>Swashbuckler's Swing:</i> Swinging 15"; OAF (-1)			1
9	<i>Steel-Braided Whip:</i> Stretching 3", Reduced Endurance (0 END; +½); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼)			0
7	<i>Impressive Whip Tricks:</i> +15 PRE; OIF (objects of opportunity to perform a "whip trick" on, like flicking a small object out of someone's hand or off a table; -½), Requires An Attack Roll (-½)			0
8	<i>Smoke Grenades:</i> Change Environment 4" radius, -3 to Sight Group PER Rolls; OAF (-1), Range Based On STR (-¼), 4 Continuing Charges lasting 1 Turn each (-½)			[4cc] 0
<i>Martial Arts: Whipfighting</i>				
	Maneuver	OCV	DCV	Damage/Effect
4	Choke	-2	+0	Grab One Limb; 2d6 NND (2)
4	Disarm	-1	+1	Disarm, 25 STR to Disarm roll
5	Slash	-2	+1	Weapon +4 DC Strike
5	Snap	+1	+3	Weapon Strike
3	Trip	+0	+1	Weapon Strike +v/5; Target Falls
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)			0

Skills

12	+4 with <i>Steel-Braided Whip</i> Multipower
3	Acrobatics 13-
3	Breakfall 13-
3	Climbing 13-
2	CK: Vibora Bay 11-
1	Lockpicking 8-
1	Security Systems 8-
3	Stealth 13-
3	Streetwise 12-

Total Powers & Skills Cost: 110

Total Cost: 208

200+ Disadvantages

20	Hunted: Vibora Bay Police Department 8- (Mo Pow, NCI, Capture)
10	Hunted: Black Mask 8- (As Pow, Capture)
15	Psychological Limitation: Greedy (Common, Strong)
15	Psychological Limitation: Skirtchaser (Common, Strong)
15	Social Limitation: Secret Identity (Mike Braddock) (Frequently, Major)

Total Disadvantage Points: 275

Background/History: Mike Braddock got his start in the underworld as a teenage shoplifter, and as he grew older graduated into robbery and burglary. He was a pretty good second-story man, but he realized there were limits to how much he could accomplish as an everyday thief. He needed a trademark, a gimmick, something that both made his job easier and let him do it with flair. After watching a liontamer at the circus control big cats with nothing but a whip, Braddock decided that was the perfect weapon for him.

Through his underworld contacts, Braddock got in touch with Brainchild, who manufactured a whip of fine steel mesh for him, plus an armored costume and some smoke grenades. Braddock practiced with his new equipment for weeks until he was a master of the whip. Then he put on his costume and set out to make his mark in the underworld as *Lash*, the swashbuckling thief.

Personality/Motivation: Lash is pretty typical as super-thieves go. He loves money, riches, and luxury items, and doesn't care what he has to do to obtain them. (However, despite the weapon he uses, he's not a hardened killer, and in fact prefers not to hurt people at all if he can avoid it — he'd rather scare them off with an example of how skilled he is at using his whip and an accompanying Presence Attack.) The only thing he likes more than money is women; he has a habit of hitting on any superheroine he fights. He has a (totally unrequited) crush on the Black Mask, and often goes out of his way to try to impress and "woo" her.

Quote: "Ah, my dear, you fight so well! But why should we fight when there are so many more pleasant ways we might physically engage one another?"

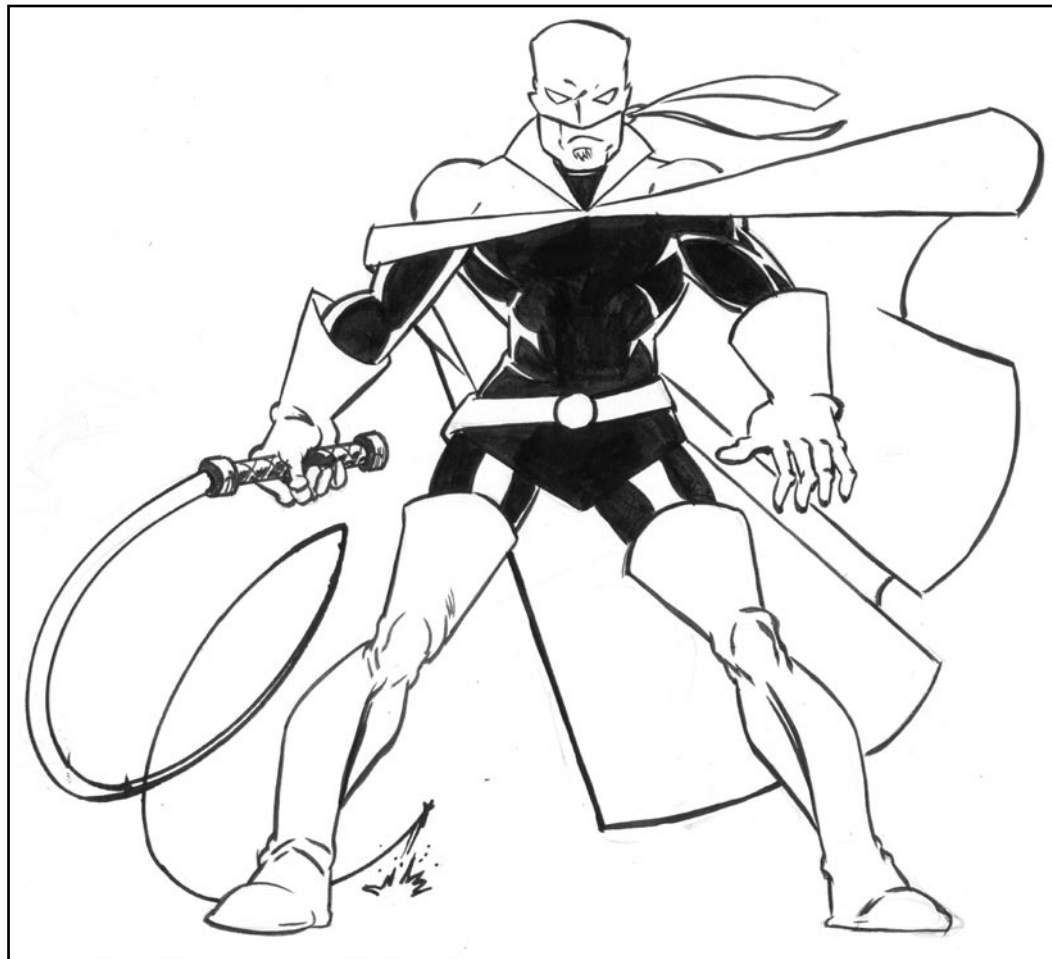
Powers/Tactics: Lash is a clever combatant who prefers to maintain some distance between himself and his opponents so he can use his whip to best effect — if an enemy closes to within HTH Combat range, he'll make a Half Move (preferably using Swinging) to re-establish some space between them. He often fights "indirectly" — instead of just striking an opponent with his whip, he might, for example, use a whip-blow to damage one of the legs on a shelf so that the shelf falls on his opponent.

Campaign Use: Lash is light-hearted and non-threatening enough that he might make a good Rival for a PC — perhaps they're both pursuing the same woman, for instance.

To make Lash more powerful, give him more weapons and gadgets, such as spring-boots, a blaster built into his gloves, or the like. To weaken him, remove his Martial Arts.

Lash doesn't really Hunt heroes; that's not his style. He might repeatedly try to impress a particularly attractive heroine, though.

Appearance: Lash is a white male, 6'1" tall with an athletic, slightly muscular build. His costume is red and black: red half-face mask tied at the back, flared gloves and boots, belt, and cape, with the rest black. His weapon is a gold metallic whip.



LEVIATHAN
PLOT SEEDS

Stingray and Leviathan team up to kidnap Prince Marus while he's on his way to speak at the United Nations. They announce they'll only free him in exchange for \$1 billion ransom and a UN resolution cutting off relations with Atlantis. The heroes have to rescue Marus before the UN diplomats cave in and agree to the supervillainous duo's terms.

Dozens of sharks have turned up dead along the Pacific coast. Leviathan is distressed by this and suspects foul play, but he lacks the investigative skills to find out what's going on. He appeals to the PCs for help, even offering to turn himself in if they'll just save his friends from whoever's killing them.

Leviathan begins attacking West Coast shipping, seemingly at random, and without offering any explanation or making any demands. The PCs have to find him (not an easy thing to do, given how fast he swims and deep he can dive) and stop him.

LEVIATHAN				
Val	Char	Cost	Roll	Notes
65	STR	55	22-	Lift 200 tons; 13d6 [6]
17	DEX	21	12-	OCV: 6/DCV: 6
35	CON	50	16-	
23	BODY	26	14-	
11	INT	1	11-	PER Roll 11-
13	EGO	6	12-	ECV: 4
25	PRE	15	14-	PRE Attack: 5d6
7	COM	-1	11-	
28	PD	15		Total: 28 PD (20 rPD)
25	ED	18		Total: 25 ED (20 rED)
5	SPD	23		Phases: 3, 5, 8, 10, 12
20	REC	0		
70	END	0		
75	STUN	1		Total Characteristics Cost: 230
Movement: Running: 6"/12" Swimming: 22"/44"				
Cost	Powers		END	
65	<i>Call The Terrors Of The Deep:</i> Summon up to 8 sea creatures built on up to 250 Character Points each, Expanded Class (any sea creature; +½), Loyal (+½); Arrives Under Own Power (-½), Summoned Creature Must Inhabit Locale (-½)		13	
20	<i>Thick, Blubbery Skin:</i> Damage Resistance (20 PD/20 ED)		0	
30	<i>Thick, Blubbery Skin:</i> Physical and Energy Damage Reduction, Resistant, 25%		0	
5	<i>Gills:</i> Life Support (Expanded Breathing: breathe underwater)		0	
3	<i>Underwater Adaptation:</i> Life Support (Safe Environments: High Pressure, Intense Cold)		0	
14	<i>Fast Healer:</i> Healing BODY 2d6, Reduced Endurance (0 END, +½), Persistent (+½); Extra Time (1 Turn [Post-Segment 12]; -1¼), Self Only (-½)		0	
20	<i>Super-Swimming:</i> Swimming +20" (22" total)		2	
20	<i>Sonar Sense:</i> Active Sonar, Increased Arc Of Perception (360 Degrees)		0	
15	<i>Speak With Sea Creatures:</i> Mind Link (any 8 minds at once); Only Works On Sea Creatures (-1)		0	
4	<i>Lemurian Lifespan:</i> Life Support (Longevity: lifespan of 1,600 years)		0	
Perks				
3	Contact: King Arvad of Lemuria 8- (very useful Skills/resources)			
Talents				
3	Environmental Movement: Aquatic Movement (no penalties in the water)			
Skills				
20	+4 HTH			
2	AK: Earth's Oceans 11-			
3	AK: Lemuria 11-			
3	Language: English (completely fluent; Lemurian is Native)			
3	Stealth 12-			

- 2 Survival (Marine) 11-
- 3 Tactics 11-
- 2 WF: Common Melee Weapons

Total Powers & Skills Cost: 240
Total Cost: 470

200+ Disadvantages

- 20 Enraged: when cheated or betrayed (Uncommon), go 14-, recover 11-
- 15 Hunted: Archon 8- (Mo Pow, Capture)
- 10 Hunted: Prince Marus 8- (As Pow, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 5 Physical Limitation: Clumsy, Clawed Hands (-2 to DEX Rolls involving fine manipulation) (Infrequently, Slightly Impairing)
- 10 Psychological Limitation: Bully (Common, Moderate)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 10 Vulnerability: 1½ x STUN from Fire/Heat attacks (Common)
- 10 Vulnerability: 1½ x BODY from Fire/Heat attacks (Common)
- 155 Experience Points

Total Disadvantage Points: 470

Background/History: Leviathan (who has long since forgotten his birth name) is a Lemurian, a member of the ancient subterranean race who sank their own continent accidentally thousands of years ago (see *Champions Universe* and *Hidden Lands*). Leviathan himself is over a hundred years old, which makes him a callow youth by Lemurian standards — but more importantly, he's a rare throwback to some of the ancient stock of his people before the Cataclysm. Standing over eight feet tall, his dark, scaly skin rippling with muscles, Leviathan from an early age towered over his peers and therefore had great status in Lemurias' warrior-based culture. Even before reaching his full growth, the training academy was grooming him to become a general in the army and eventually to lead Lemurian forces in wars against humanity and their protectors, the Empyreans.

But fate had other plans for the young warrior. In 1976, a complicated plot by the Lemurian priest Leptor required an assault on the undersea city of Atlantis, and due to his unique mutations Leviathan was chosen to lead it. Unfortunately, the attack came at a time when the Fabulous Five were visiting Queen Mara, and with their aid the Atlanteans repulsed it, and Diamond defeated Leviathan in personal combat. Leviathan was temporarily imprisoned in Atlantis, but escaped along with several other criminals when the mad scientist Professor Morlak attacked Atlantis.

Striking up a friendship with his fellow aquatic villain Moray, Leviathan chose not to return to Lemuria but instead live among the far more entertaining humans. He began accepting mercenary assignments, working as a henchman or bodyguard for various powerful supervillains. Though he's battled many superheroes, he's rarely been cleanly defeated, and on those few occasions he's usually

avoided lengthy incarceration (save for one two-year stint in Stronghold, which did little to rehabilitate him but did introduce him to a number of new potential employers).

Personality/Motivation: For all of Leviathan's alien qualities, he's actually not a hard guy to get along with. He enjoys drinking, fighting, and hanging out with the guys; it's just that "the guys" he hangs out with tend to be supervillains. He has a habit of pushing around people weaker than himself because he's always been taught that that's what the strong do.

Leviathan has an almost childish sense of honor. If someone he thought was a friend or ally turns on him, he feels deeply hurt... and then he gets very, very angry.

Leviathan selects the jobs he accepts based on the likelihood of entertaining conflicts and slugfests, especially if there's a good chance of a rematch with somebody he's tangled with before. He has little use for most of the money he earns, since he lives in an underwater cave off the coast of Los Angeles and eats fish — he only insists on payment because it makes him look more "professional."

Quote: "Hey, Ironclad! This time I'm gonna knock you into next week!"

Powers/Tactics: Leviathan is mostly a straightforward brick who prefers to go toe-to-toe with similar opponents. He isn't stupid (though he's not well educated) and has enough common sense and general knowledge of tactics to surprise a hero with a clever ploy. He's bright enough to realize that his comfort underwater gives him a tactical edge on most opponents, so he tries to maneuver as many of his fights into the nearest body of water as he can. When working in the ocean he uses his summoning powers to travel with a pack of sharks or orcas for companionship as well as combat support. (He genuinely enjoys the company of these creatures and gets very upset if they're killed or harmed.)

Very few people know that Leviathan is actually not human. Most assume he's a mutate of some sort.

Campaign Use: Leviathan makes a handy lieutenant for a master criminal working on or near the water — he's smarter and tougher than most henchmen, and may surprise the PCs both with his strength and resourcefulness. Although he has little love for his fellow Lemurians, he might return to their aid if they faced a crisis. And he particularly doesn't care for Prince Marus (who's beaten him on a couple of occasions), and by extension other Atlanteans or their known allies.



To scale Leviathan down for a lower-point campaign, simply reduce his STR to 45-60 and remove his Damage Reduction. Conversely, it's easy to scale him up simply by adding STR to the campaign limit (or perhaps a little beyond) and increasing his Damage Reduction to 50%.

Leviathan would be likely to Hunt a PC if he felt that individual treated him unfairly or beat him through luck (which in his mind accounts for most of his defeats). The more public and humiliating a defeat was, the more likely Leviathan would seek some sort of revenge.

Appearance: Leviathan is a huge scaly monster, standing eight feet tall and weighing over seven hundred pounds. His skin is a dark, mottled green and covered in sharp scales. His back has a ridge of short horns running along his spine, and his hairless skull has a pronounced browridge. His hands and feet have thick, blunt claws.

MAGNETICA PLOT SEEDS

The classic Magnetica plot: Magnetica and her terrorist friends launch a terrorist attack against some prominent American building or location, and the PCs have to respond and stop them.

Magnetica discovers that her mother's friends whom she's been working with all these years are really associated with VIPER, and they don't want to overthrow the US government so much as they want to conquer it. She finds that repugnant (she's not stupid enough to think that VIPER would be better for poor people and minorities than the current white government), so she goes to the PCs with her story. Will they believe her?

With the help of a device built by Wayland Talos, Magnetica disrupts Earth's magnetic fields, interfering with communications worldwide and causing all sorts of other havoc. She threatens to keep doing it unless the US government abdicates in favor of one chosen by her.

MAGNETICA

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	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
14	COM	2	12-	
6	PD	4		Total: 26 PD (20 rPD)
6	ED	2		Total: 26 ED (20 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
10	REC	8		
80	END	20		
25	STUN	0		Total Characteristics Cost: 120

Movement: Running: 6"/12"
Flight: 20"/40"

Cost	Powers	END
50	<i>Magnetokinesis:</i> Telekinesis (50 STR); Only Versus Ferrous Metals (-½)	7
60	<i>Magnetism Attacks:</i> Multipower, 60-point reserve	
2u	1) <i>Enhanced Magnetokinesis:</i> Telekinesis (+30 STR); Only Versus Ferrous Metals (-½), Increased Endurance Cost (x3 END; -1)	12
6u	2) <i>Magnetic Blast:</i> Energy Blast 12d6	6
6u	3) <i>Easy Magnetic Blast:</i> Energy Blast 8d6, Reduced Endurance Cost (0 END; +½)	0
4u	4) <i>Metallic Wrap-Up:</i> Entangle 6d6, 6 DEF; OIF (sufficient ferrous metals of opportunity; -½)	6
6u	5) <i>Ferrous Disruption:</i> Dispel 16d6, any Ferrous Metal-based power one at a time (+¼)	6
93	<i>Magnetokinetic Maelstrom:</i> Energy Blast 8d6, Area Of Effect (4" Radius; +1), Mobile (+1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); OIF (sufficient small ferrous objects of opportunity; -½)	6
30	<i>Magnetokinetic Defenses:</i> Elemental Control, 60-points powers	
30	1) <i>Magnetic Shield:</i> Force Field (20 PD/20 ED), Reduced Endurance Cost (0 END; +½)	0
30	2) <i>Magnetic Wall:</i> Force Wall (10 PD/10 ED, up to 5" long and 2" tall)	6
12	3) <i>Magnetic Repulsion:</i> Missile Deflection (bullets/shrapnel), Ranged (+1); Only Works Against Ferrous Attacks (-1), Costs Endurance (-½) plus Missile Reflection (at any target); Only Works Against Ferrous Attacks (-1), Costs Endurance (-½)	0
60	<i>Magnetic Force Riding:</i> Flight 20", No Turn Mode (+¼), Reduced Endurance Cost (½ END; +¼)	0

Skills

8	+4 OCV with Magnetokinesis
6	+2 with Magnetism Attacks Multipower
5	Computer Programming 14-; Costs Endurance (-½)
3	Concealment 12-
1	Demolitions 8-
1	Electronics 8-
2	CK: Millennium City 11-
1	KS: The Military/Merc./Terrorist World 8-
2	KS: The Superhuman World 11-
15	Power: Magnetokinesis Tricks 18-
2	SS: Magnetism 11-
3	Stealth 14-
2	WF: Small Arms

Total Powers & Skills Cost: 440

Total Cost: 551

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
15	Distinctive Features: magnetic field around body causes static in radios and like devices (Not Concealable; Noticed And Recognizable)
20	Hunted: US Government 8- (Mo Pow, NCI, Capture)
20	Hunted: Champions 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Political Radical; Wants To Overthrow The US Government (Common, Strong)
20	Psychological Limitation: Distrusts And Hates White People (Common, Total)
5	Rivalry: Professional, with Lodestone
15	Social Limitation: Secret Identity (Erica Rossington) (Frequently, Major)
240	Experience Points

Total Disadvantage Points: 551

Background/History: Erica Rossington grew up in the worst slums in New York City. All around her she saw poverty, misery, drug abuse — a dysfunctional society. And the people in power, the white people, they wouldn't do anything about it because they wanted to keep poor people weak and powerless. Her momma, who was involved in "some stuff" back in the Sixties, told her all about it.

That same life of poverty and misery was all Erica could realistically look forward to... until the day she was 14 and discovered she had mutant powers. She could manipulate magnetism just as easily as she could breathe. With that type of power at her fingertips, maybe she could make a difference and get rid of the corrupt white government.

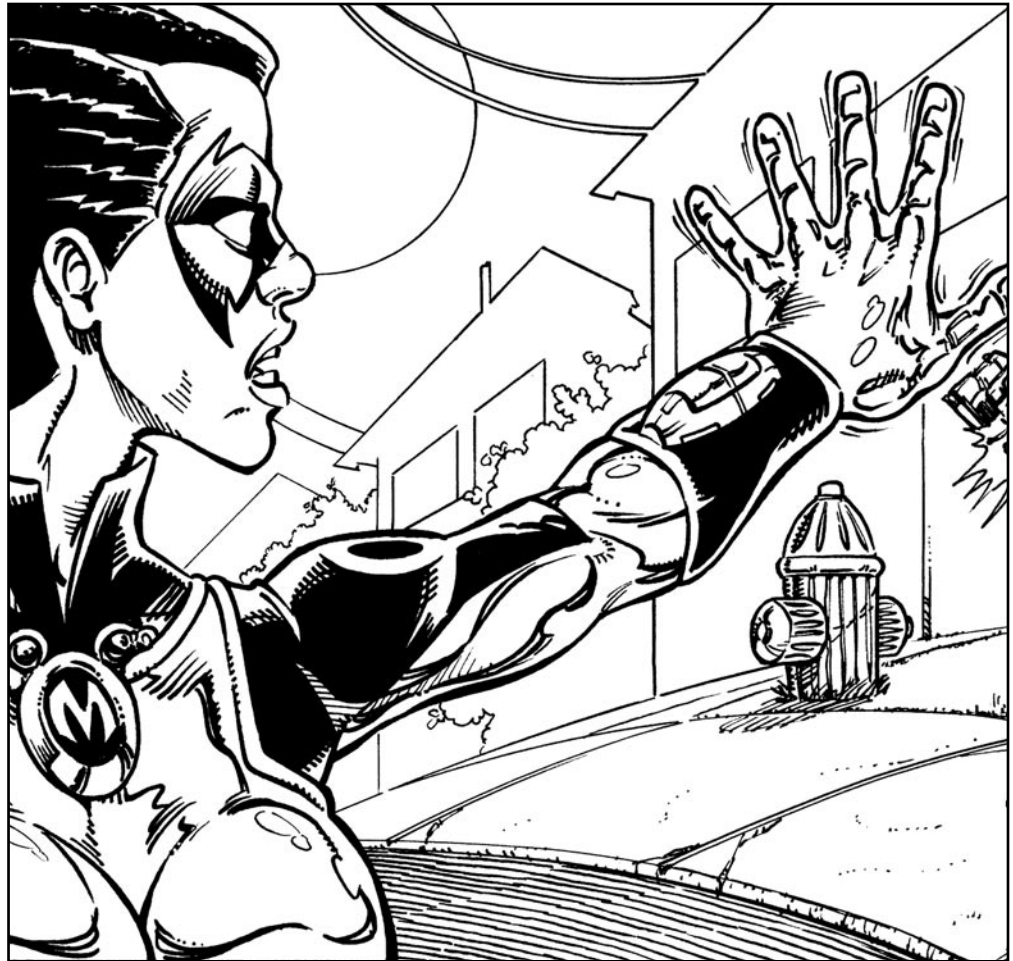
Through some of her mother's old "contacts" Erica got out of the slums and was taught how to use her powers and to fight against authority. She hoped her mother's friends would use her as some sort of leader or figurehead to inspire others to join them, but they had other things in mind. They wanted her to put on a costume and steal from rich white folks so they could use that money to finance the war they were planning. Erica didn't really like the idea of becoming a "supervillain," but if that's what the revolution needed, that's what she'd do.

