

COMIC'S GREATEST WORLD

HEROES
&
HEROINES



Dark Horse Comics Supplement Vol. 1

COMIC'S GREATEST WORLD



HEROES & HEROINES

ROLE-PLAYING GAME

Presents:

COMIC'S GREATEST WORLD

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Introduction

Welcome to the Dark Horse Comics Supplement Vol. 1 for the Heroes and Heroines Comic Book Role Playing Game. This Supplement lists all the main characters from the Comics Greatest World comics. It lists their statistics, powers and backgrounds that the characters currently have. As always with comic books, characters are constantly changing and growing. The following information is what the characters are currently like. If at some point a characters powers change, etc. please feel free to make the necessary changes on the character as you see fit so the character can be used effectively in your campaign.

Comics Greatest World is centered on three cities and a desert base; Arcadia, Golden City, Steel Harbor, and Cinnibar Flats. Below the introduction, I have listed each with a brief description of the locales. Following the descriptions are the characters stats. They are listed in alphabetical order.



Arcadia

Arcadia is run by an unholy alliance of corrupt politicians and organized crime.

Their control is absolute. Almost everyone from the police to the local media are bought and sold. But mysterious figures prowl the dark waterfronts and Art Deco canyons of Arcadia, preying on the wicked. Hunted by the police and organized crime, these outcast heroes are a vigilante law unto themselves. Several of the heroes located in Arcadia are X, Ghost, and Monster.

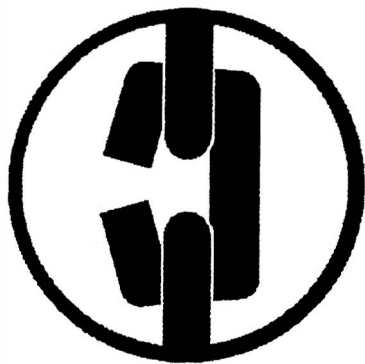


Golden City

Golden City is a small California town that has been under the protection and guidance of Grace. It is a Utopia transformed by Grace's extraordinary vision. No crime, no poverty, no pollution. It is an exclusive community.

Outside the city gates lies an increasingly restless population of people wanting to enter Golden City and partake of its dream. They have formed a squatters tent city.

Recently, Golden City has become a Sovereign City-State. It has seceded from the U.S. under Grace's and Catalyst: Agents of Change guidance and protection.



Steel Harbor

A sprawling, polluted, waste of a city, Steel Harbor has miles after miles of bombed-out, crumbling warehouses and abandoned factories. It is surrounded by an infinite sprawl of cracker box tract homes. Steel Harbor is a post-industrial nightmare where anyone who is willing to fight the war on the streets is welcomed.

Here rival gangs lead by superpowered thugs, vie for turf. Bounty Hunters patrol the streets and alleys. Barb Wire, the Machine, Motorhead, and Wolf Gang, are many of the Heroes who have made Steel Harbor their home.

Cinnibar Flats

Cinnibar Flats is home to an alien entity known as the Vortex. Vortex created a device to try to help the earth fight a coming enemy called the Reaver Swarm. This device was located in an installation manned by robots in Cinnibar flats. In 1947, an electromagnetic pulse disrupted Vortex's first test of the device, the machine exploded creating an interdimensional distortion known as the Vortex. The alien scientist, Vortex, was sucked into the distortion. The military soon became aware of the distortion, and locked it down as a top secret, high security, installation. Many men were transformed by the distortions energies, creating useful super powers in some, and horribly disfiguring others. Decades later, the Seekers, aliens from the Swarm, came to earth and drew Vortex from the distortion. Ever since then, Vortex has battled the coming swarm, and has retaken his base and erected a force field around it. Cinnibar Flats is the home to the Vortex, Division 13, Hero Zero, and many other Heroes and mutates.



AIRBORNE

Name: Unknown

Height: 6' **Weight:** 201 lbs.

Bench Press Weight: 250 lbs.

IQ: 96

Reflexes: 23

Agility: 25

Stamina: 22

BPWD: 3+1d6

HP: 21 **MHP:** 15 **MV:** 986'

Level: 4 **Point Total:** 192

Attack Rating: 5

Mental Attack Rating: 1

Defense Rating: 5

Powers:

Flight: 100 mph., can make 90 degree turns.

Weapons: Machine Gun:
5+1d20 (5-10 shots/rnd, -2 to Attack Rating)

Training: Airborne is trained in the use of weapons. Attack Rating: 8

Background:

Airborne is a super soldier who can fly and is trained in the use of weapons. He has an evil care-free attitude and gets a little too into his work, killing people.

Airborne is a member of the prime movers, lead by Mace Blitzkrieg, in Steel Harbor.



AXE GRINDER

Name: Unknown
Height: 7'5" **Weight:** 500 lbs.

Bench Press Weight: 1 ton
IQ: 101
Reflexes: 29
Agility: 26
Stamina: 39

BPWD: 10+1d10
HP: 39 **MHP:** 15 **MV:** 1135'
Level: 4 **Point Total:** 275

Attack Rating: 6
Mental Attack Rating: 1
Defense Rating: 6

Powers:

Weapon: Axe. Axe Grinders
Axe is able to cut through Steel
easily. It ignores up to (25)
points of Invulnerability, and
inflicts BPWD+1d12. The axes
special abilities are only usable
by Axe Grinder.

Beserk Rage: As per rules.

Background:

Axe Grinder is a member of
Division 13. He became Axe
Grinder when he retrieved the
Axe from the Vortex in an
experiment he took part in. In
battle, Axe Grinder loses all



restraint, violence and killing are
a first resort for him.

BARB WIRE

Name: Barbara Kopetski
Height: 5'7" **Weight:** 128 lbs.

Bench Press Weight: 225 lbs.
IQ: 128
Reflexes: 41
Agility: 39
Stamina: 35

BPWD: 3+1d6
HP: 34 **MHP:** 18 **MV:** 1100'
Level: 7 **Point Total:** 400

Attack Rating: 8
Mental Attack Rating: 1
Defense Rating: 8

Powers:

Acrobatics: Can fall from 30', and from a moving car doing 55 mph., and suffer no damage
Defense Rating: 10.

Martial Arts: Attack Rating: 11

Tracking: (Skill).

Thievery: Forgery, High Jacking, Security Systems, and Theft.

Weapons: Dagger, Pistol, Shotgun, Grenade, Bazooka. Barb may have any number of weapons in her possession at one time, even high tech weapons.

Special Skill: Barb can almost instantly learn any skill taught her and may use any weapon as if she were an expert with it. Attack Rating: 10



Background:

Daughter of a Marine dad and a cop mom, Barb grew up on the tough streets of steel harbor. Early on, she developed a passion for motorcycles, fast cars, and rock and roll. It was soon apparent that Barb possessed the uncanny ability to master any skill she put her

mind to. She could easily out-drive, out-shoot, out-fight, and out-think any of her peers.

Barb bought the Hammerhead bar and supplements her income with the occasional skip trace for bail bondsmen. If your on the run in Steel Harbor with a price on your head, your going to run into Barb Wire!

BLACKBELT

Name: Unknown

Height: 5'6" **Weight:** 117 lbs.

Bench Press Weight: 200 lbs.