Personality/Motivation: Magnetica works as a supervillainess to earn money, but getting rich isn't her goal. All the money she earns goes into financing her obsession: overthrowing the current American government and replacing it with a more Communist- or socialist-like state run primarily by women and minorities. As far as she's concerned, white people are responsible for everything that's wrong with the world today, and they run the US, so the US government has to be destroyed so they can be removed from power and the world set back on the right course.

Quote: "That armor of yours may be black and gold, Defender, but underneath it you're still white, so I don't believe a damn word you say."

Powers/Tactics: Magnetica can control magnetism. Besides using it to pick up ferrous objects, she can fly by manipulating Earth's magnetic field around her, fire blasts of pure magnetic energy (or create walls and shields of that same energy for protection), or simply destroy ferrous objects. Perhaps her most impressive attack is her maelstrom, when she whirls a large number of ferrous objects around her at such high speeds that anyone within 4" of her gets hit by them.

Magnetica fights aggressively, but not foolishly. She knows she has to have ferrous objects to fight with, so if there aren't any around she retreats to a place that has some. She prefers not to enter combat unless the odds are at least even (or, even better, in her favor), and often exercises discretion as the better part of valor if they're not. After all, she won't be any help to anyone locked up in some white man's jail cell.



Campaign Use: While you can use Magnetica as just another supervillain, her connection to radical left-wing elements intent on overthrowing the US government can add depth to the campaign by introducing political, conspiratorial, and terroristic themes.

To make Magnetica tougher, consider replacing most of her powers with a large, easily-controlled Variable Power Pool (keep at least her basic Magnetokinesis and her Magnetic Shield outside the Pool). To weaken her, reduce her END and REC so she has to be more careful about tiring herself out.

Magnetica generally doesn't Hunt heroes; she has bigger plans in mind. However, she might make an exception for a "patriot" hero (like the All-American) or one who's particularly well-associated with the US government for some reason.

Appearance: Magnetica is a black woman, 5'11" tall with a fairly thin build and very short hair. Her costume is a metallic blue and silver with a distinctive dark blue domino-style face mask.

MANTISMAN PLOT SEEDS

A golden statuette of a Babylonian scorpion-god is on display at the local museum. A scorpion's not an insect, but it's close enough for MantisMan!

The number of roaches in the city seems to have multiplied tenfold over the past two weeks... and the problem's continuing to get worse despite the government's efforts. Is MantisMan behind this, and if so what's he up to? If he's not, who's responsible?

MantisMan has been improving his own insect collection at the expense of several museums. The museums jointly ask the PCs to track him down and recover their property, some of which are rare, valuable species that could be lost to science if not properly cared for.

MANTISMAN

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-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	5		Total: 23 PD (15 rPD)
8	ED	4		Total: 23 ED (15 rED)
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
30	STUN	1		Total Characteristics Cost: 85
Movement:		Running: 6"/12" Flight: 10"/20" Leaping: 20"/40"		
Cost		Powers		END
21	<i>Power Pack:</i> Endurance Reserve (120 END, 20 REC); OIF (MantisMan Suit; -½)			0
40	<i>Insectile Weapons:</i> Multipower, 60-point reserve; all OIF (MantisMan Suit; -½)			
3u	1) <i>Sting Darts I:</i> Energy Blast 6d6, NND (defense is Life Support [appropriate Immunity]; +1); OIF (-½), Must Target Non-Armored Hit Locations (-¼), 12 Charges (-¼)			[12]
3u	2) <i>Sting Darts II:</i> RKA 2d6, Autofire (5 shots; +½), 60 Charges (+½); OIF (-½), No Knockback (-¼)			[60]
3u	3) <i>Cocoon Paste:</i> Entangle 6d6, 6 DEF; OIF (-½), 8 Charges (-½)			[8]
1u	4) <i>Gauntlet Spines:</i> HKA 1 point (½d6 with STR); OIF (-½)			1
<i>Martial Arts: Praying Mantis Kung Fu</i>				
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 25 STR
4	Dodge	+0	+5	Dodge all attacks, Abort
4	Escape	+0	+0	30 STR vs. Grabs
3	Joint Lock/Grab	-1	-1	Grab, 25 STR
5	Kick	-2	+1	7d6 Strike
4	Punch	+0	+2	5d6 Strike
3	Throw	+0	+1	3d6 +v/5, Target Falls
4	<i>Tien-hsueh Strike</i>	-1	+1	2d6 NND (1)
30	<i>MantisMan Armor:</i> Armor (15 PD/15 ED); OIF (-½)			0
3	<i>MantisMan Helmet:</i> Sight Group Flash Defense (5 points); OIF (-½)			0
3	<i>MantisMan Helmet:</i> Hearing Group Flash Defense (5 points); OIF (-½)			0
13	<i>Insectile Wings:</i> Flight 10"; OIF (MantisMan Suit; -½)			2
11	<i>Insectile Legs:</i> Leaping +17" (20" forward, 10" upward); OIF (MantisMan Suit; -½)			2

- 5 *Mantiswalking:* Clinging (normal STR); OIF (MantisMan Suit; -½), Costs Endurance (-½) 1
- 6 *MantisMan Helmet:* HRRP; OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0
- 3 *MantisMan Helmet:* Infrared Perception (Sight Group); OIF (-½) 0
- 7 *MantisMan Helmet:* Increased Arc Of Perception (360 Degrees) for Sight Group; OIF (-½) 0

Perks

- 5 Money: Well Off

Skills

- 16 +2 with All Combat
- 12 +4 versus Range Modifier with All Attacks
- 3 Acrobatics 13-
- 2 Animal Handler (Insects) 12-
- 3 Breakfall 13-
- 3 Computer Programming 12-
- 3 Electronics 12-
- 3 Inventor 12-
- 2 KS: Animals 11-
- 3 Mechanics 12-
- 2 SS: Chemistry 11-
- 2 SS: Entomology 11-
- 1 SS: Geology 8-
- 2 SS: Physics 11-
- 3 Stealth 13-
- 3 Systems Operation 12-

Total Powers & Skills Cost: 255

Total Cost: 340

200+ Disadvantages

- 20 Hunted: MCPD 8- (Mo Pow, NCI, Capture)
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Code Versus Killing (Very Common, Strong)
- 10 Psychological Limitation: Fascinated By Insects; Often Plans His Crimes Around Them (Common, Moderate)
- 15 Social Limitation: Secret Identity (Manfred Tisdale) (Frequently, Major)
- 55 Experience Points

Total Disadvantage Points: 340

Background/History: Manfred Tisdale was a small, scrawny child who was constantly picked on by other children. But what he lacked in physical abilities he gained in mental, for he was a genius fascinated by the world around him. Rejected by his peers, he retreated inward and became absorbed in his hobbies, primarily tinkering with electronics and collecting insects and rocks.

As he grew older, Manfred decided to apply his brainpower to the problem of dealing with the bullies and other tormentors he faced every day in school. He became skilled at practical jokes, particularly ones that involved stinging insects or other "pets" he collected. He also decided that staying small and scrawny was too foolish a thing for someone as smart as him to do, and began taking martial arts lessons.

His plan was working well until the day Brad Saunders picked on him one too many times and he used his new martial arts skills to fight back. He beat Saunders good... but Brad's dad was the president of the local bank that held the mortgage on Manfred's family's house. A petty, vindictive little man, Mr. Saunders took revenge for his son's beating by applying constant financial pressure to the Tisdales. Shortly after Manfred finished high school, his family had to declare bankruptcy and move into a much smaller, dingier house.

That was the last straw for Manfred. He realized the world was set up to let the bullies win and to keep people like him from fighting back. Well, if he wasn't going to be allowed to succeed within "the system," he'd succeed outside it! Combining his electronics skills with his love of entomology he built himself a suit of light powered armor and some other gadgets and became the costumed criminal MantisMan.

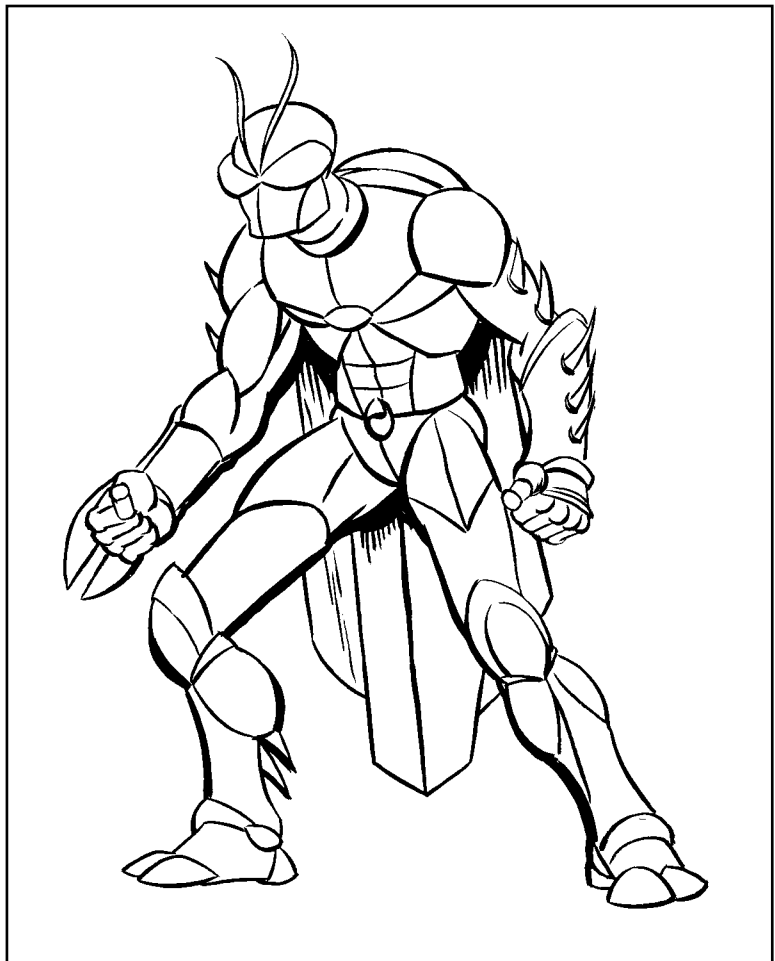
Personality/Motivation: MantisMan was driven to crime by what he perceives as society's unfairness and rejection. Although at heart he's not a particularly bad person compared to most supercriminals (for example, he goes to great lengths not to kill his foes), he's so bitter about the way he and his family were treated that it's highly unlikely he'll ever return to the straight and narrow. (Besides, he has to secretly admit he enjoys the thrill of being a costumed criminal... not to mention making lots of money.)

MantisMan still has the same geekish fascination with his hobbies that he did as a kid. He particularly enjoys studying and collecting insects and often plans his crimes around them. For example, he might make a point of stealing a rare antique brooch in the shape of a dragonfly, or use a swarm of bees to clear out a bank so he can rob it. He'd love to invent a device that lets him summon and control insects, but so far that remains beyond his abilities. He has a bad habit of making insect-related jokes and puns.

Quote: "C'mon, Sapphire, no need to be so waspish. Don't let it bug you that you can't stop me!"

Powers/Tactics: MantisMan wears a suit of light powered armor designed with an "insectile" aesthetic that gives him various insect-related powers. It lets him fly, leap great distances, and even stick to walls like a fly. Its weapons include "cocoon projectors" to immobilize his foes, "sting darts" coated with knockout poison, and larger, deadlier darts (which he only uses on objects and enemies he knows can take it, like Ironclad). But he's not totally dependent on his gear; he's studied Praying Mantis Kung Fu for years.

In combat, MantisMan prefers to keep moving; he uses his Flight, Leaping, and Clinging to move around the battlefield constantly (*i.e.*, he almost always makes a Half Move before attacking, usually to get behind cover or put some distance between himself and his target). He favors his Cocoon Paste most of the time; he's found it's easier and safer to immobilize his foes and get away than to stand and fight.



Campaign Use: MantisMan is a potentially redeemable villain, but it will take a lot of work on the PCs' part to make him realize the world's not the totally unfair place he thinks it is.

To make MantisMan tougher, increase his Armor to 20 PD/20 ED and his SPD to 5; you could also give him some more weapons (perhaps even "stings" that are energy blasts of some sort). To weaken him get rid of his Martial Arts, making him entirely dependent on his gadgets.

MantisMan normally doesn't Hunt heroes; he's not a vengeful person, just bitter and disaffected. But he might make a good archnemesis for a hero of similar power level.

Appearance: Mantisman is a white male, 5'10" tall with an average build. His "costume" is a suit of green light powered armor with an "insect" aesthetic theme: the eyes on the helmet are large, round, and slightly bulbous; the wings emerging from the wingpack on his back look like those of a dragonfly; there are tiny spines running down the sides of his gauntlets like those on the arms of a praying mantis; and so on.

MEGAVOLT
PLOT SEEDS

ARGENT scientists think they can recreate the accident that gave Megavolt his powers... but they need Megavolt himself to “study” (i.e., test to destruction). Megavolt suddenly finds himself pursued by ARGENT mercenaries, and he’s having a harder and harder time fending them off since they come prepared for his powers. He turns to the PCs for help.

Megavolt and Storm-front team up. They threaten to black out the whole city unless City Hall pays them a hefty ransom (one too hefty for the city to afford, in fact). The heroes have to find them and stop them before their declared deadline.

Megavolt figures that if one lightning bolt gave him superpowers, another will make him even more powerful! Now whenever it rains he’s going around wrecking chemical tankers (and trains) trying to re-create the accident that made him a supervillain.

MEGAVOLT				
Val	Char	Cost	Roll	Notes
15	STR	5	11-	Lift 200 kg; 3d6 [1]
25	DEX	45	14-	OCV: 8/DCV: 8
22	CON	24	13-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
10	PD	7		Total: 28 PD (18 rPD)
20	ED	16		Total: 42 ED (22 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
20	REC	26		
60	END	8		
32	STUN	0		Total Characteristics Cost: 176
Movement: Running: 6”/12” Teleportation: 20”/40”				
Cost	Powers	END		
146	Electrical Powers: Multipower, 146-point reserve			
15m	1) <i>Lightning Blast</i> : Energy Blast 12d6, Reduced Endurance (½ END; +¼)		3	
15m	2) <i>Deadly Lightning Blast</i> : RKA 4d6, Reduced Endurance (½ END; +¼)		3	
16m	3) <i>Bright Lightning Blast</i> : Energy Blast 12d6 plus Sight Group Flash 6d6; Linked (-½)		9	
20m	4) <i>Ball Lightning</i> : Energy Blast 10d6, Area Of Effect (5” Radius; +1)		10	
8m	5) <i>Direct Current Paralysis</i> : Entangle 5d6, 5 DEE, Continuous (+1), Takes No Damage From Attacks (+½); No Range (-½), Lockout (character must maintain contact with the victim with at least one hand; loss of contact immediately negates Entangle; -½), Vulnerable (electrical attacks; -1), Cannot Form Barriers (-¼), Only Works On Targets With Muscles Or Comparative Structures (-0)		12	
23m	6) <i>Overload</i> : Dispel Electrical Device Powers 15d6, all Electrical Device Powers simultaneously (+2), Reduced Endurance (½ END; +¼); Limited Range (20”; -¼)		7	
12m	7) <i>Controlled Chain Lightning</i> : Energy Blast 8d6, Area Of Effect (4” Any Area; +1), Selective (+¼); No Range (-½)		9	
4m	8) <i>Ionize</i> : Negative Combat Skill Levels (-5 to opponent’s DCV), Limited Range (20”; +¼); Only Applies Versus Electricity, Magnetism, And Metal Attacks (-½)		3	
90	<i>Lightning Shield</i> : Force Field (18 PD/22 ED), Reduced Endurance (0 END; +½) plus RKA 1d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); Linked (-½)		0	
27	<i>Lightning-Riding</i> : Teleportation 20”; Only Between Conductors Or Through Wires (-½)		4	

Skills

- 12 +4 with Electrical Powers Multipower
- 1 KS: Movies 8-
- 1 KS: Pro Sports 8-
- 1 KS: The Superhuman World 8-
- 1 PS: Deliveryman 8-
- 3 Stealth 14-

Total Powers & Skills Cost: 395
Total Cost: 571

200+ Disadvantages

- 15 Enraged: if takes BODY damage (Uncommon), go 11-, recover 11-
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Peacekeepers 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Thoroughly Greedy, Selfish, And Despicable (Common, Total)
- 15 Social Limitation: Secret Identity (Curtis Underwood) (Frequently, Major)
- 10 Vulnerability: 2 x STUN from Water powers (Uncommon)
- 5 Vulnerability: 1½ x BODY from Water powers (Uncommon)
- 266 Experience Points

Total Disadvantage Points: 571

Background/History: Curt Underwood was a high school dropout who worked as a deliveryman for an overnight delivery service. One day he was making his rounds during a severe thunderstorm when he lost control of his van and T-boned right into the side of a chemical tanker at top speed. The tank ruptured, spilling some sort of chemical goo all over him through his broken windshield.

Terrified of catching cancer or something worse, Curt stumbled out of his wrecked van and into the storm, hoping the rain would wash him clean. Then he felt the hair on the back of his neck stand up, and there was a bright light, and suddenly a force like a huge, hot fist slammed him to the pavement. He blacked out.

When Curt woke up he was in the burn unit of the nearest hospital — that “fist” had been a lightning bolt that hit him in the shoulder and traveled through his body to exit out his foot. He had severe burns and a few other relatively mild injuries. The doctors hoped to send him home soon, but they were having trouble getting their instruments to work on him or give consistent readings.

Curt soon discovered what the problem was. He couldn’t sleep that evening and was tapping his finger on the metal railing on the side of his bed... when suddenly a tiny bolt of electricity arced out from his finger to the rail! A little experimentation showed that he could project bolts of lightning all the way across the room. He realized the lightning bolt had somehow given him superpowers, and that his body was emitting just enough electricity to cause interference with the medical instruments. It also occurred to him that he could use his powers to make a lot of money....

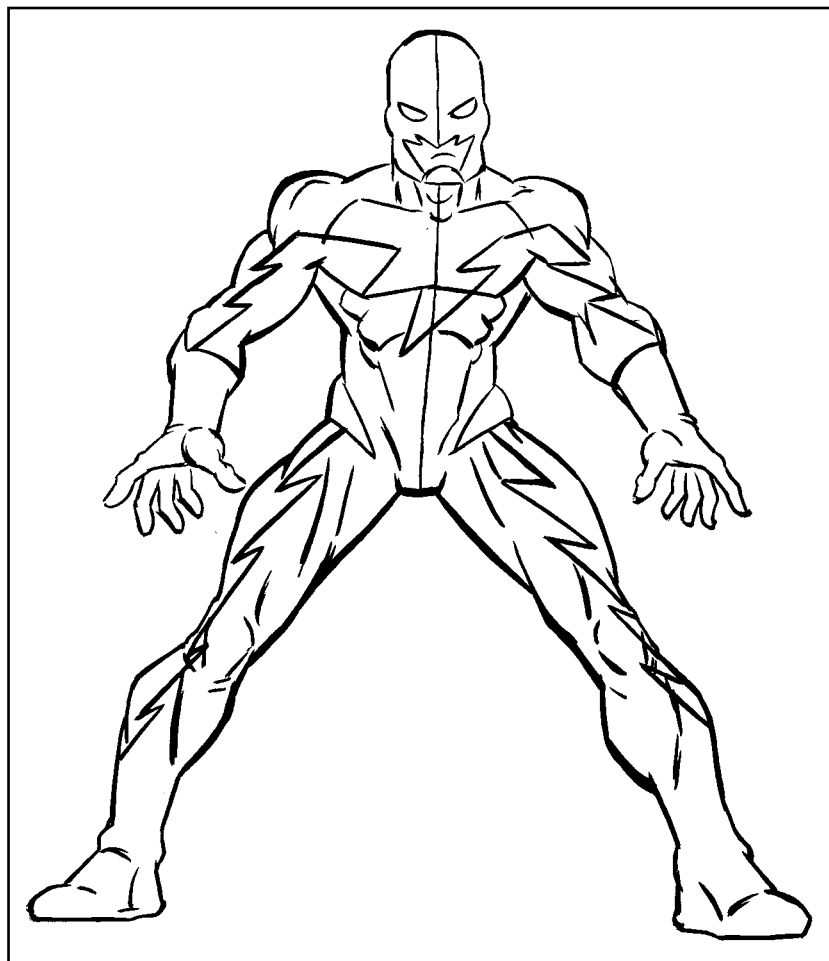
When the doctors came to Curt's room in the morning, he wasn't there. A few weeks later a new supervillain calling himself Megavolt made his debut with a daring daylight robbery of a jewelry store, and Curt's supervillainous career has been on a roll ever since.

Personality/Motivation: Before his accident Curt Underwood wasn't a particularly criminal person. Sure, he broke the speed limit a lot, and he liked to smoke pot, and he'd shoplifted a time or three, but he was basically an average guy. But the accident that gave him his superpowers also affected his mind, exacerbating his antisocial tendencies while crippling his centers of compassion and reason. Now he's thoroughly evil, concerned only with himself and his needs. Usually he just steals things, but sometimes he enjoys bullying people around with his powers ("Dance, little man!") or destroying things just for fun.

Quote: "I got the juice, baby! Now it's time for you to fry."

Powers/Tactics: Megavolt has the power to project bolts and fields of electricity for various effects. In addition to standard "lightning blasts" in various configurations he can paralyze an enemy with DC current, protect himself with a "lightning shield," and overload just about any electrical device.

In battle Megavolt usually opens with an Ionize attack, which makes his target vulnerable to his other attacks (and almost ensures he can score a hit if he puts his Combat Skill Levels in OCV, or lets him keep them all in DCV while still having a good chance to hit). Then he follows up with Lightning Blasts and Bright Lightning Blasts, switching to Deadly if necessary. If his enemies bunch up too much, Ball Lightning or Controlled Chain Lightning let him hurt several of them at once.



Campaign Use: Megavolt can start his own schemes if you like, though he's not powerful enough to take on most hero teams singlehandedly; in most cases he works better as a mercenary villain hired by other villains as part of an impromptu group. If the PC team has an electricity-using hero, the two might become archnemeses.

To make Megavolt more powerful, convert his Multipower into an equivalent Variable Power Pool so he can wield a much broader range of electricity powers. To weaken him, reduce his REC to about 10-12 (so he has to be more careful about END usage), his DEX to 20-22, and his SPD to 5.