IQ: 97

Reflexes: 40

Agility: 40

Stamina: 22

BPWD: 1+1d6

HP: 23 **MHP:** 15 **MV:** 986'

Level: 4 **Point Total:** 230

Attack Rating: 8

Mental Attack Rating: 1

Defense Rating: 8

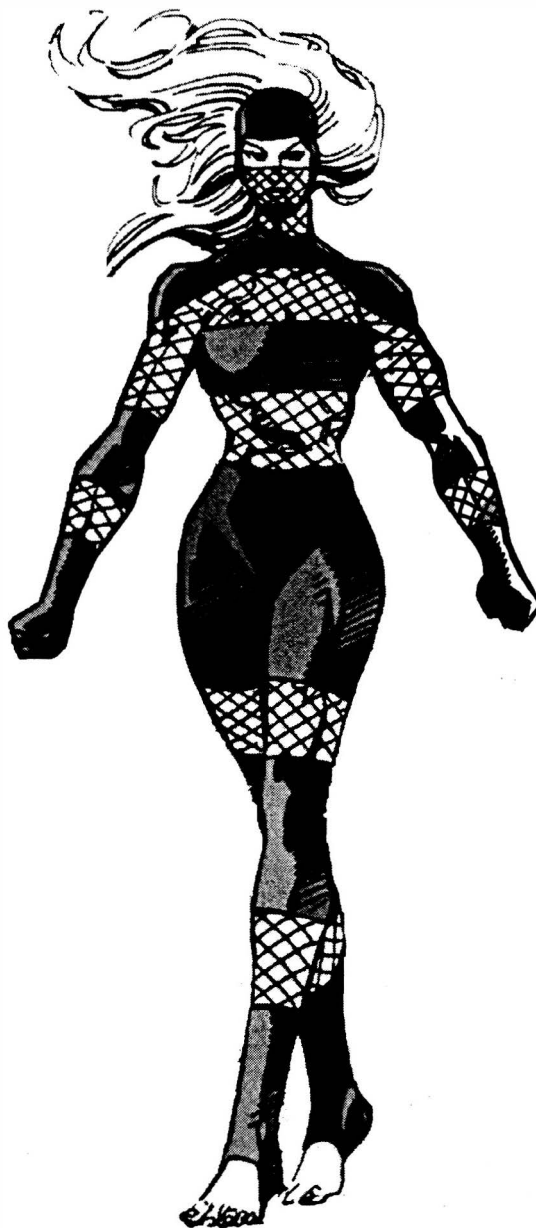
Powers:

Martial Arts: Black Belt is a Martial Arts expert. Attack Rating: 10, Defense Rating: 10

Special Ability: Blackbelt is able to kick through solid Steel and hard objects with her physical attacks. BPWD: 15+2d10.

Background:

Blackbelt is a member of the Prime Movers, a gang lead by Mace Blitzkrieg, in Steel Harbor. She is known for her incredible Martial Arts skills, and her uncanny ability to kick through almost anything, including steel.



BOMBER

Name: Tina Shanklin
Height: 5'8" Weight: 131 lbs.

Bench Press Weight: 180 lbs
IQ: 110
Reflexes: 24
Agility: 21
Stamina: 24

BPWD: 1+1d6
HP: 21 MHP: 15 MV: 1003'
Level: 4 Point Total: 187

Attack Rating: 4
Mental Attack Rating: 1
Defense Rating: 5

Powers:

Energy Attack: Bomber is able to form energy grenades in her hands and throw them. Range: 150'. Damage: 15+3d8, creates a 10' area explosion.

Background:

Tina Shanklin, also known as Bomber, is a member of the group known as Wolf Gang, lead by Hunter, in Steel Harbor.

Bomber is Cutter's twin sister. Hunter and Tina both rescued her twin sister Cutter from an abusive household and they have remained in the Wolf Gang since.



BREAKER

Name: Danny Flint
Height: 4'11 Weight: 400 lbs

Bench Press Weight: 75 tons
IQ: 100
Reflexes: 19
Agility: 21
Stamina: 38

BPWD: 18+5d10
HP: 42 MHP: 15 MV: 1126'
Level: 4 Point Total: 383

Attack Rating: 5
Mental Attack Rating: 1
Defense Rating: 4

Powers:

Invulnerability: (10), Due to Breakers dense muscle structure.

Background:

Danny Flint is an active member of Wolf Gang, lead by Hunter, in Steel Harbor. Little is known about his past.

Performing normal every-day of life tasks is not easy for Breaker due to his vast strength. He is not able to "power down"



BURNER

Name: Trace Burns

Height: 5'10" **Weight:** 190 lbs.

Bench Press Weight: 200 lbs.

IQ: 102

Reflexes: 22

Agility: 19

Stamina: 22

BPWD: 1+1d6

HP: 20 **MHP:** 15 **MV:** 986

Level: 4 **Point Total:** 271

Attack Rating: 4

Mental Attack Rating: 1

Defense Rating: 4

Powers:

Fire Powers: Fire Aura:

Anyone attempting to touch Burner or come within 1' of him will suffer 15 pts. of fire damage. Burner can fly by channelling his heat like a jet engine. Max. Speed: 150 mph. It takes 2 rounds to heat up high enough for Burner to fly.

Fire Blast: 15+3d8 damage.,

Burner can use the area of effect use of this power.

Weakness: When his flame powers are used to maximum effect it takes Burner 1d10 rounds to turn his flame Aura power off and cool down.



Background:

Burner is the youngest and cockiest member of Wolf Gang in Steel Harbor.

Burner is able to generate vast amounts of heat, his only drawback is that the hotter he

gets the longer it takes for him to cool down.

Butch

Name: Butch

Height: 5'11" **Weight:** 200 lbs.

Bench Press Weight: 400 lbs.

IQ: 108

Reflexes: 39

Agility: 36

Stamina: 34

BPWD: 5+1d8

HP: 33 **MHP:** 15 **MV:** 1091'

Level: 4 **Point Total:** 223

Attack Rating: 7

Mental Attack Rating: 1

Defense Rating: 8

Powers:

Weapons: Pistol: 5+1d20 damage, Longknife: BPWD +1d8, Grenade: 5+1d20 (10'r.)

Training: Physical combat Expert: When fighting hand to hand or with weapons, Butch's Attack and Defense values increase as follows: Attack Rating: 10, Defense Rating: 11.

Background:

Butch is the team leader of the Bull Dogs. He has Sandy Blond hair and is good looking. Being the oldest of the team, and the fact that he was indoctrinated into the Bull Dogs training at an older age, makes Butch the most



emotionally stable member of the team.

Anita, an agent for the Bulls, is emotionally involved with Butch. Anita is concerned with the Bulls welfare and is an ally to Butch and the Group.

The personality of each Pit

Bull can best be related to a canine. Butch is most similar to a pure-bred German Shepherd.

COUNTERSTRIKE

Name: Emmit Sayers

Height: 6'1" **Weight:** 220 lbs.

Bench Press Weight: 320 lbs.

IQ: 100

Reflexes: 28

Agility: 26

Stamina: 36

BPWD: 5+1d8

HP: 34 **MHP:** 15 **MV:** 1108'