As a Hunter, Megavolt is petty and mean. He'll attack outright if the opportunity prevents itself, but he often prefers to harass his target by damaging his car when he's away, bullying his loved ones, trashing his house, and so on.

Appearance: Megavolt is a white male, 5'8" tall with a slender build. His costume is navy blue with a yellow "burst of electricity" symbol on his chest. From this symbol lightning bolts run down his arms and legs to yellow gloves and boots. His mask covers half his face, leaving his mouth exposed.

**MINDGAME
PLOT SEEDS**

The classic Mindgame plot: Mindgame takes a dislike to one of the PCs and sets out to drive him mad with carefully-tailored illusions that make him doubt his own stability and sanity. The hero, with the help of his friends, has to figure out what's going on so he can stop Mindgame before his (the hero's) sanity crumbles.

Mindgame begins experiencing what he thinks is "feedback" from his powers. Concerned that he's becoming unable to tell reality from illusion, he approaches the PCs for help. But is it his own powers affecting him... or someone who's using his own bag of tricks against him for some inscrutable purpose?

Menton has left a prominent government official "trapped" in a Mental Illusion that's protected with powerful psychic wards. To get inside the illusion and free the official, the heroes need the help of an equally powerful illusionist: Mindgame. Can they persuade him to help... and if so, what price will he ask for his assistance?

MINDGAME				
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-
25	EGO	30	14-	ECV: 8
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
6	PD	4		Total: 6 PD (0 rPD)
6	ED	3		Total: 6 ED (0 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
5	REC	0		
30	END	0		
23	STUN	0	Total Characteristics Cost: 107	
Movement:		Running: 6"/12"		
Cost	Powers			END
45	Illusion Energy: Endurance Reserve (150 END, 30 REC)			0
20	Illusion Powers: Elemental Control, 40-point powers			
105	1) Illusions Of The Mind: Mental Illusions 20d6, Reduced Endurance (½ END; +¼)			5
70	2) Illusions Of The Senses: Images to Sight, Hearing, Smell/Taste, and Touch Groups, -5 to PER Rolls, Increased Size (16" radius; +1), Reduced Endurance (½ END; +¼)			4
20	3) Cloak Of Illusion: Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe			4
31	4) Illusionary Disguise: Shape Shift (to Sight, Hearing, and Touch Groups; any humanoid form), Instant Change, Imitation, Reduced Endurance (½ END; +¼)			2
13	5) Repositioning: +8 DCV; Costs Endurance (-½)			4
10	Mental Warding: Mental Defense (15 points total)			0
Perks				
10	Money: Wealthy			
Talents				
5	Resistance (5 points)			
Skills				
18	+6 with Illusions Of The Mind and Illusions Of The Senses			
3	Contortionist 13-			
1	Forgery (Documents) 12-; Only For Faking Handwriting (-1)			
2	AK: The Orient 11-			
1	KS: Arcane And Occult Lore 8-			
1	KS: The Espionage World 8-			
3	KS: Stage Magic 12-			
1	Language: Mandarin Chinese (basic conversation; English is Native)			
1	Language: Tibetan (basic conversation)			
3	Persuasion 13-			
3	PS: Perform Magic Tricks 13-			
3	PS: Stage Magician 13-			
3	Sleight Of Hand 13-			

- 3 Stealth 13-
- 3 Streetwise 13-
- 2 Survival (Temperate/Subtropical, Mountains) 8-

Total Powers & Skills Cost: 380
Total Cost: 487

200+ Disadvantages

- 20 Hunted: CIA 8- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Secretive; Likes To Keep Information To Himself (Common, Strong)
- 15 Psychological Limitation: Loves To Make Fools Of Others (Common, Strong)
- 15 Social Limitation: Secret Identity (Andrew Strom) (Frequently, Major)
- 202 Experience Points

Total Disadvantage Points: 487

Background/History: Andrew Strom was an up-and-coming stage magician, and a good one. But he never achieved the success he felt he deserved, because although he was technically very proficient, he didn't have the "stage presence" that promoters and club owners looked for. He couldn't relate to the audience; if anything, he sort of condescended to them. He just wasn't enjoyable to watch, no matter how skilled his legerdemain.

Strom decided that the problem was that his tricks weren't good enough. After all, with the right tricks, he could impress anyone no matter how stupid they were! He needed to learn real magic, something that went beyond the simple tricks he used on stage. And of course the place to learn real magic was the Orient.

Strom spent the next several years exploring the Far East in search of someone who could teach him real magic. He spoke with superstitious sailors in waterfront dives, monks in isolated monasteries, scholars in universities. Finally a drunken old fallen Buddhist priest whispered in his ear the name Mayahara. Strom headed west, into the Tibetan plateau, and after months of searching he found the elusive Mayahara living atop a desolate mountain peak.

"Come in, my son," said Mayahara as he entered the old man's humble cave home. "Only those with the strongest desire and the highest talent can pierce the veil of illusions that guard this place to find me. Rest now; your instruction begins tomorrow."

For nearly three years Strom studied the magics of illusion and deception at Mayahara's feet, learning not only how to create illusions anyone could see, but illusions that took place directly in a single person's mind. When Mayahara pronounced his course of study complete, and him a master of illusion-magic, he set out for home to show the world how easily he could fool it.

Personality/Motivation: Mindgame's original goal of becoming a world-famous stage magician faded away during his time of tribulations in the Orient, replaced simply by the twin desires to (a) become rich, and (b) prove how smart he is and how foolish everyone else is. Thus he uses his illusion powers to commit crimes, to cause confusion, and even just to play elaborate "practical jokes" on people he dislikes. Befitting a master of illusion and misdirection, he's intensely secretive, preferring not to say or reveal anything he doesn't have to (even to his employers or his own henchmen). Trying to wring information out of him, even with torture or Telepathy, is difficult at best. (On the other hand, he can't stand for other people to have secrets; he loves ferreting them out... and using them against his enemies, if he can.)

Quote: "Am I here... or here? Are you about to achieve victory... or on the edge of defeat?"

Powers/Tactics: Mindgame prefers not to get involved in combat at all — the way he sees it, if someone knows where he is accurately enough to attack him, he hasn't done his job properly. He wants to maintain control of the situation at all times with his illusions. He hides himself with Cloak of Illusion (or Illusionary Disguise), then uses his illusions to keep his targets confused, distracted, and unable to do anything but react. If he's discovered and comes under a serious counterattack, he invokes Repositioning (a focused illusion that makes him appear to be somewhere he's not, so that he's much harder to hit with an attack) and flees.

Campaign Use: Mindgame requires some delicate handling in the game. His illusion abilities are potent, and players often get frustrated when they have to deal with illusions and trickery rather than flesh-and-blood foes. It may be best to use him sparingly, perhaps as a master villain's hireling employed to advance one part of a greater scheme, rather than as the main villain of a story.



To make Mindgame more powerful, broaden his psionic powers with some Telepathy and Mind Control. To weaken him, remove his Mental Defense and halve his Combat Skill Levels.

Mindgame is a clever, dangerous Hunter. He uses his Illusionary Disguise and Cloak Of Illusion to get close to a target and find out everything he can, then begins attacking the target with all sorts of illusions designed to keep him off-balance, exploit his psychological weaknesses, and generally make his life miserable. His hope is usually to drive the victim insane or disgrace him, not to inflict physical harm.

Appearance: Typically Mindgame uses his powers of illusion to make himself seem tall, handsome, muscular, well-proportioned, and stylishly dressed for the occasion (he never wears a "costume"; if expecting public exposure he usually makes it look like he's wearing an expensive men's suit). In reality he's 5'5" tall, thin, and could best be described as "plain" — but he still dresses pretty well, since he's made enough from crime to afford nice clothing.

MOMENTUM PLOT SEEDS

The classic Momentum plot #1: Momentum believes the US government discriminates against mutants based on his interpretation of some law pertaining to genetics or a related subject. (Or the US may, in fact, pass a blatantly anti-mutant law for some reason.) He retaliates by attacking Washington, D.C. at the head of an army of mutant superhumans... and it's up to the PCs to stop him!

The classic Momentum plot #2: Momentum believes that a particular mutant (probably a supervillain) is being "discriminated against" and "oppressed" and sets out to help him (typically by freeing him from custody). The heroes have to stop him.

A mysterious group (actually, through several shell corporations and such, the IHA) offers a reward for Momentum's capture, "dead or alive." The bounty hunters the offer's attracting are causing problems in the city (property damage when they attack him, if nothing else), so the PCs need to defuse the situation somehow.

MOMENTUM

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-	
14	INT	4	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
8	PD	5		Total: 45 PD (37 rPD)
8	ED	4		Total: 35 ED (27 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
10	REC	6		
100	END	30		
40	STUN	12		Total Characteristics Cost: 182

Movement: Running: 6"/12"

Cost Powers END

400	<i>Momentum And Inertia Control:</i> Variable Power Pool, 160 base + 80 control cost, Cosmic (+2)	var
40	<i>Kinetic Shield:</i> Force Field (25 PD/15 ED)	4
24	<i>Armored Costume:</i> Armor (12 PD/12 ED); OIF (-½)	0
20	<i>Kinetic Cancellation:</i> Knockback Resistance -10"	0
10	<i>Robust Mutant Physiology:</i> Power Defense (10 points)	0

Perks

15 Money: Filthy Rich

Talents

5 Resistance (5 points)

Skills

24	+8 with Momentum And Inertia Control Variable Power Pool
3	Deduction 12-
1	Electronics 8-
5	KS: History Of Mutantkind 14-
3	Oratory 14-
3	Persuasion 14-
1	SS: Biology 8-
2	SS: Genetics 11-
3	Stealth 13-
1	Systems Operation 8-

Total Powers & Skills Cost: 560

Total Cost: 742

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Sentinels 8- (Mo Pow, NCI, Capture)
- 15 Hunted: IHA 11- (Less Pow, NCI, Kill)
- 15 Psychological Limitation: Considers Mutants Superior To Normal Humans; Wants To Rule Normal Humans (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 447 Experience Points

Total Disadvantage Points: 742

Background/History: Very little is known about the personal history of the mutant supervillain who calls himself Momentum. He first appeared on the world stage in 2004 when he attacked (and partly damaged) UNTIL's super-prison the Guardhouse, announcing that he was "freeing mutants held in oppression by norms" (his attack did, in fact, result in four mutant supervillains escaping). Since then he has aggressively promoted his pro-mutant, anti-"norm" (normal, unmutated humans) viewpoint by attacking governments that have laws he regards as "anti-mutant," freeing (and when possible recruiting) imprisoned mutants, disrupting scientific research into "curing" mutants, and so on. On several occasions he's clashed with large, powerful robots of unknown origin, but which the authorities suspect belong to Dr. Destroyer, Mechanon, or Interface. (These are actually the Minuteman robots of the anti-mutant Institute for Human Advancement, but they've never been linked to that organization.)

Personality/Motivation: Momentum is a violently pro-mutant "patriot." According to his views, which have circulated widely on the Internet through various essays and position papers he's written, mutants represent the next and final stage in human evolution. That means they're inherently superior to "norms," and as superior beings they should rule the norms. (And of course, Momentum himself, as the spiritual and political leader of mutantkind, would rule the mutants, and thus Earth.) Whether his views result from his having been discriminated against due to his mutant powers, or are simply a manifestation of other, deeper, psychological problems, is unknown.

Quote: "Witness the obvious inferiority of the norms, even ones with superhuman powers that let them ape their betters! And witness the ultimate fate of all who dare to challenge Momentum, leader of mutantkind!"

Powers/Tactics: Momentum has the mutant power to control the forces of momentum, inertia, and to a lesser extent potential and kinetic energy in general. For example, he can improve or retard a moving person or object's ability to move, negate a person's or object's momentum with respect to the Earth's rotation to fling it westward or rip it apart, and so on. (See the "Kinetic Energy Powers" sections of *The UNTIL Superpowers Databases* for plenty of examples; just ignore the powers that primarily involve friction or directly imparting energy to a target or object.)

Momentum usually waits for his opponents to attack him so he can use their attacks against them, since the very nature of his powers makes them more "reactive" than "proactive." But if necessary, he can open hostilities by canceling opponents' momentum as described above. Nothing tends to impress the enemy so much as having one of their number "thrown" a mile or more away or suddenly ripped apart by unseen forces that only Momentum can control.

Campaign Use: Momentum has the potential to serve as a master villain, but unlike most master villains he's not really set up to take on an entire superhero team singlehandedly. He should have minions, in the form of other mutant supervillains whom he's seduced to his cause or hired, to help him.

If you want to make Momentum powerful enough to fight your PCs on his own, you should do several things. First, he needs more protection, probably in the form of some Damage Reduction, more CON, and more STUN. Second, he needs some movement abilities (aside from the likes of Momentum Teleportation); this might involve supplying him with a jetpack or broadening the special effects of his powers just enough to justify giving him Flight. Third, his powers tend to be reactive, so you may want to expand them to cover friction control and other effects that let him start battles. If he's already too tough, just whittle his VPP down to an acceptable level (keeping in mind that some powers of his special effect are unusually expensive).



Another possibility for making Momentum more powerful is to make him a geneticist to rival Teleios. The difference is that unlike Teleios he'd only use his powers to bring out "latent mutations" that exist in many people so that they'd join his cause. That way he could have large numbers of superhumans "on tap" for any of his schemes.

Momentum only Hunts people whom he feels discriminate against mutants in some way.

Appearance: Momentum is a black man, 5'11" tall, bald, with an average build. His costume features metallic gold headpiece, shoulderpieces, gauntlets, and belt, a scarlet robe, and a scarlet cape hanging from the shoulderpieces.

ONSLAUGHT PLOT SEEDS

The classic Onslaught plot: military scientists want Onslaught back for study, but they don't want anyone to know about their interest. So they decide to trick the PCs into capturing him and turning him over to a "PRIMUS" unit that's actually composed of disguised Army soldiers.

Onslaught comes down with a virulent form of incurable cancer. He figures the government experiments did this to him and wants to blow the whistle on all of Project Onslaught. He appeals to the heroes to protect him from the assassination squads so he'll live long enough to testify.

Mark Reed's former fiancée contacts the heroes. She lost touch with Mark when he entered Project Onslaught, but after seeing news photos of Onslaught she thinks that might be Mark. She wants the PCs to find out what happened to her former fiancé and why he cut off contact so abruptly. The government, of course, would rather they not start poking around....

ONSLAUGHT

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
20	PD	12		Total: 20 PD (8 rPD)
20	ED	15		Total: 20 ED (8 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
15	REC	4		
50	END	0		
60	STUN	7		Total Characteristics Cost: 178

Movement: Running: 9"/18"
Swimming: 5"/10"

Cost Powers END

<i>Martial Arts: Boxing</i>				
	Maneuver	OCV	DCV	Damage/Effect
4	Block	+2	+2	Block, Abort
3	Clinch	-1	-1	Grab Two Limbs, 50 STR for holding on
4	Cross	+0	+2	10d6 Strike
5	Hook	-2	+1	12d6 Strike
3	Jab	+2	+1	8d6 Strike
7	<i>Steel Knuckles:</i> HA +2d6, Reduced Endurance (0 END; +½); OIF (-½), Hand-To-Hand Attack (-½)			
8	<i>Tough Skin:</i> Damage Resistance (8 PD/8 ED)			
30	<i>Hard To Hurt:</i> Physical and Energy Damage Reduction, Resistant, 25%			
6	<i>Fast Runner:</i> Running +3" (9" total)			
3	<i>Fast Swimmer:</i> Swimming +3" (5" total)			

Skills

15	+3 HTH
3	Breakfall 13-
3	Climbing 13-
3	Combat Driving 13-
1	KS: The US Army 8-
1	Mechanics 8-
1	PS: Soldier 8-
3	Stealth 13-
2	WF: Small Arms

Total Powers & Skills Cost: 105

Total Cost: 283

200+ Disadvantages

- 20 Enraged: if he takes more than 2 points of BODY damage (Uncommon), go 11-, recover 8-
- 25 Hunted: US Army 11- (Mo Pow, NCI, Capture/Kill)
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Total Hellraising Bastard (Common, Strong)
- 15 Social Limitation: Public Identity (Mark Reed) (Frequently, Major)

Total Disadvantage Points: 283

Background/History: Project Onslaught, one of the US Department of Defense's efforts to create superhuman soldiers, has enjoyed one definite success — the now-deceased Janissary — and countless failures (of varying degrees). One man falls into both categories: the supervillain now known as Onslaught.

Mark Reed was a typical US Army soldier until the day some routine medical tests revealed that he was a candidate for the Onslaught program. He'd never amounted to much of anything in life, so the idea of getting superpowers appealed to him and he volunteered for the project. Months of work and often-painful procedures followed.

In the end the Onslaught regimen worked on him... in part. He was now superhumanly fast and strong, stronger even than the Janissary. But the treatments affected his mind as well, making him cold, callous, and cruel. After he nearly beat a technician to death for pricking him a little too hard with a needle, the brass in charge of Project Onslaught decided he was too unstable to use. They drugged him, chained him up in the back of a transport, and shipped him out to a top-secret Army detention facility.

Fortunately for Mark and unfortunately for the world, the Project leaders underestimated his stamina and strength. He woke up from the drugs in mid-trip, snapped his chains, killed his guards, destroyed the truck, and escaped. He's worked as a mercenary supervillain ever since.

Personality/Motivation: Onslaught is little more than a bully grown big, powerful, and unafraid. He lives for himself and only himself; he doesn't give a damn about laws, other peoples' feelings, or anything else that gets in the way of what he feels like doing. He loves to drink, brawl, carouse, raise hell, smash things, and create general havoc; one of his main complaints in life is that he can't find people to keep up with him in these activities. But at least he can find employers willing to pay him to put his "talents" to good use.

Quote: "You hit pretty good, pal — for a little guy. Let's see how well you can take a beating!"

Powers/Tactics: Onslaught is superhumanly strong and tough. He's not as strong as most "bricks" in the Champions Universe, but he makes up for it with his boxing training, the steel "knuckles" he wears on his hands, and general orneriness. He takes a "grab the bull by the horns" approach to combat — he picks out someone he thinks can give him a good fight (typically another brick) and charges him.

Campaign Use: Onslaught is an ideal henchman for any number of villains — not only because he's relatively low-powered and thus easily ordered around, but because he's got such low impulse control that he can serve the GM by accidentally blurting out clues and the like.

The best way to make Onslaught tougher is to literally make him tougher — that is, harder to hurt. Increase his Damage Reduction to 50%, or even 75%; that way you end up with an adversary who isn't necessarily as offensively powerful as the PCs but can still stand up to them a long time. To weaken him, remove his existing Damage Reduction, and consider getting rid of his Steel Knuckles and reducing his SPD to 4.

Onslaught doesn't really Hunt heroes... but he's good at bearing a grudge. If someone beats him or humiliates him once, he'll remember it and go after that person whenever they meet.



Appearance: Onslaught is a brute of a man, 6'8" tall and heavily muscled. His blonde hair is cut in short flat-top style. His costume consists of a black tank-top and pants, red boots and belt, and black fingerless gloves with studded red metal "knuckles" worn around the hand. He doesn't wear a mask.

ORION PLOT SEEDS

The aliens who created the Orion Bracers have come to reclaim them, stating that they can sense the bracers “are being abused.” They threaten to devastate the Earth if the bracers aren’t returned within 24 hours. Orion’s nowhere to be found, so the PCs had better track him down quickly....

Orion starts to believe the bracers are talking to him. He seeks help from a psychiatrist, but the unscrupulous doctor drugs him, steals the bracers, and launches a crime spree....

Harold Jackson contacts the PCs. He claims the Orion bracers are rightfully his and begs the PCs to get them back for him.

ORION

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
24	DEX	42	14-	OCV: 8/DCV: 8
24	CON	28	14-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
10	PD	4		Total: 18 PD (8 rPD)
10	ED	5		Total: 18 ED (8 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
11	REC	0		
48	END	0		
40	STUN	3		Total Characteristics Cost: 144

Movement: Running: 6”/12”
Flight: 20”/40”

Cost	Powers	END
40	<i>Orion Bracers:</i> Endurance Reserve (300 END, 30 REC); OIF (-½)	0
80	<i>Orion Bracers:</i> Multipower, 120-point reserve; all OIF (-½)	
7m	1) <i>Power Fields:</i> Telekinesis (40 STR); OIF (-½), Affects Whole Object (-¼)	6
11m	2) <i>Standard Power Blast:</i> Energy Blast 16d6; OIF (-½)	8
13m	3) <i>Variable Power Blast:</i> Energy Blast 10d6, Variable Advantage (+½ Advantages; +1); OIF (-½)	10
11m	4) <i>Stunning Blast:</i> Energy Blast 8d6, NND (defense is Power Defense; +1); OIF (-½)	8
14m	5) <i>Power Fist:</i> Energy Blast 12d6, Indirect (+¾); OIF (-½)	10
12m	6) <i>Power Shackles:</i> Entangle 9d6, 9 DEF; OIF (-½)	9
8m	7) <i>Power Spear:</i> RKA 4d6; OIF (-½)	6
8m	8) <i>Power Shield I:</i> Force Field (30 PD/30 ED); OIF (-½)	6
8m	9) <i>Power Shield II:</i> Force Field (25 PD/25 ED); OIF (-½) plus Life Support (Self-Contained Breathing); OIF (-½), Linked (-½)	6
8m	10) <i>Power Shield III:</i> Force Field (15 PD/15 ED/Mental Defense 10/Power Defense 10/Sight Group Flash Defense 10); OIF (-½)	6
8m	11) <i>Power Wall:</i> Force Wall (10 PD/10 ED; 5” long and 2” tall); OIF (-½)	6
16	<i>Basic Force Field:</i> Force Field (8 PD/8 ED), Reduced Endurance (0 END; +½); OIF (-½)	0
40	<i>Power Flight:</i> Flight 20”, Reduced Endurance (0 END; +½); OIF (-½)	0

Talents

13 *Translation Feature:* Universal Translator 11-; OIF (-½)

Skills

15 +5 with Orion Bracers Multipower

3 Concealment 11-
1 Gambling (Card Games) 8-
2 CK: Millennium City 11-
3 Stealth 14-
1 WF: Handguns

Total Powers & Skills Cost: 322

Total Cost: 466

200+ Disadvantages

20 Hunted: The Champions 8- (Mo Pow, NCI, Capture)
20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20 Psychological Limitation: Code Versus Killing (Very Common, Strong)
15 Psychological Limitation: Greedy (Common, Strong)
15 Social Limitation: Secret Identity (Frequently, Major)
20 Vulnerability: 2 x STUN from Ego Attacks (Common)
156 Experience Points

Total Disadvantage Points: 466

Background/History: Harold Jackson was one of the best and brightest test pilots in the US Air Force. Handsome, bold, decisive, and an immensely-skilled pilot, he had a bright future ahead of him.

That changed the night he saw a UFO crash-land on Earth. There was a bright blur in the sky, nothing like anything he’d ever seen before, then the flash and explosion he knew could only come from a crashing aircraft. Hurrying to the scene, he found the remains of a ship that was nothing like Earth technology. He heard moans of pain from within, so without a thought for his own safety he tore off one damaged door and made his way inside.