Level: 3 **Point Total:** 225

Attack Rating: 5

Mental Attack Rating: 1

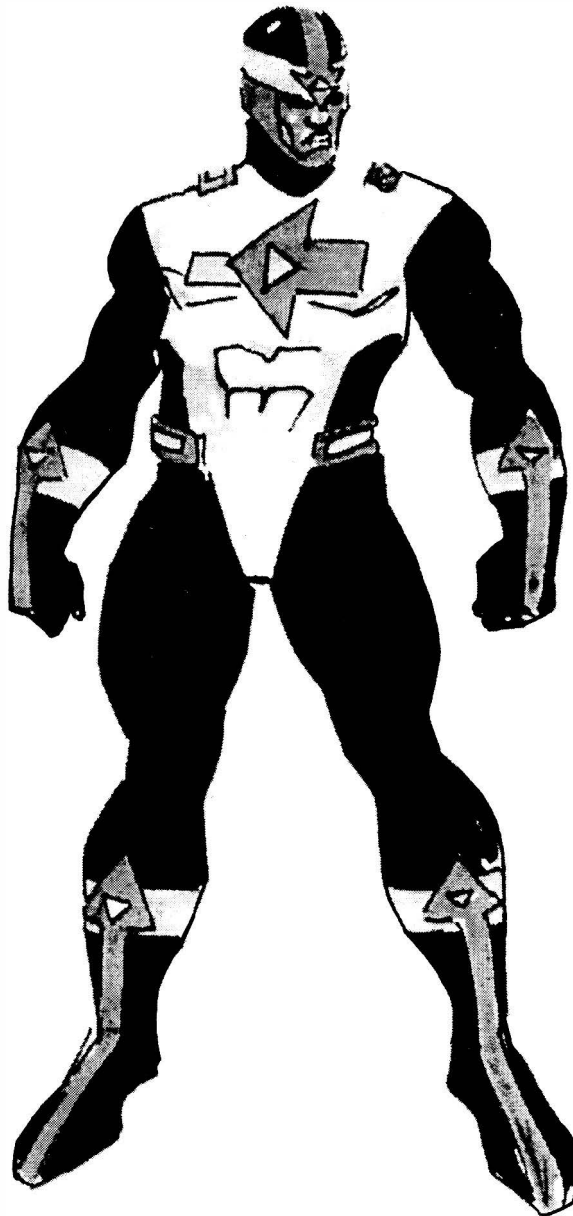
Defense Rating: 6

Powers:

Absorption: Kinetic Energy, maximum points absorbed is 50 from one attack, and 200 total.

Background:

Emmit Sayers, now known as Counterstrike, works as a Hero for the Counterstrike Security company in Steel Harbor as it's first trademarked, Super-powered, employee. He is both friends with Wolf Gang and is from the streets of Steel Harbor.



CUTTER

Name: Dina Shanklin
Height: 5'7" **Weight:** 123 lbs.

Bench Press Weight: 150 lbs.
IQ: 108
Reflexes: 25
Agility: 23
Stamina: 18

BPWD: 1+1d6
HP: 17 **MHP:** 15 **MV:** 950'
Level: 4 **Point Total:** 201

Attack Rating: 5
Mental Attack Rating: 1
Defense Rating: 5

Powers:

Special Ability: Energize edged weapons. When cutter uses an edged weapon the following damage applies: BPWD+15+2d10.

Training: Swords: Cutter is an expert with edged weapons.
Attack Rating: 8.

Background:

Dina Shanklin is Anita Shanklin's twin sister, also known as Bomber. She is a runaway from an abusive household and is now a member of Wolf Gang, lead by Hunter, in Steel Harbor. She is one of Hunter's first charges.



DEADLIGHT

Name: Unknown

Height: 5'6" **Weight:** 120 lbs.

Bench Press Weight: 125 lbs.

IQ: 108

Reflexes: 21

Agility: 20

Stamina: 20

BPWD: 1+1d6

HP: 18 **MHP:** 15 **MV:** 968'

Level: 4 **Point Total:** 200

Attack Rating: 4

Mental Attack Rating: 1

Defense Rating: 5

Powers:

Absorption: (Stamina), Deadlight is able to cast a beam of energy that can absorb another's life force. If a successful attack is made, Deadlight drains 10 points of Stamina from an opponent, thus weakening them. When an opponent's Stamina score is reduced to (0), the victim dies. Deadlight does not benefit from the Stamina absorption, the energy harmlessly disperses. Some forms of Willpower, and the Mental Intrusion form of Psychic Defense, will help protect against this power.



Background:

Deadlight is a member of the Prime Movers, lead by Mace Blitzkrieg, in Steel Harbor. That is all that is known about her at this time.

DEATHCARD

Name: Unknown

Height: 6'1" **Weight:** 212 lbs.

Bench Press Weight: 280 lbs.

IQ: 111

Reflexes: 25

Agility: 35

Stamina: 24

BPWD: 3+1d6

HP: 25 **MHP:** 15 **MV:** 1012'

Level: 4 **Point Total:** 165

Attack Rating: 7

Mental Attack Rating: 1

Defense Rating: 6

Powers:

Weapon: Rifle: 7+1d20,
Pistol: 5+1d20, Grappling hook
and rope, used for climbing.

Training: Deathcard is an
expert in the use of, and aiming,
guns. Attack Rating: 10.
Damage: +5.

Background:

Little is known about
Deathcard, except that he is a
bounty hunter for hire at times,
and has been known to work out
of Steel Harbor.

Deathcard is a vigilante who
hunts villains and puts an end to
their life of crime permanently.
He fires bullets that are
decorated with an Ace of spades
mark, which is his symbol and
also his calling card.



He attempts to attack all
opponents by surprise, like an
assassin, but is also quick in
hand to hand combat.

DESTROYER

Name: Variable

Height: 6'+ Weight: 240 lbs. +

Bench Press Weight: 5 tons

IQ: 95 - 125

Reflexes: 28

Agility: 33

Stamina: 40

BPWD: 12+2d10

HP: 41 MHP: 15+ MV: 1144'

Level: 5 Point Total: 664

Attack Rating: 7

Mental Attack Rating: 1

Defense Rating: 6

Powers:

Invulnerability: (25)

Environment Protection:

Destroyers are able to survive the vacuum of outer space.

Energy Attack: 17+3d8, range: 2000'

Heightened Senses:

Nightvision: range: 14 miles, X-

Ray Vision: (Scanners), range: 200'.

Flight: 500 mph., can fly at x10 speeds in outer space, and can make 90 degree turns.

Background:

The destroyers is one race of aliens known as the Reaver Swarm. They are a squad that is sent ahead of the swarm to carry out the swarms genocidal policies.



The statistics above reflect an average destroyers abilities.

DRAGON

Name: Unknown
Height: 60' **Weight:** 25 Tons

Bench Press Weight: 30 Tons
IQ: 114
Reflexes: 18
Agility: 26
Stamina: 35

BPWD: 17+3d8
HP: 47 **MHP:** 15 **MV:** 1100'
Level: 5 **Point Total:** 720

Attack Rating: 4
Mental Attack Rating: 1
Defense Rating: 5

Powers:

Transformation: Dragon form. The demons are able to combine their magic to become the Dragon, with the statistics listed above. Hit Points: +10.

Flight: 300 mph. 60 degree turns.

Fire Blast: (Area effect)
17+3d8, fired from mouth.

Special Ability: Fog Cloud. The Dragon is able to breath out a cloud of visually impenetrable fog. This cloud also blocks Infra-vision. Area of effect: 1000'.

Psyche Transference: (Domination), When this ability is used, the Demons body turns insubstantial and enters its victim.

Weakness: The Demons must



Dominate a host body during daylight or they will die.

Background:

The Dragon is several demons who through magic means can combine their powers to transform into the Dragon. The demons are from another dimension and need some outside help to enter ours.

When the Dragon is reduced to (0) hit points, the demons return

to their true, seperate forms. The following statistics apply when in Demon form BPW: 250 lbs., HP: 37, Height: 6', Weight: 200 - 300 lbs., Fire Blast: 10+2d10, Flight, Psyche Transference, Invulnerability (30) to nonmagic weapons.

One goal of the demons is to sacrifice King Tiger. They believe that his sacrifice will open a dimensional portal to their own dimension and allow other demons entry.

DUKE

Name: Duke
Height: 5'10" **Weight:** 185 lbs.

Bench Press Weight: 375 lbs.
IQ: 92
Reflexes: 36
Agility: 35
Stamina: 32

BPWD: 5+1d8
HP: 33 **MHP:** 15 **MV:** 1073'
Level: 4 **Point Total:** 185

Attack Rating: 7
Mental Attack Rating: 1
Defense Rating: 7

Powers:

Weapons: Pistol: 5+1d20
damage, Grenade: 5+1d20 (10'r.)

Training: Hand to Hand
Combat: Attack Rating: 10,
Defense Rating: 9

Background:

Duke is the youngest of the Pit Bulls. He trusts no one and hates crowds. His specialty is hand to hand combat, and he's a savage, brutal fighter. A completely trained individual, who is loyal to his master.

The personalities of the Pit Bulls can each be compared to a canine. Duke is like a Doberman.



FIREBASE

Name: Unknown

Height: 6'3" **Weight:** 255 lbs.

Bench Press Weight: 600 lbs.

IQ: 90

Reflexes: 18

Agility: 39

Stamina: 36

BPWD: 7+1d8

HP: 35 **MHP:** 15 **MV:** 1109'

Level: 3 **Point Total:** 403

Attack Rating: 6

Mental Attack Rating: 1

Defense Rating: 6

Powers:

Armor: (Scientific),
Invulnerability of (10), HP: 25

Weapons: "Thumper" gun:
fires kevlar bags of lead shot,
damage: 5+1d12 of non-lethal
force. Tangle Gun: fires rapidly
expanding foam pellets to
immobilize opponents. Works as
the Web power with a weight
capacity of 1000 lbs. Grenade
launcher: 5+1d20 (10'r.)

Firebase may also have other
weapons in his possession such
as a machine gun, etc., if needed
or desired.

Special Helmet: Heightened
Senses: Night Vision: 2000'
range, Infra Vision: range: 2000',
allows normal vision at x2
range.

Training: When Firebase uses
weapons, he may use the



following attack rating of 9.

Weakness: FireBase is deaf,
dumb, and Blind.

aggressive, assertive, Chinese
American, and is not very
likable.

Background:

Firebase is a member of Law's
Elite Guard. He is deaf, dumb
and blind, but the helmet that
Law developed for him, allows
him to compensate. He is an

FLUX

Name: Amy Wilding
Height: 5'6" **Weight:** 115 lbs.

Bench Press Weight: 250 lbs.
IQ: 116
Reflexes: 36
Agility: 32
Stamina: 28

BPWD: 3+1d6
HP: 26 **MHP:** 16 **MV:** 1038'
Level: 4 **Point Total:** 194

Attack Rating: 6
Mental Attack Rating: 1
Defense Rating: 8

Powers:

Shape Alteration: Flux is able to change her shape to whatever configuration she desires. She can change to +/-20% of her total mass. Here are some examples: she can grow claws, damage: BPWD+7, grow bony plates to deflect bullets (acts as Armor, Invulnerability of 20), elongate her legs to allow jumping of 20' distance, etc. Flux may only alter her shape up to 4 times a day. The duration of each change is indefinite.



Background:

Flux is a member of Division 13 with Lamb and Axe Grinder. Amy is very angry with life and feels very ugly and unlovable. Her only outlet for her anger is

her missions and adventures with Division 13. She was born with her abilities, and blames her parents for her situation.

At present Amy has a crush on the groups leader, Lamb.

GHOST

Name: Elisa Cameron
Height: 5'8" Weight: 127 lbs.

Bench Press Weight: 150 lbs.
IQ: 112
Reflexes: 25
Agility: 20
Stamina: 18

BPWD: 1+1d6
HP: 17 MHP: 15 MV: 950'
Level: 3 Point Total: 450

Attack Rating: 4
Mental Attack Rating: 1
Defense Rating: 5

Powers:

Intangibility: (Molecular), Ghost may solidify parts of her body and may turn others intangible. Ghosts normal state is intangible and she must concentrate when she wishes to turn solid.

Invisibility: Ghost is normally in her invisible state and she must concentrate to turn visible. Up to 1 human sized object may also be turned invisible by Ghost.

Disruption: Ghost may partially solidify her hand in another and disrupt their Bioelectrical system. Damage: 7+2d10.

Weapons: 2 Pistols, 5+1d20.

Weakness: Ghost has trouble passing through Jade and sometimes can't.



Background:

Elisa is the eldest daughter of one of Arcadia's many lower class families. She managed to work her way up to be a top investigative reporter. MacReady, one of Arcadia's powerful and corrupt industrial Barons, attempts to kill Elisa with a bomb planted in the ladies room, detonating with

Elisa in it.

Ghost believes herself to be dead, though she is not. She was changed into her current state when the bomb exploded.

Elisa considers herself to be an Avenger, striking at anyone who would harm her or defenseless individuals.

A jade lined funeral vault is now Ghost's current home.

GRACE

Name: Unknown

Height: 6'7" **Weight:** 124 lbs.

Bench Press Weight: 8000 tons

IQ: 124

Reflexes: 28

Agility: 28

Stamina: 40

BPWD: 25 +10d10

HP: 68 **MHP:** 17 **MV:** 1144'

Level: 8 **Point Total:** 1405

Attack Rating: 7

Mental Attack Rating: 1

Defense Rating: 7

Powers:

Flight: Can fly up to 1500 mph., and make 90 degree turns. In outer space Grace can fly at x4 her normal speed.

Invulnerability: (35)

Environment Protection:

Immune to gases and poison. Can survive the vacuum of space.

Teleportation: (Self and Gate), Range: Cosmic. A gate may be opened up to visual range. The Gate may be enlarged to 20'. The Gate is shaped as a black diamond.

Background:

Twenty five years ago, Golden City had another name. It was just a quiet northwestern town until "Amazing" Grace changed everything. Not that she forced



change on the sleeping town, it just seemed that she always had the right idea. In time, and with Grace's social and political guidance, Golden City became the showcase for the best in humankind: no crime, no hunger, no worries. Grace has always been the Matriarch of

Golden city ever since she was in her teens. She prefers to use persuasion rather than physical force, even though she is one of the strongest beings on the planet.

Under Grace's guidance, Golden City has seceded from the United States of America.

GRENADE

Name: ?

Height: 8' Weight: 1 ton

Bench Press Weight: 20 tons

IQ: 80

Reflexes: 26

Agility: 37

Stamina: 40

BPWD: 15+3d8

HP: 41 MHP: 13 MV: 968'