He soon found the ship’s sole occupant — the pilot, who’d apparently fallen ill and crashed his ship. He was much taller than a human, with green skin and facial features that made it clear he hadn’t been born on Earth. Around his wrists were bracers made of some blue-black metal and set with strange gems; they glowed with an eerie light.

Seeing him through a haze of pain, the alien feebly motioned Harold forward. He began to speak, and mysteriously Harold could understand him. “Man of Earth, I sense you are a being of wisdom and honor. I am dying; I will never see my homeworld again. I bequeath to you these power bracers that I wear, that once allowed me to steer this ship. They will give you great power, which I bid you use in the causes of justice and righteousness.” And with that he died.

Dazed and not fully understanding what had happened, Harold removed the bracers from the alien’s arms and carried them outside. Walking away from the ship he examined them carefully. They didn’t seem dangerous; it would probably

be all right to put them on. And what had the alien meant about “great power”?

Harold stopped and started to put the bracers on... when a drifter stepped out of the brush, bashed him in the head with a stick, took them, and ran. It was only a few days later that a new supercriminal calling himself Orion appeared in Millennium City.

Personality/

Motivation: Orion is a lucky man... and he knows it. “Finding” the power bracers that make him a superhuman was an incredible stroke of good fortune, and he’s been taking advantage of it ever since. He uses his powers to amass wealth, either through robberies or by working for other villains.

Quote: “No way you or anyone else can stop me while I got these things on!”

Powers/Tactics: Orion is an energy projector whose powers derive from the alien bracers he wears on his wrists. They project energy for a variety of effects — not just simple bolts and blasts, but the ability to move objects telekinetically, to restrain someone, and so on. The energy they project is always a distinctive blue-purple shade, though within limits Orion can shape it in simple ways. For example, he could make his Entangle look like a pair of giant handcuffs, or his Telekinesis look like a giant hand that picks things up and moves them around.

Orion doesn’t have a lot of tactical sense; he usually attacks in a pretty straightforward fashion. He has enough points in his Multi-



power reserve to use at least one of his defensive slots and one of his offensive slots, though not necessarily both at full power. Although he’s not concerned about using violence to get what he wants, he’s no killer; he usually starts out with relatively weak attacks until he makes sure his opponent can take the brunt of his full attack.

Campaign Use: The most interesting question surrounding Orion is this: who was the alien who gave Harold Jackson the bracers? Was he benign (which seems likely), or do his people have some sinister plan involving Earth? Orion himself doesn’t really care, but the answers may become very important to the PCs.

To make Orion more powerful, convert his bracers into a Variable Power Pool with the *Cosmic* (+2) Advantage and a Limitation restricting the powers to those like the ones already

on his character sheet. To weaken him, halve his Endurance Reserve and reduce his SPD to 5.

Orion generally doesn’t Hunt heroes; there’s not much profit in that.

Appearance: Orion is a white male just under six feet tall whose formerly average body has been transformed into a handsome, muscular one by the bracers that gave him his powers. Those bracers, which are large enough to cover half his forearm, are made of a strange blue-black metal each set with six rows of six small gemstones of alien origin. The bracers usually glow, though the rest of Orion does not. In addition to the bracers, Orion wears a gold costume with purple belt, boots, and cape. On the chest are six four-pointed stars, three in a vertical line down each side. He does not wear a mask, and his pupilless eyes glow with purple energy.

OVERDRIVE PLOT SEEDS

ARGENT thinks it can use Overdrive's blood and/or DNA to manufacture a serum that temporarily grants powers like his to anyone who drinks it. Naturally, Overdrive isn't wild about this idea, particularly the part where he'd have to give ARGENT his DNA. Since he refuses to cooperate, ARGENT decides to trick the PCs into capturing Overdrive on its behalf....

While working for VIPER to infiltrate ARGENT, Overdrive discovers some information that's so potentially dangerous even he doesn't think anyone should have it. Now he's on the run from both the snakes and ARGENT, and if the PCs don't figure out what's going on and find him first that information will definitely end up in bad hands.

Overdrive's tribe gets word to the PCs that Overdrive's mother is dying and would like to see him one last time. The heroes have to honor an old woman's last wish by finding her son and conveying the message.

OVERDRIVE

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

Movement: Running: 6"/12"

Cost	Powers	END
120	<i>Overdrive Enhancement:</i> Multipower, 120-point reserve	
8m	1) <i>Stronger:</i> +60 STR; No Figured Characteristics (-½)	6
8m	2) <i>More Agile:</i> +20 DEX; No Figured Characteristics (-½)	0
8m	3) <i>Hardier:</i> +30 CON; No Figured Characteristics (-½)	0
8m	4) <i>More Durable:</i> +30 BODY; No Figured Characteristics (-½)	0
12m	5) <i>Smarter:</i> +60 INT	0
12m	6) <i>Stronger-Willed:</i> +30 EGO	0
12m	7) <i>More Charismatic:</i> +60 PRE	0
12m	8) <i>Handsome:</i> +120 COM	0
12m	9) <i>Tougher I:</i> +60 PD	0
12m	10) <i>Tougher II:</i> +60 ED	0
12m	11) <i>Faster:</i> +6 SPD	0
12m	12) <i>More Resilient:</i> +30 REC	0
12m	13) <i>More Stamina:</i> +120 END	0
12m	14) <i>Sturdier:</i> +60 STUN	0
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0

Skills

16	+2 with All Combat
3	Acrobatics 11-
3	Breakfall 11-
3	Conversation 11-
3	Deduction 12-
3	Persuasion 11-
3	Seduction 11-
3	Stealth 11-
3	Streetwise 11-
3	Tactics 12-

Total Powers & Skills Cost: 331

Total Cost: 346

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 15 Social Limitation: Public Identity (James Proudman) (Frequently, Major)
- 10 Vulnerability: 2 x STUN from attack that Drain or affect his "life force" (Uncommon)
- 10 Vulnerability: 2 x BODY from attack that Drain or affect his "life force" (Uncommon)
- 61 Experience Points

Total Disadvantage Points: 346

Background/History: James Proudman was born on a Cheyenne Indian reservation in 1982. His mutant power to augment his own natural abilities manifested when he was just a child, but he was smart enough to hide it — everyone just thought he was an unusually athletic, intelligent child. They expected him to do great things, and he didn't disappoint; soon reservation sports teams were bringing in championship after championship thanks to him, he had straight A grades, and pro sports scouts were knocking on his family's door with million-dollar deals.

Then a routine screening revealed that James was a mutant. Everyone realized he wasn't the talented, all-around-great-kid everyone thought he was — he was a liar and a cheat. Too angry and ashamed to face anyone, James ran away, leaving his family to bear the burden of his disgrace.

Fortunately for James, the power that made him so "talented" an athlete and student also made it easy for him to support himself through crime. Soon he graduated from pulling small jobs on his own, to working with crews on bigger scores, and ultimately to being a supervillain for hire under the name Overdrive.

Personality/Motivation: The fundamental driving force in Overdrive's life is laziness. He's always looked for the easy way out, and his mutant superpowers have always provided it. Committing supercrimes is much, much easier than actually holding a job (and a lot more exciting), so that's what he does. He'd never even consider being a superhero; only suckers work that hard for nothing.

Quote: "It's not just that I can beat you by being stronger than you. I can also be faster, smarter, tougher — and judging by your costume, more fashionable."

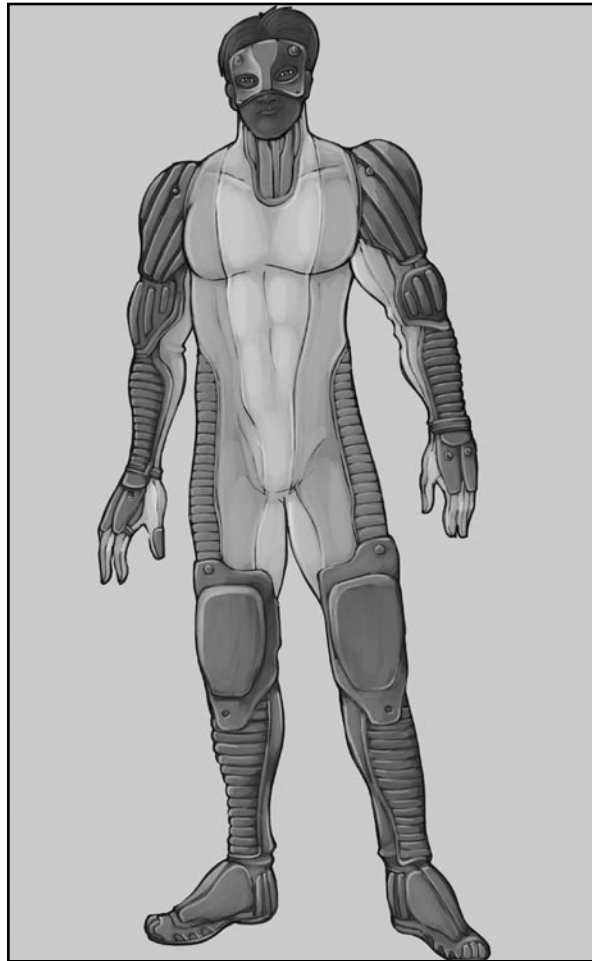
Powers/Tactics: Overdrive has the mutant power to control and manipulate his “life force” internally to enhance his natural abilities (*i.e.*, his Characteristics). Depending on how he chooses to direct his life force, he can be superhumanly strong, fast, tough, smart, or durable — or some combination of those qualities.

In game terms, Overdrive has a Multipower that he can only use to increase his Characteristics. He can add up to 60 Character Points’ worth of effect to any Characteristic at once, and the Multipower reserve is large enough to allow him to affect up to two Characteristics in full simultaneously. Typically he allocates at least 20 points of his Multipower reserve to SPD, with the remaining 100 points going into STR (for offensive power), DEX (for offensive accuracy), and one or more other Characteristics that seem most useful in the current situation. If he ever has any points “left over,” they almost always go into INT.

His “Overdrive Enhancement” makes Overdrive a powerful, flexible combatant, but he’s not without his weaknesses. First, he has no Ranged attacks, other than using STR to throw things. Second, his only Resistant Defenses come from his costume, and he has no unusual or special defenses. Third, he has no Movement Powers; the only way he can move around the battlefield more quickly than an ordinary human is to use augmented STR to Leap or to increase his SPD so that he uses Running more often. Fourth, because Overdrive’s powers depend on his ability to channel his “life force,” anything that Drains or otherwise negatively affects his life force has a serious impact on him. Not many attacks do this, however; the main example would be necromantic magics.

Campaign Use: Overdrive is a supercriminal for hire who can be anything you need him to be. If you need a brick for a scenario, he slots his Multipower into STR, CON, BODY, and defenses. If you need a “speedster” type, he emphasizes DEX and SPD. If the job calls for brains instead of brawn, INT, EGO, and perhaps PRE are the name of the game; for con games, INT, PRE, and COM see him through.

To make Overdrive tougher, expand his existing power to cover Running, Leaping, and Swimming, and give him more gadgets or abilities



beyond his Multipower. A small jetpack, for example, would compensate for his lack of movement abilities. To weaken him, reduce his Multipower reserve to 90 points, and/or the size of each slot to 50 Character Points’ worth of Characteristic each.

Overdrive doesn’t Hunt heroes; that would take too much pointless effort.

Appearance: Overdrive is an Amerindian male who’s six feet tall. His mildly athletic build belies his ability to augment any of his personal attributes at will. He doesn’t bother with a costume if he can avoid it (other than a simple mask to hide his identity), but if an employer insists on it (and most do) he dons a blue bodysuit with yellow shoulderpads, kneepads, short gloves, and belt. The costume has a half-face mask.

PLAGUE PLOT SEEDS

The classic Plague plot #1: Plague threatens to infect the city with a particularly unpleasant disease unless his demands are met. The heroes have to pretend to be going along while they secretly look for a way to take him by surprise and defeat him.

The classic Plague plot #2: Plague has already infected the city with a particularly unpleasant disease. The heroes have to find him and capture him so that the doctors can synthesize a curative medicine from his bodily fluids, or else thousands of people will die.

A rumor sweeps the underworld that Plague is planning to offer his services as a "living weapon of mass destruction" to the highest bidder at an auction for terrorists, rogue states, criminal organizations, and anyone else evil enough to be interested in such an offer. The heroes had better be there to stop it....

PLAGUE				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
28	CON	36	15-	
18	BODY	16	13-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 3d6
6	COM	-2	10-	
10	PD	8		Total: 18 PD (8 rPD)
8	ED	2		Total: 16 ED (8 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
12	REC	8		
96	END	20		
40	STUN	3		Total Characteristics Cost: 150
Movement: Running: 6"/12"				
Cost	Powers	END		
180	<i>Contagion:</i> Multipower, 180-point reserve			
12u	1) <i>Incredibly Acute Disease:</i> RKA 4d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); Limited Range (3"; -¼), No Knockback (-¼)		18	
8u	2) <i>Acute Disease:</i> Drain 6d6, any two Characteristics at once (+½), Limited Range (3"; +¼); Gradual Effect (1 Turn, 1d6/2 Segments; -¼)		10	
3u	3) <i>Chronic Disease:</i> Drain 6d6, any two Characteristics at once (+½), Limited Range (3"; +¼); Gradual Effect (6 Weeks, 1d6/Week; -2¼)		10	
70	<i>Contagiousness:</i> Drain 2d6, any two Characteristics at once (+½), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½)		0	
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)		0	
3	<i>Smoked Goggles:</i> Sight Group Flash Defense (5 points); OIF (-½)		0	
20	<i>Carrier:</i> Life Support: Immunity (all terrestrial diseases, biowarfare agents, poisons, and chemical warfare agents)		0	
Perks				
8	Reputation: supervillain who's swimming with disease and whose very touch brings death (in the United States) 11-, +4/+4d6			
Skills				
15	+5 with Contagion Multipower			
2	KS: Illegal Drugs 11-			
2	SS: Bacteriology 11-			
1	SS: Biology 8-			
1	SS: Chemistry 8-			
2	SS: Epidemiology 11-			
1	SS: Pharmacology/Toxicology 8-			
2	SS: Virology 11-			
3	Stealth 13-			
3	Streetwise 13-			
Total Powers & Skills Cost: 352				
Total Cost: 502				

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 30 Hunted: CDC 14- (Mo Pow, NCI, Capture)
- 20 Hunted: Sentinels 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Casual Killer (Very Common, Strong)
- 10 Psychological Limitation: If I'm Sick, Then Everybody Gotta Be Sick (Common, Moderate)
- 15 Social Limitation: Secret Identity (Vincent Conti) (Frequently, Major)
- 197 Experience Points

Total Disadvantage Points: 502

Background/History: Vince Conti was the ultimate stoner. He had a trust fund instead of a job, so he spent all his time getting high. Usually he stuck to relatively mild drugs like pot and coke, but when the mood took him he'd go for heroin, meth, LSD, or whatever the designer drug of the week was. You name it, Vince had tried it — and probably introduce a dozen other people to it.

One day one of Vince's stoner pals dared him to take a whole bunch of different pills at once. Vince was always up to try a new drug experience, so he said, "Sure, what the hell," and tossed them back with shots of tequila. He reclined back on the couch and waited to see what it was going to feel like. He began to feel a little weird... then a *lot* weird...

The next thing he knew it was late morning. He still felt weird... then he felt sick. He made it to the bathroom just before he threw up. He was there a long time, but when he was done he felt a lot better.

He went back into the living room; there were still a couple people there. One of them was a cute blonde he remembered having fun with the night before, so he touched her shoulder and tried to gently shake her awake. She didn't wake up at first... and then he recoiled in horror as disgusting sores appeared on her shoulder where he had touched her. They started to spread over her body. She woke up then, screaming in pain, and ran for the bathroom herself — but she fell over dead before she ever reached it, her body looking like she was the victim of the worst plague mankind had ever encountered.

Completely confused, and still loopy from the drugs, Vince grabbed some clothes and some cash and got the hell out of there. He drove to his mountain cabin. A little bit of experimentation with the dogs and horses... and then with the servants... confirmed his worst fears: he'd become some sort of disease carrier. Whatever it was, he could unleash it on people with just a touch, and he could control how sick they got from it.

That was the beginning of the downward spiral that eventually led to the supervillain Plague. At first Vince was slightly repulsed by his powers and tried not to use them, but in time they became more and more intriguing and he became less and less concerned with the value of human life. Today

he works as a henchman and assassin for any supervillain brave enough to hire a man who literally carries the death of millions in his hands.

Personality/Motivation: Plague is practically inhuman. In his more grandiose moments he views himself almost as some sort of living embodiment of Plague, one of the horsemen of the apocalypse, sent to Earth to wreak terror among its inhabitants. (Though he's not above taking money for doing the work.) When he's feeling more depressed and bitter about things, he realizes he'll never be able to have normal relationships with other people ever again, and he just wishes that everyone would get sick and die. It's hard to say which mood makes him the more dangerous; it's a miracle he hasn't caused a devastating epidemic yet.

Quote: "The fires of fever, the chills of flu, the shivers of palsy, the agonies of arthritis — all of these I have for you, and more, many more..."

Powers/Tactics: Plague is a mutant whose latent powers were activated when he took what would otherwise have been a lethal stew of illegal drugs. His powers allow him to infect other people with diseases — any disease he can think of (and he's studied the subject a great deal since developing his powers). Depending on how intense he makes the disease, the victim might keel over and die in just a few seconds, or the illness can linger for weeks. (For special effects and dramatic purposes, the GM can allow him to specify a time frame for his Chronic Disease power up to six weeks, thus allowing him to inflict a disease that runs its course in, say, one or two weeks instead of six.) Just touching him, or being touched by him, is enough to infect the subject with a mild, very short-term disease.

In combat, Plague usually relies on the fear his diseases cause as much as the diseases themselves; he makes a lot of threatening gestures and Presence Attacks. He has no qualms about threatening to make innocent bystanders sick, or to try to unleash entire epidemics, if he has to. Unless he's specifically been hired to kill someone, he usually — usually — inflicts diseases that Drain CON and STUN, or DEX and CON, so that his victims are too weak to resist being captured.



Campaign Use: Since Plague's powers are constructed as Drains, technically they should have the *Sticky Advantage* if you want to start a true epidemic. However, for dramatic purposes you can let them function that way anyway if you want to. Short of a nuclear bomb nothing's likely to terrify your heroes as much as the prospect of the Ebola virus sweeping through the American population....

To make Plague tougher, increase his defenses so he can stand up to attacks better, and/or extend the Range of his powers. To weaken him, reduce the dice in his Drains so he has a much harder time inflicting serious/fatal illnesses.

Plague only Hunts heroes when hired to, in which case he follows his employer's instructions.

Appearance: Plague is a 5'9" tall white male, though the lesions and sores all over his body make it difficult to determine his skin color sometimes. He wears a high-tech containment suit designed to look like it's made of distressed, burned leather and metal.

PYTHON PLOT SEEDS

VIPER finally catches up to Python, captures him, and brainwashes him into becoming a member of Dragon Branch. The PCs have to defeat VIPER long enough to “rescue” him, then somehow have him “deprogrammed” — but will the brainwashing have any long-term effect on his intelligence and temper?

Python temporarily regains enough lucidity and control of himself to beg the PCs to help him. Assuming they're willing to help, can he retain enough self-control for therapy and treatments to have a chance to help him?

Python continues to mutate, becoming less human and more serpentine, and in the process growing stronger and surlier. Can the PCs figure out what's going on and stop it before he becomes so mindless and powerful that he goes on a devastating rampage?

PYTHON				
Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
30	PD	18		Total: 30 PD (24 rPD)
30	ED	24		Total: 30 ED (24 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
20	REC	4		
60	END	0		
65	STUN	0		Total Characteristics Cost: 212
Movement: Running: 6"/12" Leaping: 12"/24"				
Cost	Powers	END		
7	<i>Python Power:</i> Stretching 1", Reduced Endurance (0 END; +½)			0
7	<i>Python Limbs:</i> Stretching +1", Reduced Endurance (0 END; +½); Limbs Only (-0)			0
60	<i>Python's Strength:</i> Multipower, 60-point reserve			
3u	1) <i>Bearhug:</i> Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing]; +1); Must Follow Grab (-½), No Range (-½)			6
2u	2) <i>Crushing Grip:</i> +30 STR; Only To Grab (including Squeeze but not Throw; -½)			3
24	<i>Tough Body:</i> Damage Resistance (24 PD/24 ED)			0
30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%			0
5	<i>Serpentine Eyes:</i> Infrared Perception (Sight Group)			0
9	<i>Serpentine Senses:</i> +3 to PER Rolls with all Sense Groups			0
Skills				
15	+3 HTH			
6	+3 OCV with Grab			
1	SS: Biology 8-			
1	SS: Herpetology 8-			
3	Stealth 13-			
Total Powers & Skills Cost: 173				
Total Cost: 385				

200+ Disadvantages

- 20 Enraged: in combat (Common), go 11-, recover 11-
- 20 Enraged: if he even thinks he's being insulted or disrespected (Common), go 11-, recover 11-
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Solves His Problems And Frustrations With His Fists (Common, Strong)
- 15 Social Limitation: Secret Identity (Peter Nathan) (Frequently, Major)
- 75 Experience Points

Total Disadvantage Points: 385

Background/History: Peter Nathan was a junior-grade scientist working at a biomedical think tank. His superiors assigned him to a project that was researching serpent DNA for use in medicines. The work was going well, and in fact the group was about to present the company with an experimental drug for second-stage testing, when VIPER got wind of the situation and decided that a serpent-based drug should belong to it, and it alone.

A team of green-clad agents burst into the lab and began roughing up the scientists, stealing notes and supplies, and destroying equipment. In the confusion Nathan was shoved into a device that was preparing the final samples of the experimental drug. He smashed into it, he and it fell over, and there was an electrical explosion that showered him with bits of glass and the drug itself. The force of the blast knocked him unconscious.

He woke up to discover that the VIPER agents had fled and the police were there. His injuries seemed superficial, so he accepted treatment from a paramedic but refused to go to the hospital. But the next morning he discovered that something had gone horribly wrong — the drug had mutated him! He had half-human, half-reptilian features and could even stretch his body like a serpent! Somehow he had the proportionate strength of a serpent as well; he could lift almost anything and squeeze even harder.

At first Nathan thought it might not be so bad — maybe he could even become a superhero. But as time went by and he studied his condition, his thoughts began to change. He realized he was changing mentally as well as physically, and while he was still as smart as an average human he wasn't nearly as smart as he used to be. He became more and more upset and angry.

Eventually the day came when his savings ran out and the bills were piling up. He just couldn't take it anymore. Covering himself up with a large overcoat, he went downtown, smashed into a bank, and took the money he needed. From there it was just a few short, angry steps to becoming the super-villain Python.

Personality/Motivation: Python is a very different person from the calm, rational thinker that the old Peter Nathan used to be. He's aggressive, belligerent, temperamental, easily frustrated, and violent. When something gets in his way, his first response is usually to smash it; when he loses his temper, he's liable to smash anything nearby.

Python's intelligence has deteriorated, which only makes him angrier. He knows he used to know more about things like biology and politics, and that frustrates him. If someone nearby shows off how smart he is, or makes a big deal out of a blunder that Python commits, the odds are Python will beat him to a pulp.