Level: 5 Point Total: 740

Attack Rating: 7

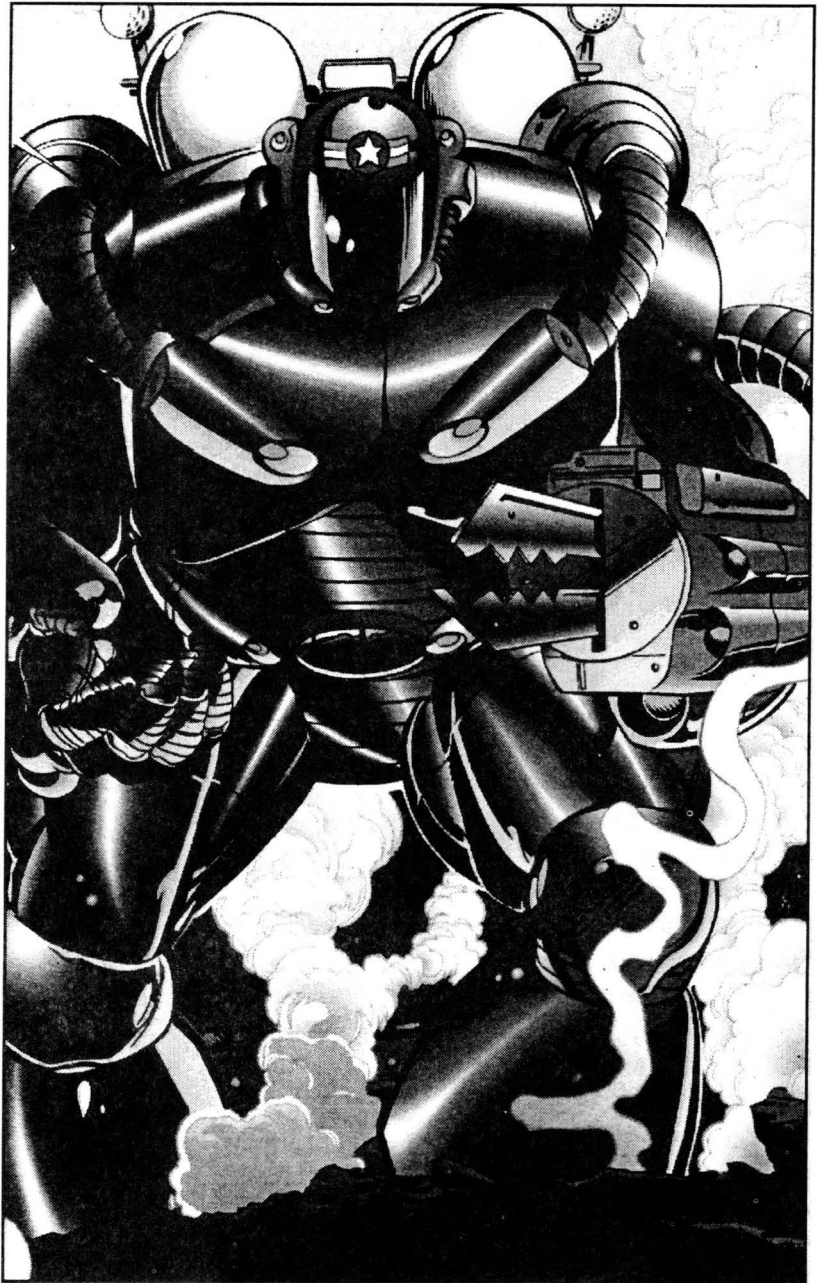
Mental Attack Rating: 1

Defense Rating: 6

Powers:

A armor: Scientific,
Invulnerability (35), The above statistics are for Grenade in armor. The following weapons and abilities are built into the armor. *Fire Blast:* fire ball, damage: 15+2d10. *Sword blade attachment,* damage: BPWD+1d12. *Force Screen Net,* Invulnerability (40). *Energy Screen Smoke,* Invulnerability (40). This smoke absorbs Energy Attacks. *Infravision,* range 3000', *Radar,* range: 3000'. *Flight:* 200 mph. *Energy Attack:* 15+3d8.

Weakness: Grenade is controlled by Army Intelligence, by Satellite, when in battle. If control is lost, Grenades attacks become sporadic, and unintelligent.



Background:

Grenade is a weapon of the armies, that is sent in on important, or dangerous missions. It is a high tech suit of armor that is manned by a controlled teen ager, and is monitored, controlled and

instructed by army intelligence by radio, through the suit.

The first Grenade seen was in a battle against Catalyst in which it was destroyed, however, you can be certain that he was not the armies only Grenade, and if needed another would take his place.

HERO ZERO

Name: David MacRae

Height: 20'+ **Weight:** 3 tons

Bench Press Weight: 3 tons

IQ: 98

Reflexes: 25

Agility: 25

Stamina: 37

BPWD: 12+2d10

HP: 36 **MHP:** 15 **MV:** 3,000'

Level: 4 **Point Total:** 1213

Attack Rating: 5

Mental Attack Rating: 1

Defense Rating: 6

Powers:

Identity Transformation:

David is able to turn into Zero, a 20' tall, size changing hero, with the above statistics and the following powers. Maximum duration is three hours.

Size Change: Shrink, Zero is able to shrink to the size of a cell, and keep his BPW.

Enlarge, Zero is able to enlarge himself up to 300' tall. BPW, and Stamina and HP's increase as per the rules of the Size Change power.

Flight: 250 mph, 60 degree turns.

Aarmor: Scientific, Invulnerability (18), HP: 25.



Background:

Fourteen year old David MacRae has the ability to become Hero Zero. David is able to communicate with an entity known as Zero. Zero manifests itself as a gem-like stone in David's chest at the top of his breastbone. However,

David can will the gem to disappear into his chest to protect his secret identity, when needed.

Hero Zero is the enemy of giant monsters and other threats to society. When in his human guise, David lives with his parents and lives a normal teenage life.

HURRICANE MAX

Name: Unknown
Height: 6'1" **Weight:** 192 lbs.

Bench Press Weight: 200 lbs.
IQ: 98
Reflexes: 18
Agility: 18
Stamina: 18

BPWD: 1+1d6
HP: 18 **MHP:** 15 **MV:** 950'
Level: 4 **Point Total:** 200

Attack Rating: 4
Mental Attack Rating: 1
Defense Rating: 4

Powers:

Wind Control: Small Cyclone,
area of effect: 80', damage:
12+1d6.

Background:

Hurricane Max is a member of the Prime Movers gang, lead by Mace Blitzkrieg, in Steel Harbor. He is a Hispanic cowboy. His most dangerous weapon is his ability to create hurricane strength winds, for in physical combat, Max is not that tough.



HUNTER

Name: Wolf Ferrell
Height: 6'2" **Weight:** 235 lbs.

Bench Press Weight: 525 lbs.
IQ: 120
Reflexes: 32
Agility: 36
Stamina: 32

BPWD: 7+1d8
HP: 33 **MHP:** 16 **MV:** 1064'
Level: 6 **Point Total:** 320

Attack Rating: 8
Mental Attack Rating: 1
Defense Rating: 6

Powers:

Heightened Senses:

Telescopic Vision: range 4000',
Hearing: range: 4000', *Smell:*
range: 2000'.

Danger Sense: Normal form
as per rules.

Weapons: Crossbow: 5+1d12,
Pistol: 5+1d20, Sub-Machine
Gun: 5+1d20 (3/6 shots/rnd., -1
attack rating) Hunter may use
other normal weapons as he sees
fit.

Background:

Wolf Ferrel, known as Hunter,
is the leader of Wolf Gang in
Steel Harbor. He recruits his
gang from the mass of unwanted
street kids to whom he becomes

a father and to whom they owe
everything. Wolf Gang is fully
endorsed and supported by the
government of Steel Harbor to
combat rival, evil gangs. The
pack is a unit of non-
superpowered, heavily armed,
streetfighters, whom Hunter
employs as "beat cops" to help

protect and guard his turf.
Hunter is one of the most feared
Gang Warlords.





KILLERWATT

Name: Unknown

Height: 5'10" **Weight:** 170 lbs.

Bench Press Weight: 250 lbs.

IQ: 96

Reflexes: 22

Agility: 26

Stamina: 24

BPWD: 3+1d6

HP: 24 **MHP:** 15 **MV:** 1003'

Level: 4 **Point Total:** 131

Attack Rating: 5

Mental Attack Rating: 1

Defense Rating: 5

Powers:

Lightning Blast: 12+2d10, Killerwatts electrical attack cannot be fired as a blast, he must be in contact with his opponent to attack them. To compensate for this drawback, killerwatt uses taser-like cables that fire from his wrists at opponents, up to 40' away. If he hits with the taser cables, Killerwatt is then able to use his Lightning Blast attack. No second attack roll is needed to hit, damage is automatic.

Background:

Killerwatt is a member of the Prime Movers gang, lead by Mace Blitzkrieg,, in Steel Harbor. Not much is known about his past.

KING TIGER

Name: ?

Height: 5'9" Weight: 158 lbs.

Bench Press Weight: 250 lbs.

IQ: 124

Reflexes: 38

Agility: 34

Stamina: 30

BPWD: 3+1d6

HP: 29 MHP: 17 MV: 1056'

Level: 4 Point Total: 500

Attack Rating: 6

Mental Attack Rating: 1

Defense Rating: 8

Powers:

Magic Spell: Pyrokinesis, (As per the ability), damage: 15+2d10, range: 2000'.

Magic Spell: Enchant Weapons. King Tiger is able to change the energy frequencies of weapons, through magical means, to allow them to hurt creatures that can't be hurt by normal weapons. Enchanted weapons are able to ignore up to (28) points of Invulnerability.