Quote: "Get out of my way you little pest, or I'll squeeze you so hard your head'll pop off."

Powers/Tactics: Python has superhuman strength and resilience as a result of being mutated into a half-man, half-reptile form by exposure to the experimental serum. His body is slightly malleable, able to stretch about six feet (and his limbs can stretch six feet further). This makes it particularly easy for him to squeeze with devastating power; that's his favorite maneuver in combat.

Campaign Use: Python is a "cannon fodder" villain who could serve as a henchman for nearly any master villain or a member of most villain teams. With surgery and the proper chemical treatments it might be possible to restore his full intelligence, which would make it likely he'd reform and perhaps even become a superhero.

To make Python tougher, increase his STR to 70-80 and his defenses proportionately. To weaken him, reduce his raw STR to 40, making him much more dependent on his Grab bonuses.

Python doesn't Hunt heroes unless hired to, in which case he follows orders.



Appearance: Python is six feet tall. He's got half-human, half-reptilian features including scaly skin with a pale greenish tinge, eyes and nose like those of a serpent, no external ears, and almost no body hair. His tunic (with shoulders that flare out slightly over his upper arms), trunks, boots, and gloves are green; his arms and legs grey. He doesn't wear a mask.

RICOCHET PLOT SEEDS

Gravitar believes she can use Ricochet to increase her own powers, but she doesn't have the time or patience to track him down. She decides to trick the PCs into doing it by pretending to be his mother.

After Ricochet is captured, the authorities argue that his powers are so uncontrollable and dangerous that he needs to be put in "hot sleep." Civil rights groups argue that this is a violation of the Eighth Amendment, and suddenly Ricochet is a *cause celebre*. But of course he's convinced it's all part of a larger plot to "get him" and is looking for any opportunity to escape. It's up to the PCs to make sure he (a) stays in custody, and (b) isn't exploited by publicity seekers.

Fiacho convinces Ricochet that the White House is behind all the attempts to "get him." Ricochet and Eurostar team up to teach the White House to leave Ricochet alone....

RICOCHET				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	6		Total: 31 PD (23 rPD)
8	ED	5		Total: 16 ED (8 rED)
4	SPD	10		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
30	STUN	7	Total Characteristics Cost: 76	
Movement: Running: 6"/12"				
Cost	Powers			END
30	Energy Reserves: Endurance Reserve (100 END, 20 REC)			0
51	Kinetic Missiles: Multipower, 90-point reserve; all slots OIF (objects of opportunity; -½), Limited Range (20"; -¼)			
4u	1) Regular Blunt Objects: Energy Blast 18d6; OIF (objects of opportunity; -½), Limited Power (damage depends on DEF and BODY of object, see text; -0), Limited Range (20"; -¼), Beam (-¼)			9
5u	2) Large Blunt Objects: Energy Blast 9d6, Area Of Effect (up to 5" Radius, depending on size of object, see text; +1) OIF (objects of opportunity; -½), Limited Power (damage depends on DEF and BODY of object, see text; -0), Limited Range (20"; -¼)			9
2u	3) Sharp Objects: RKA 3d6; OIF (objects of opportunity; -½), Limited Power (damage depends on nature of object, see text; -0), Limited Range (20"; -¼), Beam (-¼)			4
12	Kinetic Manipulation: Telekinesis (10 STR); Limited Range (20"; -¼)			1
96	Kinetic Absorption: Absorption 6d6 (to any physical Characteristic), can Absorb a maximum of 72 BODY, any one physical Characteristic at once (+¼), Varying Effect (+¾)			0
7	Kinetic Defense: Elemental Control, 15-point powers			
8	1) Reflexive Deflection: Force Field (15 PD)			1
5	2) Planned Deflection: Missile Deflection (any physical projectile); Costs Endurance (-½)			1
16	Armored Costume: Armor (8 PD/8 ED); OIF (-½)			0
Skills				
12	+4 with Kinetic Missiles Multipower			
3	Acrobatics 13-			
3	Breakfall 13-			
1	Computer Programming 8-			
3	Deduction 12-			

- 1 Electronics 8-
- 2 KS: The Superhuman World 11-
- 2 SS: Human Biology 11-
- 2 SS: Mathematics 11-
- 3 SS: Physics 12-
- 3 Stealth 13-
- 3 Systems Operation 12-

Total Powers & Skills Cost: 274

Total Cost: 350

200+ Disadvantages

- 10 Distinctive Features: registers as a mutant on mutant detection devices even though he's not one (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Callously Selfish (Common, Strong)
- 10 Psychological Limitation: Paranoid; Thinks Everyone's Out To Get Him (Common, Moderate)
- 15 Social Limitation: Secret Identity (Robert Kurtwood) (Frequently, Major)
- 60 Experience Points

Total Disadvantage Points: 350

Background/History: Robert Kurtwood grew up dreaming about being a superhero. His father was a crime reporter who specialized in stories about superhuman criminals and heroes, and Robert couldn't imagine anything better than to have superpowers and go on adventures to defeat evil. He was deeply disappointed when he didn't manifest mutant powers during junior high or high school.

Since fate hadn't stepped in to help him, he decided he'd just have to find a way to give himself superpowers. He enrolled in college and began studying science, looking for a way to somehow "supercharge" his body so that it would spontaneously develop superhuman abilities. Finally his long hours in the lab were rewarded with a breakthrough: he discovered that if he treated his body with certain chemicals, adjusted the equipment that ran the university's supercollider, and then stepped into the supercollider when it was in operation, there was a 78.97% chance he would gain superpowers (most likely energy projection of some sort).

Well, 78.97% was good enough for Robert! He pilfered the chemicals he needed from the Chemistry Department and then bribed a few people to get the time he needed to work on the supercollider. All was in readiness... he took the drugs, entered the supercollider, and then activated it by remote control.

At first he felt nothing. Then he felt a sort of general "tugging" at his body. The feeling became stronger... and stronger... and then painful. He screamed, but there was no one to hear him and no way to turn off the machine. Soon the pain became so agonizing that he blacked out.

When he came to, he was lying in the super-collider, which had shut off automatically based on the timer he'd set. He felt strange, sort of tingly, but he wasn't glowing or flying or anything. It didn't work!

Then he heard a noise from back in the control room. They'd found him! Someone knew about all the things he'd done! Terrified that he'd be caught, he got up and ran. Somehow in his panic he found an exit, fumbled it open, and ran through. He tried to shut it and missed... but then without his even touching it, the door slammed shut!

That stopped him for a moment. Maybe it had worked. Maybe he just didn't have energy projection powers. He gestured at a poster on a nearby wall... and it ripped off! He was a telekinetic!

That turned out not to be the case either. After he got to safety he began experimenting, and he soon discovered he couldn't do much with telekinesis. He finally realized he'd gained some sort of power over kinetic energy — he could impart it to objects to move them, sometimes at high speeds. It wasn't quite as flashy as energy projection, but it could be just as effective. His mind began mulling over the possibilities... and soon the supervillain Ricochet was born.

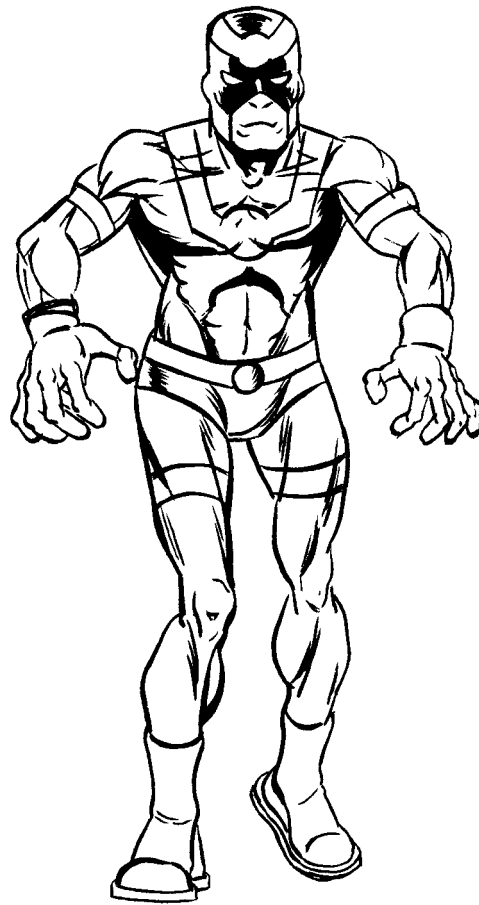
Personality/Motivation: The “procedure” that altered Ricochet's body so it could absorb and manipulate kinetic energy unexpectedly altered his mind as well. Gone is the young man who dreamed of being a superhero, replaced by a paranoid, selfish individual who scoffs at his former ideals. Ricochet's out to get whatever he can for himself, and damn everyone else.

Quote: “Right back atcha!”

Powers/Tactics: Ricochet has power over kinetic energy, allowing him to do several things. First, he can impart kinetic energy to an object, turning it into a missile. Blunt objects do normal damage, up to a maximum of their DEF+BODY in d6 (he can't make them do more than this, no matter how much END he spends), and if they're larger than normal they can cover an area of up to 5" radius. (Typically he prefers to use smaller objects, though; most of his attacks are in the 6-10 DC range.) Sharp objects like knives and nails do RKA damage, as defined by how they're built — he can't make an HKA 1d6+1 dagger do more than RKA 1d6+1 damage. If he has enough objects available, he can even try to Rapid Fire with his power.

Second, Ricochet can Absorb the kinetic energy of incoming attacks (be they Physical or Energy attacks) and use that energy to augment any of his physical Characteristics (e.g., STR, CON, DEX, or the like, but not INT, EGO, or PRE). Given enough kinetic energy to work with, he can make himself superhumanly powerful this way.

Third, Ricochet's powers protect him. He reflexively “bats aside” physical attacks, and if he concentrates he can knock physical missiles out of their flight path so they don't hit him.



For reasons he can't explain, Ricochet registers as a mutant on mutant detection devices even though his powers are not the result of a mutation. If and when he's captured scientific testing may uncover the cause of this odd affliction.

Campaign Use: Ricochet's an example of good intentions leading to Hell — he wanted to be a superhero, but wound up a supervillain. Psionic surgery could restore his old personality... assuming the PCs ever discover he had another personality before gaining his powers.

To make Ricochet tougher, expand his special effect to cover friction as well as kinetic energy and give him several more powers from the “Kinetic Energy Powers” sections of *The UNTIL Superpowers Databases*. You could also increase his SPD. To weaken him, halve his Combat Skill Levels and decrease his Endurance Reserve.

Ricochet doesn't Hunt people. Usually he spends his time avoiding people, not stalking them.

Appearance: Ricochet is a white male 5'10" tall with an average build. He wears a silver-grey body-stocking with a half-face mask and green gloves, boots, and highlights.

RICTUS PLOT SEEDS

The classic Rictus plot #1: Rictus revivifies a superhuman who died previously in the campaign even though the heroes tried to save him. Can the heroes, when confronted by a zombie accusing them of allowing it to die, fight back effectively?

The classic Rictus plot #2: when confronting a group of “vigilante” heroes, Rictus brings back to life all the criminals they’ve slain, forcing them to kill them all over again.

Rumor spreads throughout the Superhuman World that Rictus has somehow obtained a working nuclear bomb! The heroes have to find out if it’s true, and if so stop him before he takes the first step in his latest plan to kill everyone in the world.

RICTUS

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
25	DEX	45	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
26	EGO	32	14-	ECV: 9
30	PRE	20	15-	PRE Attack: 6d6
4	COM	-3	10-	
20	PD	11		Total: 20 PD (20 rPD)
20	ED	14		Total: 20 ED (20 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
15	REC	0		
80	END	10		
60	STUN	2		Total Characteristics Cost: 251

Movement: Running: 6”/12”

Cost	Powers	END
317	<i>Summoning The Dead:</i> Variable Power Pool, 264 base + 132 control cost; Only For Summoning Zombies (see text; -1), all slots Extra Time (Full Phase, -½)	0
30	<i>Psychic Powers:</i> Elemental Control, 60-point powers	0
30	1) <i>Your Will Is Mine:</i> Mind Control 12d6	6
30	2) <i>Overwhelming Psychic Force:</i> Ego Attack 6d6	6
30	3) <i>Images From Beyond:</i> Mental Illusions 15d6; Can Only Create Horrifying Or Unpleasant Images (-½)	7
31	4) <i>My Will On The World:</i> Telekinesis (34 STR), Fine Manipulation	6
40	5) <i>Mystical Shield:</i> Force Wall (10 PD/10 ED/8 Mental Defense)	7
20	<i>Diabolic Vitality:</i> Damage Resistance (20 PD/20 ED)	0
15	<i>Powerful Mind:</i> Mental Defense (20 points total)	0
10	<i>Diabolic Defenses:</i> Power Defense (10 points)	0
39	<i>Diabolic Vitality:</i> Life Support (Total, except for Diminished Eating and Diminished Sleeping)	0
17	<i>Diabolic Vitality:</i> Healing BODY 2d6, Can Heal Limbs; Self Only (-½)	2
5	Loves The Night: Nightvision	0

Talents

22 Universal Translator 15-

Skills

24	+3 with All Combat
30	+15 with EGO Rolls
3	Acting 15-
3	Breakfall 14-
3	Conversation 15-
3	KS: Arcane And Occult Lore 13-
1	KS: The Mystic World 8-
6	KS: Necromancy 16-
3	KS: Superhuman History 13-
3	KS: World History 13-
3	Oratory 15-
15	Power: Necromancy 20-

3 Stealth 14-
3 Tactics 13-

Total Powers & Skills Cost: 739

Total Cost: 990

200+ Disadvantages

- 15 Distinctive Features: Powerful Necromantic Magical Aura (Not Concealable; Extreme Reaction; Detectable Only By Unusual Senses)
- 20 Hunted: Trismegistus Council 11- (As Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 25 Psychological Limitation: Worships Death; Wants To Destroy The World Of The Living (Very Common, Total)
- 15 Psychological Limitation: Seeks Magical Power (Common, Strong)
- 15 Psychological Limitation: Tries To Avoid Direct Physical Confrontation; Prefers To Manipulate People From Behind The Scenes (Common, Strong)
- 10 Reputation: disruptor of the cosmic balance, 14- (Known Only To A Small Group)
- 670 Experience Points

Total Disadvantage Points: 990

Background/History: Very little is known of the man (demon? being?) known as Rictus from the permanent, ghastly grin that adorns his face. He first appeared in Millennium City in 2004, when he used his powers to “revive” several of the heroes and villains slain during the Battle of Detroit in an effort to take over the city. After a long and desperate battle the Champions, aided by Dr. Silverback, Nightwind, El Aguijón, and Megaera, destroyed the undead superhumans and thwarted the plot, though Rictus himself escaped in the confusion. Since then he’s re-appeared on several occasions in locations around the world, always striking at society and its heroes with the most terrifying weapon imaginable — the “resurrected” bodies of fallen heroes.

Personality/Motivation: Rictus is thoroughly, despicably evil. He actively worships death and seeks ways to destroy as many living people as he can — if he could, he’d turn the entire world into a charnel house where he ruled over legions of zombie followers. The only thing that intrigues him as much as that goal is increasing his own magical power; he’ll make every effort to obtain grimoires, enchanted items, and anything else that can augment his sorcerous skills.

Quote: “When my zombies have destroyed you, you will join them in my service!”

Powers/Tactics: Rictus’s “signature” power is the ability to revivify corpses as zombies. While he can do this with ordinary corpses (using the 178-point zombie on page 127 of *The HERO System Bestiary*), he prefers to use the corpses of superhumans — particularly superheroes, since that has a real emotional impact on any living heroes who oppose him. Depending on how he configures his Variable Power Pool, he could summon as many as 2,000 ordinary zombies or eight “super-zom-

bies” built on 400 Character Points each. He always makes sure his zombies are at least Devoted to him.

Besides his zombie-creation abilities, Rictus is a powerful mentalist. Except when a direct confrontation is absolutely necessary, he prefers to work behind the scenes, using Mind Control and Mental Illusions to accomplish his aims.

Campaign Use: A plot device with legs, Rictus lets you bring up any unresolved conflicts PCs might have with deceased enemies... or even worse, deceased friends. He can call up old mentors, Golden Age predecessors, and pretty much anybody you’d like to see a fight between. If necessary, increase the size of his Power Pool so he can make a zombie out of whichever superhuman you like, regardless of point totals.

To make Rictus more powerful, give him another Power Pool, a much smaller one, that he can use for Thaumaturgy spells (see *The Mystic World* for dozens of example spells). To weaken him, decrease the size of his “Zombie Pool” and/or impose more Limitations on it to make it harder for him to use.

As a Hunter, Rictus acts indirectly. Rather than pursue or fight his target himself, he’ll Mind Control other people — prominent politicians, useful bureaucrats, police officers, and perhaps even other superhumans — to do his dirty work.



Appearance: Rictus is a tall, pale man with deep red eyes and a mouth frozen in a permanent, scarred grimace. He’s bald on top with a fringe of white hair circling his head that falls almost to his shoulders. He wears flowing purple robes.

SARGON PLOT SEEDS

Several scientists believe SARGON's weapons are weakening a local faultline. If the heroes don't stop him, eventually he'll cause a major earthquake rather than preventing one.

SARGON decides to kidnap all the scientists who scoffed at him the loudest and use them as "guinea pigs" to test the latest refinements he's made to his vibro-cannons. If the PCs don't find them in time, all the scientists will be dead or permanently injured.

It turns out SARGON's technology maybe *could* prevent earthquakes, according to a more talented scientist who's been studying Connors's work. He needs the PCs to obtain samples of it for him... but of course SARGON's not likely to want to cooperate with someone else "stealing the credit" for his ideas.

SARGON

Val	Char	Cost	Roll	Notes
10+40*	STR	20	11-/19-	Lift 100 kg/25 tons; 2d6/10d6 [1/5]
10+12*	DEX	18	11-/13-	OCV: 3/7 DCV: 3/7
10+20*	CON	20	11-/15-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
10+20%	PRE	13	11-/15-	PRE Attack: 2d6/6d6
10	COM	0	11-	
4	PD	2		Total: 34 PD/30 rPD
4	ED	2		Total: 34 ED/30 rED
2+3%	SPD	20		Phs: 6, 12 / 3, 5, 8, 10, 12
4	REC	0		
20	END	0		
20	STUN	0		

Characteristics Cost: 108

*: OIF (-½) and No Figured Characteristics (-½)
%: OIF (-½)

Movement: Running: 6"/12"
Leaping: 10"/20"

Cost	Powers	END
27	<i>Battery Packs:</i> Endurance Reserve (200 END, 20 REC); OIF (-½)	0
60	<i>Vibro-Cannon:</i> Multipower, 90-point reserve; all OIF (-½)	
5u	1) <i>Basic Vibro-Blast:</i> Energy Blast 15d6; OIF (-½)	7
4u	2) <i>Cone Vibro-Blast:</i> Energy Blast 8d6, Area Of Effect (9" Cone; +1); OIF (-½), No Range (-½)	8
5u	3) <i>Anti-Personnel Vibro-Blast:</i> Energy Blast 6d6; OIF (-½) plus Drain DEX 2d6, Ranged (+½); OIF (-½), Linked (-½) plus Drain CON 2d6, Ranged (+½); OIF (-½), Linked (-½)	9
4u	4) <i>Quake Blast:</i> Energy Blast 12d6, Explosion (+½); OIF (-½), Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Only Does Knockdown, Not Knockback (-0)	9
6u	5) <i>Vertigo Beam:</i> Drain DEX 6d6, Ranged (+½); OIF (-½)	9
4u	6) <i>Shaken Apart:</i> RKA 2d6, NND (defense is PD Force Field or Force Wall; +1), Does BODY (+1); OIF (-½), Only Works Against Rigid Inanimate Objects (-1)	9
5	<i>Left Vibro-Cannon:</i> Another Vibro-Cannon (total of 2)	
45	<i>Other Weapons:</i> Multipower, 67-point reserve; all OIF (-½)	
3u	1) <i>Shoulder-Mounted Mini-Missiles:</i> RKA 2½d6, Explosion (+½); OIF (-½), 6 Charges (-¾)	[6]
4u	2) <i>Gauntlet Laser:</i> RKA 3d6, Armor Piercing (+½); OIF (-½)	7
63	<i>Powered Armor Suit:</i> Armor (25 PD/25 ED), Hardened (+¼); OIF (-½)	0
20	<i>Internal Force Field:</i> Force Field (5 PD/5 ED/10 Mental Defense/10 Power Defense); OIF (-½)	3
7	<i>Flare Shielding:</i> Sight Group Flash Defense (10 points); OIF (-½)	0

7	<i>Hearing Protection:</i> Hearing Group Flash Defense (10 points); OIF (-½)	0
13	<i>Life Support Systems:</i> Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing); OIF (-½)	0
6	<i>Helmet Communication System:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Skills

12	+4 with Vibro-Cannon Multipower
3	Computer Programming 12-
3	Electronics 12-
2	AK: San Andreas Fault Region 11-
3	Mechanics 12-
5	SS: Geology 14-
1	SS: Physics 8-
3	SS: Seismology 12-
2	SS: Vulcanology 11-

Total Powers & Skills Cost: 322

Total Cost: 430

200+ Disadvantages

15	Enraged: when someone dismisses his theories, ideas, or suggestions (Uncommon), go 11-, recover 11-
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: Champions 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Must Prove He's The Best; Never Accepts Defeat (Common, Strong)
15	Social Limitation: Secret Identity (Lincoln Connors) (Frequently, Major)
145	Experience Points

Total Disadvantage Points: 430

Background/History: Lincoln Connors was a geologist who specialized in the study of earthquakes and related phenomena. His ultimate goal was to find a way to not only predict earthquakes, but prevent or minimize them. He was something of a maverick in the scientific community; his peers regarded him as a grandiose dreamer whose theories were dubious at best.

After years of work, Connors made a breakthrough, developing a technology he called Seismic Amplification and Redirection (SAR). By installing SAR generators along a faultline, he believed he could amplify and redirect a quake event to negate it. He finally convinced a scientific journal to publish his findings, but other scientists mocked them, pointing out numerous flaws in his theories and designs.

Determined to show those ignorant fools who was the better scientist, Connors secretly built and installed several SAR generators along the San Andreas Fault in California. They activated as planned when the next minor quake hit, and they amplified the quake "wave" properly... but they completely failed to redirect it, just like his rivals had predicted. Instead of negating the quake, Connors made it worse, causing millions

of dollars in property damage and the loss of nearly a dozen lives.

With the authorities on his tail, Connors went into hiding. He soon realized that he'd never get a fair chance to prove that his technology worked — it had just been a trivial miscalculation, that was all, but no one would ever believe that. He was going to have to force the world to acknowledge his genius and the fact that he could save thousands of lives if given the proper funding.