Magic Spell: Magic Cage: King Tiger is able to trap other dimensional beings in a confined area. Invulnerability (40).

Weapons: Bow, damage: 5+1d12, Pistols: 5+1d20. Katanna, damage: BPWD +1d12.

Martial arts: Attack Rating: 9, Defense Rating: 9.



Psychic Defense: Mental Intrusion: The psychic defense King Tiger possesses only works against demons and magical influence.

Background:

King Tiger is Tibetan, and about 25 years old. He was raised in a monastery in Tibet, and was almost sacrificed by his father to allow Demons from

another dimension access to our world. He now travels with his girlfriend Rikki Boyd, and a friend named Milo. King Tiger is a trained fighter, and possesses magical abilities which help him fight demons and other menaces to our world.

LAMB

Name: Frank Lamb
Height: 5'11" **Weight:** 197 lbs.

Bench Press Weight: 600 lbs.
IQ: 122
Reflexes: 32
Agility: 35
Stamina: 31

BPWD: 7+1d8
HP: 33 **MHP:** 17 **MV:** 1064'
Level: 5 **Point Total:** 300

Attack Rating: 8
Mental Attack Rating: 1
Defense Rating: 6

Powers:

Danger Sense: Cosmic
Awareness form of the power.
Training: Combat training:
Attac Rating: 9, Defense Rating:
8

Weapons: Submachine gun,
damage: 5+1d20 (3/6 shots/rnd.
-1 to attack rating), Pistol:
5+1d20.

Background:

Frank Lamb commands and leads Division 13. His military training and experience influences his leadership of Division 13, which he runs like a military squad. Their usual mission is to rescue or help other vortex radiated victims or prisoners, in Prison Block 13.



The leading motivational driving force in Lamb's life, at present, is his desire to be reunited with his fiancé Carolyn Forster, who was also a test subject for the Vortex experiments, as was Lamb. Lamb acquired his abilities from these experiments.

Lamb speaks to an unknown

character named Betty. Betty helps Division 13 by gathering information that is useful to the group and reporting it to Lamb. She speaks with Lamb by phone, and often warns them of possible danger. Frank carries around a portable phone so the two can remain in contact.

LAW

Name: Unknown
Height: 6' **Weight:** 195 lbs.

Bench Press Weight: 350 lbs.
IQ: 138
Reflexes: 26
Agility: 30
Stamina: 26

BPWD: 5+1d8
HP: 25 **MHP:** 21 **MV:** 1020'
Level: 7 **Point Total:** 320

Attack Rating: 7
Mental Attack Rating: 7
Defense Rating: 6

Powers:

Mind Control: Verbal: Law has a powerful charisma that allows him to mentally influence the thoughts of super powered individuals. This power does not work on humans.

Background:

Law was the first fugitive to escape from Block 13. He has a vision of all super types working together for a common goal, his goal. Many cannot decide whether he is a good guy or a bad guy. He wants to change the world, however, and anyone not with him is against him.

His Elite Guard is a group of super-soldiers who would not be



able to use their abilities without Law's scientific devices and help. He also commands a small army. Law is a brilliant scientist and is able to devise many gadgets.

MACE

Name: Mace Blitzkrieg
Height: 7' **Weight:** 420 lbs.

Bench Press Weight: 100 tons
IQ: 125
Reflexes: 24
Agility: 26
Stamina: 43

BPWD: 18+5d10
HP: 50 **MHP:** 17 **MV:** 1170'
Level: 5 **Point Total:** 548

Attack Rating: 4
Mental Attack Rating: 1
Defense Rating: 6

Powers:

Invulnerability: (30)

Background:

Mace is the leader of the Prime Movers gang in Steel Harbor. Mace has managed to carve out the cities largest turf with his fists, making him the baddest, if not the smartest, villain in Steel Harbor.



MACHINE

Name: Avram Roman
Height: 6'5" **Weight:** 710 lbs.

Bench Press Weight: 5 tons
IQ: 127
Reflexes: 24
Agility: 28
Stamina: 45

BPWD: 12+2d10
HP: 42 **MHP:** 17 **MV:** 1188'
Level: 4 **Point Total:** 520

Attack Rating: 6
Mental Attack Rating: 1
Defense Rating: 6

Powers:

Immortality: Body
Restoration, as per rules.

Healing: *Regeneration*, can
heal back lost limbs.

Computer Link: *Link*, and
Control forms of the power.

Invulnerability: (13)

Environment Protection:
Avram does not need to eat,
sleep, or breathe.

Background:

Avram Roman was once a CIA agent who was a test subject for the government, which changed him into the Machine. He is now mostly a robot, but he retains his former thoughts and personality.

Currently Avram has taken up



residence with Barb Wire in Steel Harbor. He helps her out on her missions as a bounty hunter and in any other exploits that he is needed.

MADISON

Name: Unknown

Height: 5'10" **Weight:** 200 lbs.

Bench Press Weight: 280 lbs.

IQ: 136

Reflexes: 27

Agility: 19

Stamina: 20

BPWD: 3+1d6

HP: 20 **MHP:** 41 **MV:** 968'

Level: 9 **Point Total:** 400

Attack Rating: 4

Mental Attack Rating: 7

Defense Rating: 5

Powers:

Telepathy: Detect Thoughts, Probe Thoughts, Block, Mental Hit Points: +20

Mind Control: (Verbal), Madison can use this ability, combined with his Telepathy, to selectively erase memories from another's mind. A Mental Attack must be made to succeed. This ability is in addition to his normal mind control power.

Background:

Madison is a member of Agents of Change, Golden City's Hero group led by Grace. To most of Golden City's Agents of Change, Madison is an enigma. Rumor has it that he once worked for the U.S. government. Another rumor connects him to a secret organization that's so secret that nobody's ever heard

of it. Madison is Grace's only confidant, and knows many of her plans.

Madison is big, husky, and pumped up, thus many enemies expect super strength instead of mental powers from him when

in combat. This he uses to his advantage attempting to control opponents' minds, when in close combat.

It is unknown how Madison acquired his abilities, whether at birth or later in life.



MECHA

Name: Art Thomason

Height: 7' **Weight:** 1000 lbs.

Bench Press Weight: 15 tons
(35 tons)

IQ: 115

Reflexes: 25

Agility: 28

Stamina: 38 (48)

BPWD: 15+3d8 (17+3d10)

HP: 37(48) **MHP:**15 **MV:**1126'

Level: 4 **Point Total:** 650

Attack Rating: 5

Mental Attack Rating: 1

Defense Rating: 6

Powers:

Armor: *Scientific*,
Invulnerability (35), (45), HP:
50, (75). Mecha's armor has the
ability to transform into different
modes. The only two modes, at
present, Mecha is able to use, is
the Armor's basic mode
(statistics are listed above), and
it's Defensive mode (statistics
are listed in Parenthesis) which
the armor will automatically
switch to if Mecha loses half his
Hit Points. Mecha may switch
to this mode when desired.
Activation time: 1 round. The
armor also has an *Energy*
Attack: 15+2d10. *Flight:* 350
mph. The Armor has an
Intelligence of it's own: *IQ:* 132,



and can communicate with
Arthur.

Background:

Mecha's armor used to be
worn by Vortex before he came
to earth. It has vast abilities,
most of which Mecha has not
figured out how to use yet. The
Armor itself has merged with
Arthur and cannot be removed.

Arthur was a private before he
became Mecha, and is currently
working with Grace as a
member of Catalyst, Agents of
Change.

Monster

Name: Unknown

Height: 7'11" **Weight:** 545 lbs.