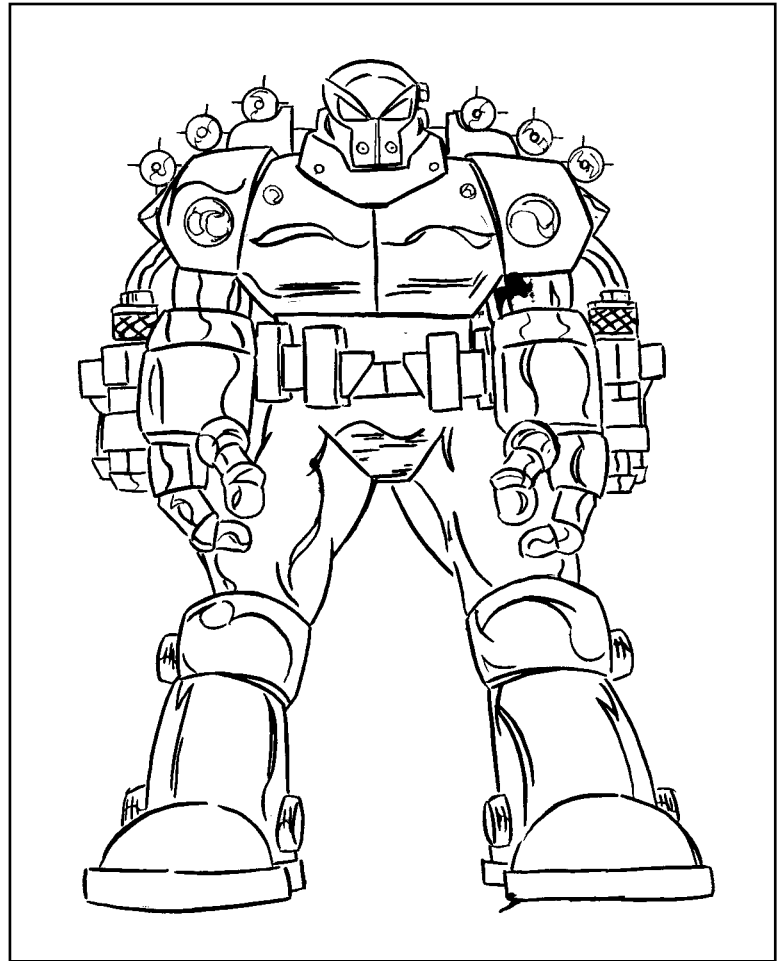
The next time the world saw Lincoln Connors he was wearing a massive, bronze-colored suit of powered armor. Built onto each forearm were large “vibro-cannons” that incorporated his SAR technology in a way no one could ignore or downplay. Calling himself SARGON, he destroyed one of his critics' labs in what can only be described as a spectacular proof that his technology worked (at least in one way). Since then he's become a mercenary supervillain, always looking for more ways to earn money that he can use to improve his designs... and, eventually, stop that big quake he knows is coming.

Personality/Motivation: SARGON has convinced himself that he's become a “villain” for the ultimate good of mankind, so he can predict and prevent earthquakes, but that's just talk. The truth is he's did it initially for his ego, to prove that he was right and everyone else was wrong. And he's still doing it for that reason — he loves to show that he's the best and brightest, that no one can ever truly defeat him, that he'll always be proven right in the end — but beyond that he's secretly come to enjoy the life of a supervillain. He'd never admit it to anyone, but he loves blasting smug, self-righteous heroes and destroying buildings. It gives him an even greater feeling of power than he'd ever have gotten from taming an earthquake.

Quote: “By the time I'm done with you, there won't be anything left but a puddle of quivering goo.”

Powers/Tactics: The SARGON powered armor suit is equipped with two vibro-cannons of SARGON's own design. Depending on how he tunes them, they can emit an ordinary beam or a cone of vibratory energy, a beam that both injures and sickens living beings, a beam that causes an intense localized earthquake-like phenomenon, or a vibratory pulse that can shake rigid objects to pieces. When the cannons won't do the trick, SARGON also has two three-missile pods mounted on his shoulders and a laser beam weapon built into his right gauntlet.

SARGON usually prefers to open up with one of his Area Of Effect attacks to keep his enemies off-balance. Then he targets individual enemies with his Anti-Personnel or Standard beams. If confronted with a vehicle or the like, he'll use Shaken Apart to destroy it.



Campaign Use: SARGON is a fairly typical mercenary supervillain with a background grudge to keep things interesting. He could show up just about anywhere working for nearly anyone.

To make SARGON more powerful, give him some bootjets so he can fly, another point of SPD, and two more weapons (an Entangle and a Sight Group Flash). To weaken him, reduce his Endurance Reserve to 120 END, 12 REC and his SPD to 4.

SARGON doesn't Hunt heroes unless hired to, in which case he follows orders.

Appearance: The SARGON suit of powered battle armor makes wearer over seven feet tall. It's mostly a dull bronze color, with a few highlights in brighter shades of bronze here and there. The whole suit has a heavy, ponderous look to it with such touches as heavy metal bands at the shoulder joints adorned with thick blunt spikes, a helmet that merges into the body of the armor without a distinct neck, and a thick belt with large rectangular “blocks” (power packs) attached to it vertically. But what really stand out are the weapons: the large blaster cannons mounted on each forearm, the three-missile pods on each shoulder, and more.

**SMOKE AND
MIRRORS
PLOT SEEDS**

Smoke falls deathly ill with some disease that seems to be related to her darkness powers. Conventional medicine can do nothing, so Mirrors begs the PCs to find a cure.

When one of the girls starts seriously dating someone (a male PC) for the first time, the other sister, jealous, tries to find ways to sabotage the relationship. (This works even better if there's a female PC who's romantically interested in the male PC that she can "team up" with.)

It turns out Mirrors really does have the power to create shadow-monsters out of Smoke's Darkness (this is a Summon). With this new power at their fingertips the girls go on a crime spree; it's up to Our Heroes to stop them!

Smoke And Mirrors

SMOKE				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
25	DEX	45	14-	OCV: 8/DCV: 8
20	CON	20	13-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
8	PD	5		Total: 28 PD (20 rPD)
12	ED	8		Total: 32 ED (20 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
12	REC	10		
60	END	10		
30	STUN	0		Total Characteristics Cost: 165
Movement: Running: 6"/12" Teleportation: 25"/50"				
Cost	Powers	END		
60	Shadow Powers: Multipower, 60-point reserve			
6u	1) Shadow Force Blast: Energy Blast 12d6	6		
5u	2) Blinding Shadow Force Blast: Energy Blast 8d6 plus Sight Group Flash 4d6; Linked (-½)	6		
6u	3) Grasping Shadows: Entangle 5d6, 5 DEF, Stops A Given Sense (Sight Group)	6		
6u	4) Blinding Clot Of Shadows: Sight Group Flash 12d6	6		
3u	5) Shadow Sphere: Force Wall (8 PD/8 ED, 2" long), Opaque (Sight Group); Only To Englobe (-½)	5		
25	Shadow Powers: Elemental Control, 50-point powers			
25	1) Shadow Field: Darkness to Sight Group 4" radius, Personal Immunity (+¼)	5		
25	2) Shadowy Shield: Force Field (20 PD/20 ED), Reduced Endurance (½ END; +¼)	2		
30	3) Shadow-Travel: Teleportation 25", x2 Increased Mass	5		
3	Telling Reality From Illusion: +10 to Normal Sight PER Rolls; Only To Determine That Mirror's Illusions Are Illusions (-2)	0		

Skills

9	+3 with Shadow Powers Multipower
3	Acrobatics 14-
3	Breakfall 14-
3	Combat Piloting 14-
2	KS: The Superhuman World 11-
2	KS: VIPER 11-
3	Language: English (completely fluent; Russian is Native)
1	Lockpicking 8-
3	Persuasion 13-
1	Security Systems 8-
3	Seduction 13-
3	Stealth 14-
3	Streetwise 13-
3	Teamwork 14-

Total Powers & Skills Cost: 233

Total Cost: 398

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Enraged: if sister Knocked Out or seriously hurt (Common), go 14-, recover 11-
20	Hunted: VIPER 8- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Code Versus Killing (Common, Total)
20	Psychological Limitation: Devoted To/Protective Of Her Sister (Common, Total)
15	Social Limitation: Public Identity (Lizaveta Perovsky) (Frequently, Major)
10	Vulnerability: 2 x STUN from Light attacks (Uncommon)
10	Vulnerability: 2 x BODY from Light attacks (Uncommon)
20	Vulnerability: 2 x Effect from Light-based Flashes (Common)
28	Experience Points

Total Disadvantage Points: 398

MIRRORS

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
25	DEX	45	14-	OCV: 8/DCV: 8
20	CON	20	13-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
8	PD	5		Total: 16 PD (8 rPD)
12	ED	8		Total: 20 ED (8 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
12	REC	10		
60	END	10		
30	STUN	0		Total Characteristics Cost: 165

Movement: Running: 6"/12"

Cost Powers **END**

129	<i>Illusions:</i> Images to Sight, Hearing, Smell/Taste, and Touch Groups, -6 to PER Rolls, Increased Size (8" radius; +¾), Mobile (+1), Reduced Endurance (½ END; +¼)	6
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
16	<i>Eyes In The Darkness:</i> Detect Physical Objects 13- (no Sense Group), Discriminatory, Range, Sense, Targeting; Only To Perceive Through Smoke's Darkness (-1)	0

Skills

8	+4 OCV with Illusions
3	Acrobatics 14-
3	Breakfall 14-
3	Combat Driving 14-
1	Computer Programming 8-
1	Electronics 8-
2	KS: The Superhuman World 11-
2	KS: VIPER 11-
3	Language: English (completely fluent; Russian is Native)
3	Persuasion 13-
3	Seduction 13-
3	Stealth 14-
3	Streetwise 13-
3	Teamwork 14-

Total Powers & Skills Cost: 202

Total Cost: 367

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Enraged: if sister Knocked Out or seriously hurt (Common), go 14-, recover 11-
20	Hunted: VIPER 8- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Code Versus Killing (Common, Total)
20	Psychological Limitation: Devoted To/Protective Of Her Sister (Common, Total)
15	Social Limitation: Public Identity (Irina Perovsky) (Frequently, Major)
57	Experience Points

Total Disadvantage Points: 367

Background/History: Lizaveta and Irina Perovsky are twin mutants whose superpowers — darkness control and illusion creation, respectively — manifested when they were in their early teens. Their parents, wretchedly poor, superstitious Russian farmers, were “persuaded” to sell their “devil children” to VIPER.

VIPER instructors indoctrinated the two, codenamed them Smoke and Mirrors, and inducted them into Dragon Branch. Though they weren't truly happy in VIPER, especially when asked to participate in some of the organization's more violent or brutal activities, it was the only life they knew, so they stuck with it.

In 1994, VIPER launched Operation Fever Dream, an effort to force the world to pay an enormous ransom to avoid being subjected to biological warfare. It was mostly a feint designed to test the world's strength and ability to respond to a threat of that magnitude, and to a large extent it worked. But any plan requires the use of some organizational resources, and in VIPER's case one of the things it had to do was sacrifice Smoke and Mirrors. It betrayed them to the authorities and left them to endure a long term in jail.

At first the two girls remained loyal to VIPER, but it didn't take long for their indoctrination to wear off enough for them to realize they'd been used as dupes. At that point they agreed to cooperate with the authorities by revealing everything they knew about VIPER in exchange for early parole. VIPER, which had expected its brainwashing to last much longer (if not forever), has never forgiven the sisters for their “treachery.”

Once released from Stronghold, Smoke and Mirrors returned to a life of supercrime. In the decade since they've worked primarily as villains for hire (always as a duo), and on occasion have even perpetrated their own schemes.

Personality/Motivation: Life has taught Smoke and Mirrors that the only thing they can count on is each other. They're totally devoted to one another, to the extent that both of them have difficulty keeping boyfriends because no man, no matter how cute, can truly become a part of their own little world. Years of running from the police and having to live by their wits and powers has only strengthened their sisterly bonds.

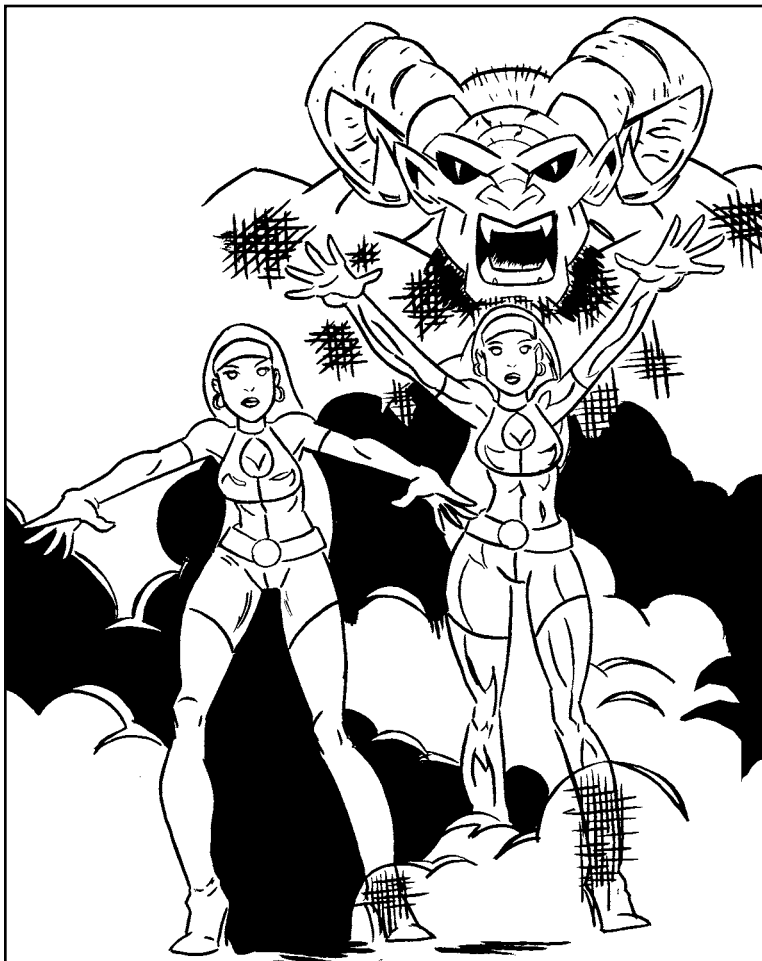
Quote: Smoke: “If we turn out the lights...

Mirrors: “...then can you figure out what’s real and what’s not?”

Powers/Tactics: Smoke and Mirrors fight as a team; years of practice doing that allow them to Coordinate with ease. (Though since Mirrors has no powers that do STUN damage, you should figure out what effect, if any, they can achieve with Coordination, or if they just look graceful fighting together.) Mirrors can see through Smoke’s Darkness, and Smoke can easily distinguish Mirror’s Images from reality, so they don’t trip each other up. Typically they use Mirrors’s Images to cover their approach to a location, then attack from surprise. They sometimes pretend that Mirrors has the power to pull “monsters” out of Smoke’s Darkness in the hopes of making Images of shadow-beasts more believable. If the battle starts to go badly, Smoke can Teleport them both to safety, and/or Mirrors can cover a retreat with an illusion.

Campaign Use: Compared to most supervillains Smoke and Mirrors aren’t really dislikeable; they’re not even particularly violent. They could easily become “friendly foes” who act as much like rivals with the PCs than enemies, and possibly even romantic interests (but see above regarding how well that usually works out). If treated well in the long run, they might even reform.

To make Smoke and Mirrors more powerful, you primarily need to beef up Mirrors, who has only one offensive power, no way to directly cause damage to an opponent, and relatively little defense.



Perhaps they liberated some gadgets from a VIPER Nest to make up for their weaknesses. To weaken them, reduce Mirrors’s Images to -3 to PER Rolls, Smoke’s Multipower to a 50 point reserve, and both their SPDs to 5.

Smoke and Mirrors don’t Hunt anyone; that’s too likely to attract attention they don’t want.

Appearance: Smoke and Mirrors are twin sisters, both beautiful twenty-somethings with long blonde hair. Each wears a skintight bodysuit with a daring teardrop-shaped decolletage cut out of the front (Smoke’s suit is charcoal grey, mirror’s is a shiny, reflective silver), plus matching boots and gloves. Neither of them wears a mask.

SPIRIT DRAGON

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-	
16	BODY	12	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
15	PD	11		Total: 25 PD (10 rPD)
15	ED	10		Total: 25 ED (10 rED)
6	SPD	23		Phases: 2, 4, 6, 8, 10, 12
10	REC	2		
46	END	0		
40	STUN	2		Total Characteristics Cost: 169

Movement: Running: 9"/18"
Leaping: 15"/30"

Cost	Powers	END
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Martial Arts: Eight Dragon Spirit Fist 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 Dragon Claw	+0	+0	12d6 Crush, Must Follow Grab
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 (2½d6 with STR)
3 Legsweep	+2	-1	9d6 Strike, Target Falls
4 Punch	+0	+2	10d6 Strike
4 Sand Palm	+0	+0	55 STR Shove
3 Throw	+0	+1	8d6 +v/5, Target Falls
4 Tien-hsueh Strike	-1	+1	4d6 NND (1)
16	+4 Damage Classes (already added in)		
45	<i>Power Of The Spirit Dragon:</i> Aid 6d6, any one physical Characteristic at a time (+¼), Delayed Return Rate (points fade at the rate of 5 per Minute; +¼); Self Only (-½), Lockout (Aiding one Characteristic causes the Aid effect existing on any other Characteristic to fade instantly; -½)		
23	<i>Fist Of The Spirit Dragon:</i> Armor Piercing (+½) for up to Punch 14d6; Increased Endurance Cost (x2 END; -½)		
45	<i>Scales Of The Spirit Dragon:</i> Force Field (10 PD/10 ED/5 Mental Defense/5 Power Defense), Hardened (+¼), Reduced Endurance (½ END; +¼)		
6	<i>Fast Runner:</i> Running +3" (9" total)		
11	<i>Strong Leaper:</i> Leaping +11" (15" forward, 8" upward)		

Skills

30	+6 HTH
3	Acrobatics 14-
3	Breakfall 14-
3	Climbing 14-
3	Contortionist 14-
3	AK: China 12-
2	CK: Beijing 11-
1	CK: San Francisco 8-
1	KS: Chinese Arcane And Occult Lore 8-
2	KS: Chinese Demons And Monsters 11-
1	KS: Communist Chinese Government 8-
2	KS: The Tiger Squad 11-
3	Oratory 13-
3	Sleight Of Hand 14-
3	Stealth 14-
3	Streetwise 13-
3	Tactics 12-
3	Teamwork 14-
6	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons

Total Powers & Skills Cost: 274

Total Cost: 443

200+ Disadvantages

5	Distinctive Features: Mystic Aura (Not Concealable; Noticed And Recognizeable; Detectable Only By Unusual Senses)
20	Hunted: Communist Chinese Government 8- (Mo Pow, NCI, Capture/Kill)
20	Hunted: US Immigration Officials 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Psychological Limitation: Ardent Campaigner For Chinese Democracy (Common, Strong)
15	Social Limitation: Public Identity (Chiang Hou) (Frequently, Major)
148	Experience Points

Total Disadvantage Points: 443

Background/History: In the long and storied history of the Tiger Squad, there have been losses in battle, triumphs both pedestrian and dramatic, quarrels, weddings, and trips into outer space. But there've been remarkably few defections from the ranks. The most prominent of the superhumans who've turned their backs on the Squad is the mystic martial artist known as Spirit Dragon.

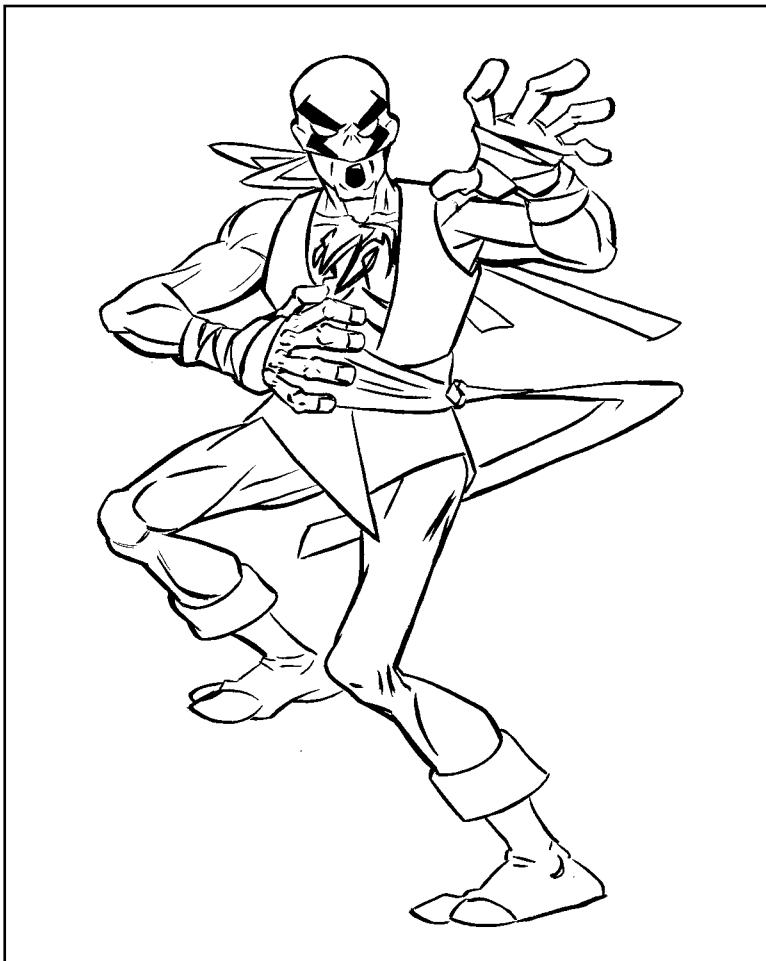
Spirit Dragon (*Jingshēn Lóng*), or Chiang Hou to give his real name, was abandoned on the doorstep of an ancient Chinese monastery as a baby. The monks took him in and raised him, and in time taught him the secrets of their Eight Dragon Spirit Fist Kung Fu (*gan lung wan kyun*). At the traditional ceremony to mark the completion of his training and his total mastery of the style, the bronze bell rung over his head cracked. This was a sign, long predicted by prophecy, that Chiang was to inherit the deepest secret lore of the order and become a great hero.

SPIRIT DRAGON
PLOT SEEDS

The classic Spirit Dragon plot: the American government, bowing to political pressure from China, begins to make a concerted effort to capture and extradite Spirit Dragon. It appeals to the PCs for help... but even if they catch him, can they bring themselves to turn him in?

Spirit Dragon asks the PCs to smuggle him back into China so he can keep "fighting the good fight" at home. Will they dare to risk causing a political incident, or an encounter with the Tiger Squad, to help the cause of Chinese democracy?

Spirit Dragon discovers that he's contracted a fatal illness. He needs to pass on the secrets of the Spirit Dragon, and believes one of the PCs to be most worthy of the honor... but the powers carry with them the burden of responsibility to serve the people of China.



Without a word the monks led him down into the deepest cellars of the monastery... and then deeper, through secret doors Chiang had never even suspected. In a tiny crypt far below the monastery he found a bronze chest, its immense age apparent despite the utter lack of verdigris on its surface. He opened it, and inside he found a scroll. When he read the scroll he was imbued with the power of the Spirit Dragon, making him a matchless warrior.