Bench Press Weight: 80 tons

IQ: 70

Reflexes: 18

Agility: 16

Stamina: 40

BPWD: 18+5d10

HP: 45 **MHP:** 12 **MV:** 1144'

Level: 3 **Point Total:** 500

Attack Rating: 3

Mental Attack Rating: 1

Defense Rating: 4

Powers:

Invulnerability: (30)

Empathy

Weakness: Monster's empathy is uncontrollable and he has hostile reactions to the emotions of fear and anger.

Background:

Monster lurks and lives in the sewers of Arcadia, "Crime City." His spiny arms reach the floor and his eyes burn red with hate. The only times Monster ventures up into the light is when he is hungry or lonely.

The emotions of fear and anger are perceived as mental attacks, while kindness and sympathy have a calming effect on him.



Persecuted and hunted, Monster at times makes retaliatory attacks on the city. These attacks create even more fear in normal humans than already exists, due to his monstrous appearance. This at times attracts the attention of

powerful government-backed superbeings and bounty hunters who attempt to capture or end the threat of Monster.

Monster is not evil, though perceived so by many.

MOTORHEAD

Name: Frank Fletcher
Height: 6'4" **Weight:** 240 lbs.

Bench Press Weight: 450 lbs.
IQ: 97
Reflexes: 32
Agility: 26
Stamina: 31

BPWD: 5+1d8
HP: 31 **MHP:** 15 **MV:** 1064'
Level: 3 **Point Total:** 1292

Attack Rating: 5
Mental Attack Rating: 1
Defense Rating: 6

Powers:

Telekinesis: Frank is able to Telekinetically lift up to 1000 tons. He is able to fly with this ability, as per the rules. Frank is able to create a TK shield.

Pyrokinesis: Frank is able to unleash incredible bursts of energy, up to 23+8d10 points of damage. If full power is used, it generally effects a large radius, approximately 1000-3000'.

Weakness: The Motor that gives Frank his powers has caused him to suffer from paranoid schizophrenia. He here's voices that tell him to do things. Whether these voices are imaginary or from a legitimate source is unknown. Frank also must use his powers from time to time or the energy will build



up causing him to have terrible headaches, and will discharge on it's own.

Background:

Frank Fletcher is a drifter, unskilled laborer, and a loser. He works on and off for Barb Wire at her bar. At some point in his life Frank came in contact with a device called the motor. It is now a part of him, and gives him access to unimaginable power. However, Frank does

not wish to play hero and would greatly like the voices in his head to stop. Unfortunately for him it doesn't look like that is going to happen anytime soon.

NUCLEUS

Name: Unknown
Height: 5'5" **Weight:** 113 lbs.

Bench Press Weight: 120 lbs.
IQ: 105
Reflexes: 21
Agility: 22
Stamina: 24

BPWD: 1+1d6
HP: 21 **MHP:** 15 **MV:** 1003'
Level: 3 **Point Total:** 562

Attack Rating: 4
Mental Attack Rating: 1
Defense Rating: 4

Powers:

Special Ability: Nucleus is able to "power up" other people. She may effect up to five other willing individuals. "Powered up" individuals are all Telepathically linked to one another, as well as to Nucleus, and they have the following statistics: BPW: 2000 lbs., Stamina: 45, HP: 41, Invulnerability: (30). The range for her power up ability is 4000' for 5 subjects.

Background:

Nucleus is a member of Law's Elite Guard. Her special ability was created by Law. He used her blood to make a serum that was injected into 5 willing men.



This allowed Nucleus to heighten these men with her "pump up" ability. They all fight well together, due to their Telepathic link, created by Nucleus.

QUEENIE

Name: Queenie
Height: 5'7" **Weight:** 126 lbs.

Bench Press Weight: 225 lbs.
IQ: 98
Reflexes: 32
Agility: 34
Stamina: 30

BPWD: 3+1d6
HP: 26 **MHP:** 15 **MV:** 1056'
Level: 4 **Point Total:** 200

Attack Rating: 7
Mental Attack Rating: 1
Defense Rating: 6

Powers:

Weapons: Pistol: 5+1d20
damage, Long Knife:
BPWD+1d8, Grenade: 5+1d20
(10'r.), Sword: BPWD+1d12.

Training: Weapons: when
fighting with weapons, Queenie
uses the following rating: Attack
Rating: 10 with edged weapons,
and 9 with other weapons.

Background:

Fearless, Italian, hot-tempered
and violent. Queenie is good
with edged weapons. She
currently has a crush on Butch,
the team leader.

Queenie can be compared to a
Rottweiler when describing this
Pit Bulls personality.



REBEL

Name: Mark, & Matt

Morrisette

Height: 6' **Weight:** 190 lbs.

Bench Press Weight: 350 lbs.

IQ: 102

Reflexes: 32

Agility: 26

Stamina: 28

BPWD: 5+1d6

HP: 27 **MHP:** 15 **MV:** 1038'

Level: 4 **Point Total:** 460

Attack Rating: 6

Mental Attack Rating: 1

Defense Rating: 6

Powers:

Absorption: *Energy*, Rebel is able to absorb energy from machines and people. He cannot absorb incoming attacks. The energy absorbed may be used with his lightning blast or to increase his statistics. The amount of energy that can be absorbed from a person is 5+1d20 per attack, the same damage applies to electrical machines. The victim loses that many Hit Points. For every point of energy that Rebel absorbs, his Bench Press Weight is increased by 5lbs., unless it is used as an electrical attack. The maximum amount that can be absorbed is 120 points. The energy does not dissipate once absorbed, until



the twins switch the power to the other.

Lightning Blast: 5+1d20, can be increased as stated above. No range.

Flight: 300 mph.

Weakness: Matt and Mark must switch the power to each other every 12 hours or risk unconsciousness by overloading. If they absorb the full 120 points, their is a 50% chance

they will fall unconscious.

Background:

Matt and Mark are twins that share the Rebel power. As the energy builds within them, they must switch the power to the other twin or risk overloading. The twins currently work for Grace as members of Catalyst, though the public believes Rebel to be only one person, not twins.

REDLINE

Name: Unknown

Height: 6' **Weight:** 225 lbs.

Bench Press Weight: 850 lbs.

IQ: 105

Reflexes: 32

Agility: 32

Stamina: 28

BPWD: 9+1d8

HP: 30 **MHP:** 15 **MV:** 1038'

Level: 2 **Point Total:** 215

Attack Rating: 6

Mental Attack Rating: 1

Defense Rating: 6

Powers:

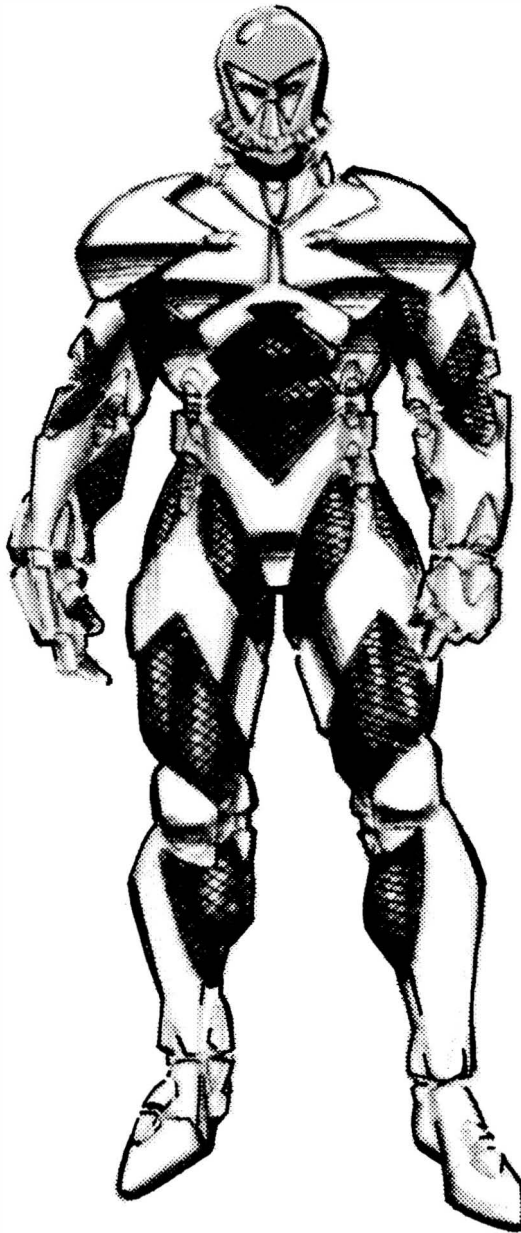
Super Speed: Redline can run at speeds up to 150 mph.