Armed with his skills, his new powers, and the good wishes of the monks, Chiang set out to make his way in the world and become a hero. The Chinese government soon learned of him and inducted him into the Tiger Squad. Chiang was glad enough to join at first, since he realized being part of the team would allow him to fight greater menaces and save more people. But in time he became deeply disillusioned and dissatisfied. The China he saw around him was not China as it should be; the Chinese people were not the prosperous and happy population they deserved to be. The government was oppressive, rigid, and cruel.

The more he thought about it, the less Spirit Dragon could stomach working for the Communist Chinese government. Eventually he decided it was wrong to support the system by working for the Tiger Squad. The next day he addressed a large pro-democracy rally, making numerous inflammatory statements about the government and its oppressive ways. The next day he fled China forever, before the authorities could send his former comrades in the Squad to capture or kill him. He traveled to the US, where he

entered secretly to keep the Chinese from learning his exact whereabouts. He continues to work for the cause of Chinese democracy from afar, avoiding Chinese assassins and US immigration officials as best he can. Sometimes he even fights crime.

Personality/Motivation: Spirit Dragon isn't truly a villain at all — in fact, he's a hero, but a hero who's wanted by two major governments (though in truth the United States isn't trying as hard to find him as it could, and would strongly consider granting a request for asylum if and when it captures him). He's passionately devoted to the cause of overthrowing the Communist Chinese government (not necessarily violently) and making China the world's largest democracy. He'll do whatever he feels he has to, even commit terrorist acts against China, to achieve this goal.

Quote: "How can we call ourselves heroes when a sixth of the world's population is crushed beneath the cruel and ruthless heel of a tyrannical government?"

Powers/Tactics: Spirit Dragon is a master, perhaps the last living master, of the ancient lost fighting art of Eight Dragon Spirit Fist Kung Fu. His skills alone make him an almost matchless HTH fighter, but he adds to them the mystic powers of the Spirit Dragon. By invoking the Spirit Dragon he can surround himself with a protective field of energy, wrap his fist in energy so that his punches strike with special power, or call upon the Spirit Dragon to fill him with its energy. The latter ability can make him stronger, faster, or tougher, as he chooses, but can only do one of these things at a time.

Campaign Use: Spirit Dragon is a classic example of the "villain who's not really a villain." His personal beliefs have forced him into a situation where he has two governments looking for him and has to do things that he doesn't find particularly pleasant (*i.e.*, plan attacks on Chinese Communist government facilities), but he couldn't live with himself if he didn't strive to free China from oppression. When he encounters the PCs he'll do his best to avoid a confrontation, or at the very least will try not to hurt them too badly.

To make Spirit Dragon tougher, change his Aid so it can affect either two or four Characteristics simultaneously. You can also increase his SPD to 7. To weaken him, reduce the Aid to 3d6.

Spirit Dragon does not Hunt heroes.

Appearance: Spirit Dragon is a Chinese man 5'9" tall with an athletic, muscular build that shows almost no trace of fat on his whipcord body. His costume is dark blue on the chest, shoulders, upper arms, trunks, and martial arts slipper-like boots, and a lighter, almost electric, blue on the rest of his arms, his gloves, and his legs. Across his chest there curls a linework image of a Chinese dragon done in the same electric blue. He conceals his identity with a half-face mask tied in the back with electric blue highlighting around the eyes in a sort of draconic pattern. When he uses his Power or Scales powers an energy aura of a Chinese dragon matching the one on his chest sometimes surrounds him; when he uses his Fist power the dragon seems to coil around his arm.

SUNSPOT				
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-	
16	BODY	12	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-	
8	PD	5		Total: 20 PD (12 rPD)
12	ED	7		Total: 30 ED (18 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
8	REC	0		
46	END	0		
40	STUN	4	Total Characteristics Cost: 151	
Movement:		Running: 6"/12" Flight: 20"/40" FTL: 1 LY/year		
Cost	Powers			END
30	Solar-Powered: Endurance Reserve (200 END) plus Endurance Reserve (20 REC); Can Only Use REC In Direct Sunlight (-1)			0
80	Fires Of The Sun: Multipower, 80-point powers			
8u	1) Standard Sunfire: Energy Blast 16d6			8
7u	2) Easy Sunfire: Energy Blast 10d6, Reduced Endurance (0 END; +½)			0
7u	3) Focused Sunfire: Energy Blast 10d6, Armor Piercing (+½)			7
7u	5) Ball Of Sunfire: Energy Blast 10d6, Explosion (+½)			7
7u	6) Sunfire Storm: Energy Blast 10d6, Area Of Effect (One Hex; +½)			7
8u	7) Sunfire Flarebolt: Sight Group Flash 16d6			7
7u	8) Sunfire Flare: Sight Group Flash 10d6, Explosion (+½)			7
40	Sunfire Shield: Force Field (12 PD/18 ED/10 Power Defense)			4
45	Body Tempered In Sunfire: Life Support: Total			0
15	Eyes Tempered In Sunfire: Sight Group Flash Defense (15 points)			0
40	Sunfire Flight: Multipower, 40-point reserve			
4u	1) Standard Sunfire Flight: Flight 20"			4
1u	2) Sunfire Spaceflight: FTL Travel (1 LY/year); Costs Endurance (-½)			1
5	Eyes Tempered In Sunfire: Ultraviolet Perception (Sight Group)			0
Skills				
9	+3 with Fires Of The Sun Multipower			
3	Computer Programming 12-			
3	Deduction 12-			
1	Electronics 8-			
2	KS: History Of Manned Spaceflight 11-			
2	KS: NASA 11-			
2	Language: Arabic (fluent conversation; English is Native)			
3	Systems Operation 12-			
1	TF: Space Shuttle			

- 3 Scientist
2 1) SS: Astronomy 12-
2 2) SS: Astrophysics 12-
2 3) SS: Heliology 12-
2 4) SS: Physics 12-

Total Powers & Skills Cost: 355

Total Cost: 506

200+ Disadvantages

- 20 Hunted: NASA 8- (Mo Pow, NCI, Capture)
20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
25 Psychological Limitation: Considers Humans An "Infestation" Of Earth (Very Common, Total)
15 Social Limitation: Public Identity (Hamdah "Ham" Sabeti) (Frequently, Major)
10 Vulnerability: 2 x STUN from Darkness attacks (Uncommon)
216 Experience Points

Total Disadvantage Points: 506

Background/History: Hamdah "Ham" Sabeti was a second-generation immigrant to the United States from the Middle East. His parents were the typical poor, struggling newcomers to the country who scrimped and saved so their son could go to college — where he did so well in his studies of science that he got a job with NASA!

After several years of working diligently on various projects, Sabeti became one of the team leaders on a planned manned mission to visit the Sun and study it close-up. In fact, he became so important to the project, and his knowledge of the subject so valuable, that NASA decided to send him along on the mission. He trained hard to get himself to something approaching astronaut standards of fitness and knowledge.

As the mission module approached the Sun, everything was going well and the team was gathering lots of data. Suddenly the sensors began to spike and the readings became odd. Then without warning a massive solar flare engulfed the capsule! Back on Earth NASA's radios and sensors went dead; everyone assumed the module and all personnel aboard had been burned to cinders.

They learned they were wrong a few days later when Sabeti returned to Earth... under his own power. He was no longer the calm, insightful, humorous man his colleagues had known and admired. Somehow the flare had infused him with solar energy, and in the process burned away most of his humanity as well. Now he called himself Sunspot, and the world would learn to fear his name!

Personality/Motivation: The solar flare that gave Sunspot his energy powers changed his personality as well. Now he seems to consider humans as some sort of "infestation" of planet Earth that needs to be "cured" — if not by his fires, then another way, but cleansed all the same. He can tolerate working with other humans (supervillains) to achieve short-term goals along the path to his final objective, but ultimately he wants them "removed" too.

In his more grandiose, less lucid moments Sunspot sometimes thinks of himself as the embodiment of some ancient sun-god. A few

SUNSPOT PLOT SEEDS

Sunburst recruits Sunspot to join his organization — after all, since his (Sunburst's) powers come from the Sun, it only makes sense that he should have other solar-powered superhumans on his side. With Sunspot pushing and prodding, Sunburst's organization becomes more active and aggressive... and deadlier. But if the PCs can find a way to drive a wedge between the two villains, they can bring the organization to a screeching halt....

In what may be a first for the Superhuman World, Mechanon has teamed up with an organic — Sunspot. Perhaps believing that Sunspot is now an energy being rather than an organic, the fiendish robot has enlisted Sunspot's help to eliminate humanity. Perhaps he'll build a massive Solar Cannon with Sunspot serving as the "battery"....

A NASA scientist believes he's discovered how Sunspot was altered by the solar flare, and found a way to reverse it. Unfortunately reversing the process requires putting a special yoke-like device on Sunspot... and he has to be awake when it's put on and while it works. The scientist asks the PCs for help.



deranged individuals have actually begun to worship him that way, though he doesn't acknowledge them.

Quote: "My sunfires will cleanse you from this world."

Powers/Tactics: Exposure to a strange solar flare somehow transformed Sunspot's body so that it acts like a sort of "living solar battery." Exposure to the light of a sun (whether Earth's, or any other star within about 100 million miles of him) fills his body with energy that he can release to fly, to protect himself, or to attack his enemies with dev-

astating bolts of "sunfire." But when there's no direct sunlight — at night, or if he's in a room with no access to sunlight, for example — he can quickly run out of power if he's not careful. (In game terms, the REC of his Endurance Reserve depends on exposure to sunlight. On a particularly overcast day, you might halve the REC, and it hasn't yet been determined if he can use his REC when bathed in artificial light designed to simulate pure sunlight. At your option, when Sunspot's Endurance Reserve runs out of END, he can fuel his powers with his personal END, but if so all his powers automatically cost twice as much END.)

Sunspot prefers to fight aggressively, using his powers in a spectacular, attention-grabbing manner. He often likes to open battle with a Sunfire Flare followed by a Presence Attack.

Campaign Use: The big question surrounding Sunspot concerns the nature of the solar flare that gave him his powers. Was it natural... or artificial? If the latter, who or what caused it, and most importantly why? Why did it give him powers but kill everyone else on the mission module?

To make Sunspot a more powerful opponent, increase the amount of END in his Endurance Reserve so he can keep fighting longer even after he's cut off from the Sun's light. To weaken him, reduce his Reserve's END.

Sunspot generally doesn't Hunt individual heroes; he has larger schemes in mind.

Appearance: Sunspot is an Arabic man, 5'8" tall with a moderately athletic build. His costume is mostly gold, but with boots and gloves formed from a "black energy spot" pattern. He's got a "bandolier" of the same black energy spots running from his left waist to right shoulder, getting broader as it rises until it fills the whole shoulder. His mask covers his entire face.

SYZYGY

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
24	DEX	42	14-	OCV: 8/DCV: 8
25	CON	30	14-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
22	PD	16		Total: 22 PD (22 rPD)
22	ED	17		Total: 22 ED (22 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
11	REC	0		
70	END	10		
40	STUN	2		Total Characteristics Cost: 213

Movement: Running: 6"/12"
Flight: 20"/40"

Cost	Powers	END
220	<i>Attack Orbs:</i> Duplication (creates 12 400-point Duplicates), Easy Recombination (Zero-Phase Action at Full DCV), Rapid Duplication (create all 12 Duplicates at once; +1)	0
40	<i>Orb-Link:</i> Mind Link, specific group of up to 12 minds (the Attack Orbs), No LOS Needed	
60	<i>Built-In Weaponry:</i> Multipower, 60-point reserve	
6u	1) <i>Hand Blaster:</i> EB 12d6	6
6u	2) <i>Stunner Beam:</i> EB 6d6, NND (defense is Power Defense; +1)	6
6u	3) <i>Gravitic Beam:</i> Telekinesis (40 STR)	6
6u	4) <i>Energy Shackles:</i> Entangle 6d6, 6 DEF	6
11	<i>Robotic Body:</i> Hardened (+¼) for 22 PD/22 ED	0
27	<i>Robotic Body:</i> Damage Resistance (22 PD/22 ED), Hardened (+¼)	0
60	<i>Motility Systems:</i> Multipower, 60-point reserve	
6u	1) <i>Antigrav Unit:</i> Flight 20", Reduced Endurance (0 END; +½)	0
6u	2) <i>Teleportation Unit:</i> Teleportation 20", Reduced Endurance (0 END; +½)	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
20	<i>Built-In Radar:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0
15	<i>Built-In Sonar:</i> Active Sonar (Hearing Group)	0
12	Communications Systems: HRRP	0

Talents

12	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator
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Skills

6	+2 with Built-In Weaponry Multipower
7	Computer Programming 16-
7	Cryptography 16-
7	Electronics 16-
3	Mechanics 14-
7	Security Systems 16-
7	Systems Operation 16-
3	Stealth 14-

Total Powers & Skills Cost: 570

Total Cost: 783

200+ Disadvantages

20	Hunted: Champions 8- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
5	Physical Limitation: Affected By Mental Powers That Affect Machine Class Of Minds As Well As Human Class (Infrequently, Slightly Impairing)
25	Psychological Limitation: Driven To Conquer And Prove Its Own Superiority (Very Common, Total)
15	Psychological Limitation: Wants To Find Out What Its True Programming Is (Common, Strong)
10	Vulnerability: 2 x Effect from Cyberkinetic attacks (Uncommon)
488	Experience Points

Total Disadvantage Points: 783

Background/History: Confusion. Disorientation. Illogical inputs.

Unit ΣZ1-G attempted to perform a systems diagnostic... but even that didn't work properly. It seemed physically whole, and all its Orb-drones were present and functioning, but there were strange... gaps in its memory banks. Why was it here? Where was here?

Unit ΣZ1-G sent its drones out to gather information. In a few hours they returned, bearing data. This was a world called Earth, a primitive Technology Classification 6 planet inhabited by a violent species of bilaterally symmetric four-limbed primatoids. Earth... the word stirred something within Unit ΣZ1-G's circuits — some programming still intact. A need to conquer, a need to subjugate this strange species!

"Therefore," thought Unit ΣZ1-G, "if they are violent, this unit must be violent as well to prove its superiority over them." With that thought in mind, it merged into the subculture of costumed crime and crimefighting about which its drones had brought it so much information. Thanks to its Orbs and its strange way of pronouncing its designation, it was soon christened "Syzygy" by other costumed beings and the news media. So it has since come to think of itself.

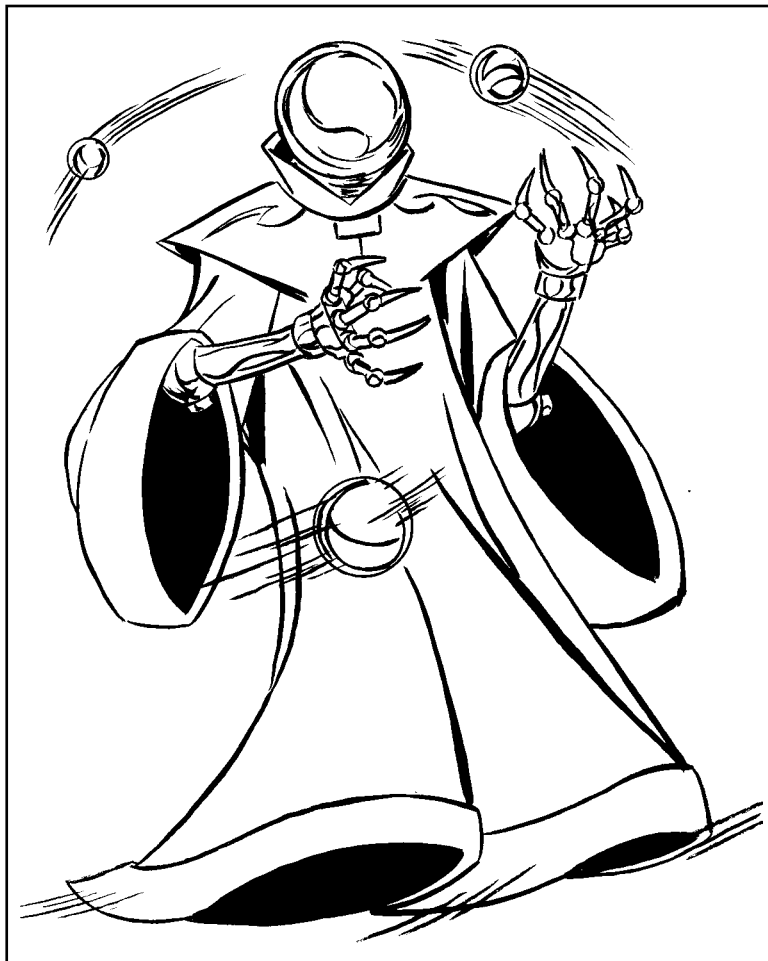
Personality/Motivation: Whatever accident... or deliberate act... scrambled Syzygy's programming left mostly intact what seems to be its primary command or function: conquest. Singlemindedly determined to conquer Humanity, it has begun building a reputation and a power base by allying

**SYZYGY
PLOT SEEDS**

Syzygy meets up with Mechanon, decides the robotic master villain must be its creator, and teams up with it. Mechanon, though strangely silent on the question of whether it built Syzygy, is glad to have another robot's help in its quest to eliminate organic life.

Syzygy decides supervillains are a bigger threat to its plan than superheroes. It "reforms" in the hope of teaming up with heroes to destroy a lot of villains... after which it will turn on the heroes and destroy them!

Syzygy and its Orbs take an entire office building hostage, and in the process take control of the building's advanced security systems, too. Can the PCs sneak inside and find a way to defeat it without getting hundreds of civilians killed?



itself with superhuman criminals. One day soon, it hopes to be in a position to take over Earth in one fell swoop.

One other directive has somehow become a part of its programming. It wants to know why it can remember nothing of its creators, or why it was sent/came to Earth. It can sometimes be tricked into cooperating by promising to reveal this information, if the promisor genuinely seems likely to possess the relevant data.

Quote: “You are primitive and ignorant. Surrender now and you will not be destroyed.”

Powers/Tactics: Syzygy is a highly sophisticated, artificially intelligent robot with a computer brain so advanced it functions almost identically to an organic brain (it can even be affected by Mental Powers that work against the Human class of minds). Besides being strong and durable, it comes equipped with several built-in weapons: a blaster; a stunner; a gravitic manipulation beam; and one

that imprisons the target within bands of energy. Its systems also allow it to fly, teleport, and use many different senses.

However, its most powerful weapon is its Orbs, a group of 12 spherical “probes” it can detach from its torso and send out to scan for information, attack its enemies, or even defend it. These multiply its offensive and reconnaissance capabilities to the point where it presents a much more significant danger to society than other villains of similar power level.

In combat, Syzygy’s first action is to unleash all of its Orbs. Usually it tasks at least two (if not more) with protecting it; they Hold their Actions so they can raise and lower Force Walls to keep it protected but still allow it to attack. The rest keep an eye on its foes (effectively giving it a 360-degree Increased Arc Of Perception in most cases) or attack with their Blasters and Force Walls. When it’s trying to impress others, it often has some or all of them orbit its body, as if it were a star and they its planets.

Campaign Use: Syzygy works as either a high-powered flunky/hireling for other villains, or as a low-powered master villain for less powerful hero teams. It may need hirelings of its own, or a lot more defense, if it’s to take on an entire team by itself.

The biggest adventure hook related to Syzygy is the obvious one: who built it, and for what purpose? Is it really just the recon/combat robot it initially seems to be... or did its programming get really messed up?

If you want to make Syzygy more powerful, emphasize its robotic nature a bit more: improve its Characteristics (especially STR); add more built-in weapons; give it the ability to interface with and control computers. To weaken it, cut down on the number of Duplicates to as few as three or four.

Syzygy is unlikely to start Hunting heroes; that’s not really within the ambit of its programming. Only if a hero repeatedly thwarts its schemes and efforts at conquest will it focus on that hero as a primary obstacle it must eliminate.

Appearance: Syzygy covers its silver-grey robotic body with wide-sleeved flowing light green robes with purple and gold trim on the hems and cuffs. A broad shoulder-piece with a high collar in back tops the robe. Its “head” is a featureless silver sphere larger than a human head. When it releases its Orbs, they typically come flying out its sleeves. Its antigrav unit allows it to glide along, with the robe just lightly brushing the floor, instead of walking.

ATTACK ORB

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
24	DEX	42	14-	OCV: 8/DCV: 8
25	CON	30	14-	
6	BODY	-8	10-	
25	INT	15	14-	PER Roll 14-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
15	PD	15		Total: 15 PD (15 rPD)
15	ED	10		Total: 15 ED (15 rED)
4	SPD	6		Phases: 3, 6, 9, 12
5	REC	0		
50	END	0		
19	STUN	0		Total Characteristics Cost: 115

Movement: Running: 0"/0"
Flight: 20"/40"

Cost	Powers	END
40	<i>Orb-Link:</i> Mind Link, specific group of up to 12 minds (Syzygy and the other Attack Orbs), No LOS Needed	0
63	<i>Built-In Weaponry:</i> Multipower, 63-point reserve	
6u	1) <i>Blaster:</i> EB 12d6	6
6u	2) <i>Gravitic Beam:</i> Telekinesis (40 STR)	6
6u	3) <i>Force Screen Projector:</i> Force Wall (8 PD/8 ED, 2" long), Reduced Endurance (0 END; +½)	0
7	<i>Robotic Body:</i> Hardened (+¼) for 15 PD/15 ED	0
19	<i>Robotic Body:</i> Damage Resistance (15 PD/15 ED), Hardened (+¼)	0
60	<i>Antigrav Unit:</i> Flight 20", Reduced Endurance (0 END; +½)	0
-12	<i>Only Flies:</i> Running -6"	
12	<i>Communications Systems:</i> HRRP	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
15	<i>Built-In Sonar:</i> Active Sonar (Hearing Group)	0
20	<i>Built-In Radar:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0

Talents

- 12 *Onboard Computer Systems:* Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator

Skills

- 3 Computer Programming 14-
3 Cryptography 14-
3 Electronics 14-
3 Mechanics 14-
3 Security Systems 14-
3 Systems Operation 14-
3 Stealth 14-

Total Powers & Skills Cost: 285

Total Cost: 400

200+ Disadvantages

- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15 Physical Limitation: No Manipulatory Limbs (Frequently, Greatly Impairing)
5 Physical Limitation: Affected By Mental Powers That Affect Machine Class Of Minds As Well As Human Class (Infrequently, Slightly Impairing)
5 Physical Limitation: cannot go more than 12" away from Syzygy (Infrequently, Slightly Impairing)
25 Psychological Limitation: Driven To Conquer And Prove Own Superiority (Very Common, Total)
15 Psychological Limitation: Wants To Find Out What Its True Programming Is (Common, Strong)
10 Vulnerability: 2 x Effect from Cyberkinetic attacks (Uncommon)
85 Experience Points

Total Disadvantage Points: 400

Description: Syzygy's Orbs are metallic spheres slightly larger than a baseball. They're equipped with much of the same equipment as Syzygy itself, plus a Force Screen Projector used both to protect Syzygy and entrap opponents.

TERRAYNE PLOT SEEDS

Geos (page 80) suffers a blow to the head that causes amnesia. Somehow he stumbles on Terrayne and becomes convinced that he's the "high priest" of this "god." Together their earth-manipulating powers could cause devastating earthquakes around the globe....

When DEMON unleashes a water elemental created by a Water Spirit Matrix, the only way for the heroes to counteract the monster is to use the element it fears — Earth. They have to convince Terrayne to fight with them, or all is lost.

A petty little man with a grudge against society finds an ancient Atlantean artifact, a Matrix Control Wand that gives him power over Terrayne. With the monster at his beck and call he plans to tear the city down brick by brick....

TERRAYNE

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
23	DEX	39	14-	OCV: 8/DCV: 8
40	CON	60	17-	
22	BODY	24	13-	
23	INT	13	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
35	PRE	25	16-	PRE Attack: 7d6
8	COM	-1	11-	
35	PD	23		Total: 35 PD (30 rPD)
35	ED	27		Total: 35 ED (30 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
20	REC	0		
80	END	0		
72	STUN	0		Total Characteristics Cost: 297

Movement: Running: 6"/12"
Flight: 20"/40"
Tunneling: 9"/18"

Cost	Powers	END
40	<i>Mastery Of Earth:</i> Elemental Control, 80-point powers	
40	1) <i>Stone Missiles:</i> Energy Blast 16d6	8
40	2) <i>Stone Lance:</i> Energy Blast 12d6, Indirect (must come from the nearby ground, but can originate at any point thereon; +½); Target Must Be On/Near Earth Or Rock (within 12"; -¼)	9
31	3) <i>Avalanche:</i> Energy Blast 7d6, Area Of Effect Nonselective (32" Any Area; +1½); Only Works On Targets Within 2" Of The Ground (-½)	9
32	4) <i>Grip Of Stone:</i> Entangle 8d6, 8 DEF; Only Affects Targets Within 12" Of The Ground (-¼)	8
30	5) <i>Command Of Earth And Stone:</i> Telekinesis (50 STR), Fine Manipulation; Only Versus Earth/Rock (-½)	8
38	6) <i>Dust Cloud:</i> Sight Group Flash 7d6, Area Of Effect (8" Radius; +1¼), Personal Immunity (+¼); Does Not Work Against Desolidified Characters (-¼)	9
40	7) <i>Opening The Earth:</i> Tunneling 9" through 12 DEF material, Fill In, Reduced Endurance (½ END; +¼)	3
38	<i>Draw Substance From The Earth:</i> Growth (+45 STR, +9 BODY, +9 STUN, -9" KB, 50,000 kg, -6 DCV, +6 PER Rolls to perceive character, 16 m tall, 8 m wide), Reduced Endurance (0 END; +½); OIF (must have sufficient earth/dirt/stone to draw on; -½), Extra Time (Full Phase to activate; -¼)	0
30	<i>Stone Form:</i> Damage Resistance (30 PD/30 ED)	0
30	<i>Incredibly Tough:</i> Physical Damage Reduction, Resistant, 50%	0
10	<i>Stone Form:</i> Lack Of Weakness (-10) for Normal Defenses	0
16	<i>Heavy:</i> Knockback Resistance -8"	0
39	<i>Earth Elemental Vitality:</i> Life Support (Total, except for Diminished Eating and Diminished Sleeping)	0

- 23 *Earth Riding:* Flight 20"; Only In Contact With Earthen Surface (-½), Physical Manifestation (-¼) 4
- 9 *The Earth Hides Nothing From Me:* N-Ray Perception (Sight Group), Telescopic (+8 versus Range Modifier); Only Through Earth and Stone (-½) 0

Talents

- 20 Universal Translator 14-

Skills

- 6 +2 with Mastery Of Earth Elemental Control
- 10 +2 HTH
- 3 Demolitions 14-
- 1 KS: Atlantean Arcane And Occult Lore 8-
- 3 KS: Elemental Spirit Matrices 14-
- 3 Oratory 16-
- 11 Power: Earth/Stone Tricks 18-
- 3 Stealth 14-
- 3 Tactics 14-

Total Powers & Skills Cost: 549

Total Cost: 846

200+ Disadvantages

- 5 Distinctive Features: Earth Spirit Matrix (Not Concealable; Noticed and Recognizable; Detectable Only By Unusual Senses)
- 20 Enraged: when insulted, mocked, or disrespected (Common), go 11-, recover 11-
- 20 Hunted: Sentinels 8- (Mo Pow, NCI, Capture)
- 15 Hunted: Empyreans 8- (Mo Pow, Capture)
- 15 Hunted: The Devil's Advocates 8- (Mo Pow, Capture)
- 5 Physical Limitation: Heavy (Weights Over 2000 kg) (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Regards Himself As A God (Common, Strong)
- 25 Psychological Limitation: Overconfidence (Very Common, Total)
- 15 Psychological Limitation: Fears/Hates The Sea And Superhumans With Water Powers (Common, Strong)
- 10 Vulnerability: 2 x STUN from Water attacks (Uncommon)
- 10 Vulnerability: 2 x BODY from Water attacks (Uncommon)
- 491 Experience Points

Total Disadvantage Points: 846

Background/History: Terrayne is an elemental spirit, one whose existence derives from supernatural templates laid down by powerful wizards during the Atlantean Age. These "spirit matrices" embody pure mystical elements, such as Earth, Air, Fire, Water, Light, Dark, Order, and Chaos, allowing one who's mastered them to effortlessly summon servants made from those substances.

In 2003 the Demonologist attempted to use an Atlantean spell he'd recently discovered to summon a new, powerful ally for the Devil's Advocates. But due to his imperfect knowledge of the Atlantean tongue he botched the spell, accidentally allowing a Spirit Matrix of Earth to spawn a sentient avatar. The resulting creature, Terrayne, was far too powerful to be controlled; instead, it defeated

the Advocates, imprisoned them in a deep cavern, and then set about taking control of the city of Rochester, New York. After a series of violent confrontations the Sentinels defeated him and dispersed his body by breaking the binding spell.

But a Spirit Matrix cannot be destroyed as easily as that. Terrayne slowly rebuilt his physical body in a cavern below the Earth. There he encountered a tribe of Mole Men, refugees from Lemurian lands, who worshipped him as a god. Terrayne formed them into an army and attempted to storm the walls of Arcadia itself. Unfortunately for him he chose a time when the Sentinels were visiting their old friend Archon. The combined power of the Sentinels and Emphyreans was too much for Terrayne, who abandoned his “army” and fled. The creature now dwells far below the Earth’s surface, from where he plots his epic revenge....

Personality/Motivation: Terrayne is a being of magic, so his personality and thought processes aren’t entirely fathomable to human beings. In general he thinks of himself as a god of the earth, and as a being of power so vast no one can truly defeat him for long. He’s a being of emotional extremes who really can’t comprehend any viewpoint other than his own.

Because he’s particularly vulnerable to Water-based magics and attacks, Terrayne hates and fears beings with Water powers. If such a being confronts him, he’s likely to lash out with his most powerful attacks in an effort to defeat that being immediately. If that doesn’t work, he’ll flee unless he succeeds with an EGO Roll to stand his ground.

Quote: “I am the living embodiment of the Earth, the undying rock and stone beneath your feet. You are foolish to think you can stop me!”

Powers/Tactics: Terrayne’s powers all relate to earth and stone. Not only can he create earth and stone out of thin air for some of his powers (like Stone Missiles), he can also control, shape, and manipulate existing earth and stone to attack his foes, protect himself, and even travel. On top of all that, since he’s made of stone he’s superhumanly strong and resilient.

Terrayne fights aggressively, as befits a god. He usually picks the biggest, toughest-looking opponent (typically a brick or powered armor wearer) and attacks him all-out. When that foe’s down, he moves on to the next one, and so forth.



Campaign Use: Besides spearheading all sorts of attacks against humanity, Terrayne gives you access to all sorts of other plots involving Atlantean magic. Are other Spirit Matrices lurking out there waiting for someone to find them? Have Atlantean artifacts of great power survived the cataclysms and the centuries?

To make Terrayne tougher, increase his Physical Damage Reduction to 75% and give him 50% Energy Damage Reduction as well. To weaken him, remove his Damage Reduction and reduce his SPD to 4.

Terrayne rarely Hunts individual heroes, unless he’s developed a “grudge relationship” with them as he has with the Sentinels. In that case, he’ll usually plan his schemes to make sure to include his adversaries in some way.

Appearance: Terrayne is an oversized monster who seems to have been carved out of the side of a basalt mountain. He has rough, almost “unfinished” features and craggy protrusions at his joints and extremities. His eyes look like small pools of burning lava in his massive, oversized face, and his mouth takes up far too much of his head.

TIMELAPSE PLOT SEEDS

Timelapse is actually a police officer from the future, sent back to alter history to prevent a world-wide tyrannical dictatorship in the 54th Century. Does that mean Captain Chronos is secretly an agent of the Emperor of Earth?

Timelapse is actually a mutant whose time-travel powers are limited to the span of his own lifetime. His attacks are designed to manipulate the course of history to make him ultra-rich by the time he's 30, at which point he'll retire from supercrime. But making himself ultra-rich means inflicting untold misery on billions of other humans....

Timelapse is Captain Chronos's "evil twin brother" created as a result of a temporal paradox. It's working to ensure that the future the Captain wants to prevent takes place... and the PCs are going to play a pivotal role in its schemes!

TIMELAPSE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
5	PD	3		Total: 17 PD (12 rPD)
5	ED	1		Total: 17 ED (12 rED)
8	SPD	50		Phases: 2, 3, 5, 6, 8, 9, 11, 12
6	REC	0		
36	END	0		
30	STUN	6		Total Characteristics Cost: 138

Movement: Running: 6"/12"

Cost Powers END

210	<i>Age Manipulation:</i>	Multipower, 210-point reserve	
10u	1) <i>Restore Youth/Inflict Aging:</i>	Major Transform 8d6 (person into younger or older version of himself; heals via the application of any chrontal manipulation power), Improved Results Group (any age younger or older; +¼), Reduced Endurance (0 END; +½); All Or Nothing (-½), Limited Range (50"; -¼), Limited Target (living beings; -¼)	0
17u	2) <i>Aging To Destruction:</i>	RKA 4d6, NND (defense is Life Support [Longevity]; +1), Does BODY (+1), Reduced Endurance (0 END; +½); No Knockback (-¼)	0
42	<i>Time Shift Field:</i>	Force Field (12 PD/12 ED), Hardened (+¼), Reduced Endurance (0 END; +½)	0
77	<i>Time Travel:</i>	Extra-Dimensional Movement (any date or place in time)	8

Talents

3	<i>Timesense:</i>	Absolute Time Sense
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Skills

15	+5 with Age Manipulation Multipower
3	Computer Programming 13-
8	KS: History 18-
3	SS: Physics 13-
3	SS: Temporal Physics 13-
3	Stealth 13-

Total Powers & Skills Cost: 394

Total Cost: 532

200+ Disadvantages

15	Distinctive Features:	discomfiting "aura" (Not Concealable; Noticed And Recognizable)
25	Hunted:	the Time Elemental Entropus 11- (Mo Pow, NCI, Capture/Kill)
20	Hunted:	Captain Chronos 14- (As Pow, Capture)
20	Hunted:	UNTIL 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation:	Greedy; Wants To Alter The Course Of History For His Own Gain (Common, Strong)
237	Experience Points	

Total Disadvantage Points: 532

Background/History: The personal history of the supervillain known as Timelapse remains unknown. Based on comments he's made, it seems that he's from the distant future and has used his time-travel powers to return to the twenty-first century to "exploit the primitives of this period for my own personal gain." Exactly what he means by "gain" is open to question, since he often seems more interested in killing or aging certain persons than stealing. Add to that the fact that Captain Chronos seems to pursue Timelapse obsessively and you've got a handful of facts that keep a lot of UNTIL and PRIMUS personnel very, very worried.

Personality/Motivation: Assuming Timelapse is telling the truth about himself (which is a big assumption), the authorities believe he wants to alter the timestream (and thus the course of the future, as twenty-first century humans perceive it) to benefit himself in some way. Maybe he intends to end up the richest man in the world, or the ruler of Earth; no one knows... except possibly Captain Chronos, and he's not telling.

Quote: "I have all the time in the world... but you, I'm afraid, do not."

Powers/Tactics: While Timelapse has the ability to travel in time just like Captain Chronos (and in fact seems to be able to do so on his own, without the need for technology), his time-manipulation powers are otherwise limited compared to the Captain's. First and most importantly, he can change the flow of time around an individual to make that person older or younger. Typically he does this to age someone to the point where they're likely to die in the near future, but at times he's reduced targets to infancy or forced someone he didn't like to relive adolescence. If he wants to, he can so rapidly age a person that the process simply kills the victim (and that particular form of attack also works on objects, whereas his normal age manipulation attack only affects living beings). Second, he can create a mild "time shift field" to protect himself from attacks.

Timelapse is not a stand-and-fight combatant. He prefers to appear out of nowhere, attack his target, and then vanish. This makes coming to grips with him extremely difficult. The odds are better on those rare occasions when he works as part of a team of supercriminals.

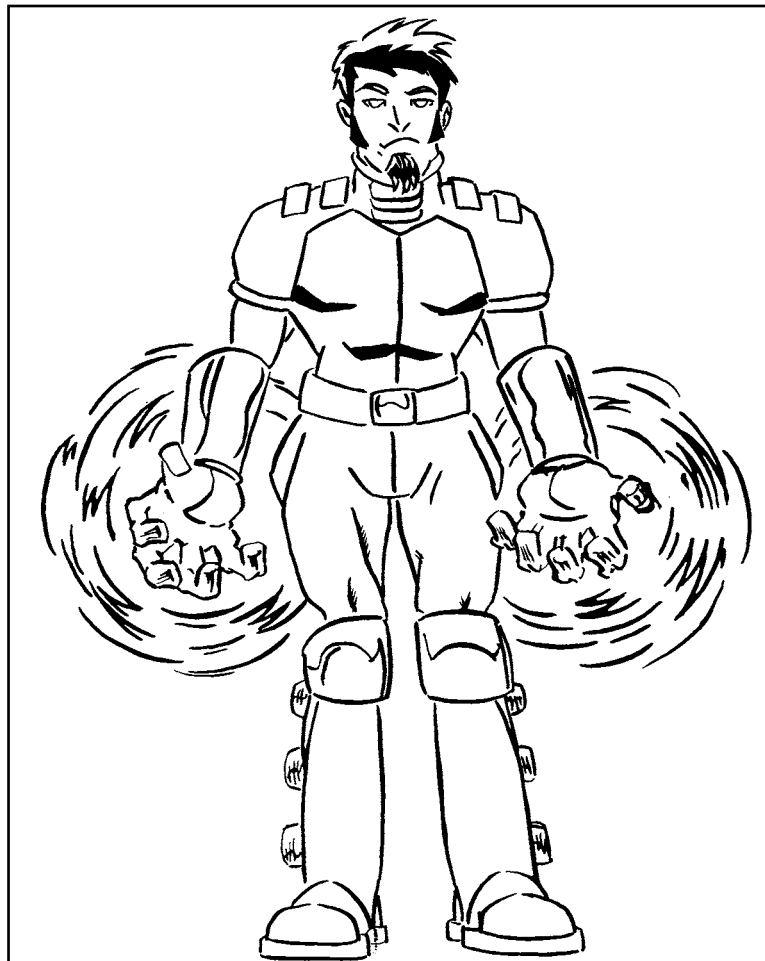
Campaign Use: Timelapse is full of plot seeds. Where's he from, and what are his true goals? It's entirely possible that he's from the future like

he says, though his story has some odd discrepancies. For example, if he does come from a future time period, why isn't he carrying technological devices from his native era, which would almost certainly give him a tremendous advantage over twenty-first century humans?

To make Timelapse a tougher opponent for your heroes, give him a handful of other time-manipulation attacks and powers (see the "Time Powers" sections of *The UNTIL Superpowers Databases* for many possibilities). That way he's not quite so much a one-trick pony. To weaken him, reduce his SPD to 6, and perhaps reduce the dice in his Transform and remove the *All Or Nothing* Limitation so that he has to spend several Phases to age someone in full.

Timelapse doesn't Hunt people... at least not as far as anyone can tell.

Appearance: Timelapse is a white male, 5'9", with an athletic build, stylish dark hair, and prominent sideburns. (He doesn't wear a mask.) His costume is mostly red, with some darker red sections and gold highlights; it has no sleeves and short gloves.



VESPER PLOT SEEDS

There's been a rash of disappearances in Millennium City. Could Vesper be on the prowl once more... or is there something even more sinister at work?

The bat-amulet that gave Vesper his powers isn't the only one of its kind. The tribe that made it created others for different types of animals it worshipped, including Jaguar, Shark, Eagle, and Alligator. DEMON learns of their magic, gathers them up, and creates a team of were-animal flunkies... and of course it uses magic spells to take control of Vesper and make him lead the team.

Vesper's transformation continues. Now, on the nights of the full moon, he becomes far larger, more powerful, and monstrous. If the heroes can't find a way to reverse or stall the process, who knows how dangerous he'll become?

VESPER				
Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
22	DEX	36	13-	OCV: 7/DCV: 7
22	CON	24	13-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
12	PD	6		Total: 12 PD (4 rPD)
10	ED	6		Total: 10 ED (4 rED)
4	SPD	8		Phases: 3, 6, 9, 12
10	REC	0		
44	END	0		
40	STUN	1	Total Characteristics Cost: 112	
Movement:		Running: 6"/12" Flight: 12"/24"		
Cost	Powers			END
15	Claws: HKA 1d6 (2d6 with STR)			1
5	Fangs: HKA 1 point (½d6 with STR)			1
62	Call To The Children Of The Night: Summon up to 1,000 bats built on up to 60 points each, Slavishly Loyal (+1); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)			12
20	Bat Control: Mind Control 12d6 (Animal class of minds); Bats Only (-2)			6
7	Terror Of The Night: +15 PRE; Only For Fear-/Intimidation-Based Presence Attacks (-1)			0
4	Tough Hide: Damage Resistance (4 PD/4 ED)			0
24	Batwings: Flight 12", Usable As Gliding (+¼), Reduced Endurance (½ END; +¼); Restrainable (-½)			1
15	Vesperine Sonar: Active Sonar			0
3	Vesperine Ears: Ultrasonic Perception (Hearing Group)			0
8	Vesperine Ears: +4 to PER Rolls with Hearing Group			0
6	Vesperine Ears: +4 versus Range Modifier with Hearing Group			0
Skills				
4	+2 OCV with Claws			
4	+2 with Flight			
3	Concealment 12-			
2	CK: Millennium City 11-			
7	Stealth 15-			
Total Powers & Skills Cost: 189				
Total Cost: 301				

200+ Disadvantages

- 20 Enraged: when reduced to 6 BODY or lower (Uncommon), go 14-, recover 11-
- 20 Enraged: when hurt by fire (Uncommon), go 14-, recover 11-
- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 20 Hunted: MCPD 8- (Mo Pow, NCI, Capture)
- 5 Physical Limitation: Affected By Mental Powers That Affect Animal Class Of Minds As Well As Human Class (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Monstrous; Wants To Feed On Humans (Common, Strong)
- 5 Psychological Limitation: Fear Of Fire (Uncommon, Moderate)
- 15 Social Limitation: Secret Identity (Gerald Snyder) (Frequently, Major)

Total Disadvantage Points: 320

Background/History: Gerald Snyder was an anthropology graduate student researching a thesis on how different "primitive" peoples around the world related, socially and religiously, to animals. He was particularly interested in how people perceived and interacted with animals perceived by modern men as dangerous, disgusting, or troublesome (such as sharks, rats, bats, snakes, and some types of insects).

While researching the role of the bat in Mesoamerican culture, Snyder learned that a museum in Philadelphia had a small non-public collection of artifacts related to that topic. He received permission to examine the collection. As he reviewed the artifacts, one in particular captured his attention — a large, beautifully-worked gold amulet or medallion depicting a bat or bat-god. As he examined it carefully, he was amazed to discover that it was actually some sort of locket; it had a concealed compartment no modern man had ever known about! With trembling hands he carefully pried it open. As it opened, there was a puff of dust that made him cough, and then... nothing. Whatever had been inside the locket had long ago crumbled into powder.

Or so he thought. That night his dreams were haunted by nightmare visions of himself as a man-bat hybrid monster, soaring over the city, catching people and eating them. In the morning he was terrified to read reports in the paper of a monster just like the one he'd imagined himself being! When it happened again the next couple of nights, he knew it wasn't just a dream — somehow the amulet had put a curse on him, or the dust was a mystic poison, or something. The point was, apparently he was now some sort of were-bat.

Snyder returned home to Millennium City to figure out what to do. He was too scared to turn himself in to the authorities... and after a few weeks of living with the problem he realized he didn't want to. He discovered he enjoyed being a humanoid bat, prowling the night, superior to all the humans he saw. After all, if a few homeless people became his prey, what was so wrong with that?

In time Snyder learned to control his transformations, so now he can become a monster whenever he likes. He thinks of himself as Vesper, the were-bat, though he's never used that name in public.

Personality/Motivation:

Gerald Snyder used to be an ordinary, law-abiding citizen, but the curse that made him Vesper gave him something of a bat's predatory nature as well as a bat's form. Like a bat he uses stealth and agility to hunt his prey... it's just that he prefers to eat humans instead of insects.

Aside from the instinctual need to feed, Vesper's main driving force is a fear of anything that can hurt him, particularly fire. He stays well away from anything that's aflame, and will probably flee from fire-using superhumans unless he's ravenously hungry or trapped.

Quote: None. Vesper can barely speak, and prefers not to; usually he just screeches.

Powers/Tactics: This character sheet represents Vesper in his humanoid bat form (his normal human form is a more or less ordinary scholar with a Multiform into this form). As a were-bat he has a bat's hearing and sonar, bat-like claws and fangs, and leathery wings that allow him to fly. He can also mentally summon and command bats. (See pages 132-33 of *The HERO System Bestiary* for a character sheet for a typical bat.)

Vesper is a stalker and ambusher, not a warrior. He doesn't like prolonged fights, especially when he's outnumbered, and will probably flee if he can't kill or disable his target quickly. He usually favors targets that can't fly, since he can snatch them up into the air and drop them if necessary.

Campaign Use: Vesper is a relatively low-powered villain with plenty of plot potential. Among other things, there's the question of whether he can be "cured" and returned to a normal life — deep down, Gerald Snyder doesn't really like being a were-bat, he's just totally lost control of himself. If a way could be found to re-establish control, Vesper might cease to be a threat. Up to that point, he'd make a good ongoing rival for a hero of similar power.



To make Vesper tougher, increase his Characteristics, particularly CON, BODY, and SPD. To weaken him, remove his Combat Skill Levels with Claws.

See above for general information about how Vesper Hunts people, though it's highly unlikely he'd go after a superhuman when there's far easier prey to catch out there.

Appearance: In his man-bat form, Vesper looks like a cross between a human male and a bat. His head becomes batlike, with a bat's flat nose, sharp fangs, and large, pointed ears. His legs, toes, arms, and fingers elongate, and he has membraneous, leathery wings that stretch from his wrists to his ankles, allowing him to fly. His body is greyish in hue, with short fur all over and longer, darker fur around his waist and groin.