Invulnerability: (15).

Background:

Little is known about Redline, at this time, except that he is a member of Law's Elite Guard, is tough, ruthless, and superfast.

Redline wears some kind of Metal gloves to protect his hands so he can punch people or objects, while running, without breaking his hands. Law has outfitted Redline with a suit that allows him to maintain control over his own limbs, when running at high speeds.



RHAPSODY

Name: Unknown

Height: 5'5" **Weight:** 112 lbs.

Bench Press Weight: 100 lbs.

IQ: 121

Reflexes: 16

Agility: 16

Stamina: 15

BPWD: 1+1d6

HP: 15 **MHP:** 17 **MV:** 924'

Level: 4 **Point Total:** 233

Attack Rating: 3

Mental Attack Rating: 1

Defense Rating: 5

Powers:

Healing: Self, and Others.
Rhapsody could heal up to 40 points of damage to a wound. Lost limbs and diseases could be healed.

Background:

Rhapsody was a member of Graces Catalyst Agents of Change. She was not a combative hero, but a healer. Rebel and Rhapsody were very close. She died, however, in a fight with Warmaker, where she fell and broke her neck.



RUBY

Name: Unknown

Height: 5'6" **Weight:** 120 lbs.

Bench Press Weight: 180 lbs.

IQ: 102

Reflexes: 28

Agility: 26

Stamina: 26

BPWD: 1+1d6

HP: 20 **MHP:** 15 **MV:** 1020'

Level: 4 **Point Total:** 160

Attack Rating: 6

Mental Attack Rating: 1

Defense Rating: 6

Powers:

Disintegration: The range is touch. Damage is 5+3d10.

Background:

Ruby is young, angry, streetwise, and cursed with the ability to disintegrate anything she touches. Her power is balanced by a mysterious ruby-red covering over her body that houses and controls her awesome ability. Ruby can retract the covering from her hands, or from other parts of her body, merely by thinking about it.

As a member of Catalyst, Ruby lives and works from the Citadel in Golden City, under Graces leadership. While she



has reluctantly found a home with the Agents of Change, Ruby would like nothing better than to have her power go away.

Ruby wears a Blue cloak and body suit. Her skin is covered in a ruby red coating from head to toe.

Ruby has been known to use her power to Disintegrate

incoming attacks, such as thrown debris, hurled missiles, etc.

SCREAM

Name: Unknown
Height: 5'9" **Weight:** 181 lbs.

Bench Press Weight: 225 lbs.
IQ: 94
Reflexes: 32
Agility: 44
Stamina: 26

BPWD: 3+1d6
HP: 27 **MHP:** 15 **MV:** 1020'
Level: 2 **Point Total:** 408

Attack Rating: 8
Mental Attack Rating: 9
Defense Rating: 7

Powers:

Emotion Control: Fear,
Scream does not have the power to turn this ability off. To use this ability an attack must be made, but it is always unpleasant to be around the scream, eventually one would go insane.

Paralysis: Unconsciousness, range: 2000', Scream is able to shut down an opponents nervous system.

Climbing: Skill.

Weakness: Insane, Scream believes that many inanimate objects are alive and they talk to him. He also has a paranoia about the telephone company and believes that almost everyone is working for them.



Background:

The Scream stalks the roof tops of Arcadia. He carries pitons and crampons and uses them to good effect among the roof tops of Arcadia. He is insane and believes that many

inanimate objects are alive. Many times though, the objects have correct information that is valuable to the Scream, when they talk.

SEEKER

Name: Various

Height: Various **Weight:** Various

Bench Press Weight: 200 lbs.

IQ: 126

Reflexes: 16

Agility: 18

Stamina: 20

BPWD: 1+1d6

HP: 19 **MHP:** 18 **MV:** 968'

Level: 6 **Point Total:** 362

Attack Rating: 4

Mental Attack Rating: 1

Defense Rating: 4

Powers:

Weapon: Staff, The Seekers staffs grant them the following abilities:

Invisibility

Flight: 100 mph.

Energy Attack : 15+2d10

Force Field: Invulnerability (40).

Scanner: The scanner is able to detect an individuals energy patterns, and track them.

Background:

The Seekers are aliens from a race known as the Reaver Swarm. They are like priests in their role, and also track enemies of the Swarm. The above statistics are what an average Seekers stats would be. The



Seekers were the first sent to track down the being known as the Vortex, though many Seekers died in the process.

SPIKE

Name: Spike
Height: 6'4" **Weight:** 245 lbs.

Bench Press Weight: 525 lbs.
IQ: 95
Reflexes: 24
Agility: 24
Stamina: 38

BPWD: 7+1d8
HP: 34 **MHP:** 15 **MV:** 1126'
Level: 4 **Point Total:** 207

Attack Rating: 5
Mental Attack Rating: 1
Defense Rating: 6

Powers:

Weapons: Machine Gun:
5+1d20 damage (5-10
shots/rnd.), Grenade: 5+1d20
(10'r.)

Training: Weapons: When
using weapons Spikes rating
increase as follows: Attack
Rating: 10

Background:

Spike is the strongest and
largest of the Pit Bulls. He
specializes in heavy weapons, is
a bit clumsy, hyperactive, and
has a willingness to please.

Like all the Pit Bulls, Spikes
personality can best be described



by relating him to a canine.
Spike is like a big, happy, Saint
Bernard.

TITAN

Name: Frank Wells
Height: 6'4" **Weight:** 240 lbs.

Bench Press W.: 10,000 tons
IQ: 98
Reflexes: 21
Agility: 26
Stamina: 60

BPWD: 25+11d10
HP: 83 **MHP:** 15 **MV:** 1320'
Level: 6 **Point Total:** 1218

Attack Rating: 5
Mental Attack Rating: 1
Defense Rating: 5

Powers:

Invulnerability: (40)

Flight: 1500 mph., and may fly at x4 speed in outerspace. Titan can make 90 degree turns.

Environment Protection:

May survive the vacuum of space, and is immune to gases and poison.

Psionic Shield: Mental

Intrusion defense, due to mental instability and strong willpower.

Weakness: Mental Insecurity, and an Egomaniac.

Background:

Act first, ask questions later, if at all is Titan's motto. As headstrong as he is powerful, this battling juggernaut became Golden City's premiere



superhero, earning the respect of the populace and the entire world ... all under the watchful eye of Grace. Titan rarely sees the grey issues of life: everything's black and white to him, good vs. evil, no in-betweens.

It is believed that Titan once worked with a youthful sidekick named Golden Boy.

Titan was born with his incredible powers, and as a youth never seemed to fit in with others. This combined with a bad home life and deep insecurities led to Titan's demise. Titan was killed by the Alien being known as the Vortex.

URBAN RENEWAL

Name: Unknown
Height: 6'5" **Weight:** 260 lbs.

Bench Press Weight: 2 tons
IQ: 102
Reflexes: 29
Agility: 28
Stamina: 36

BPWD: 12+1d10
HP: 36 **MHP:** 15 **MV:** 1108'
Level: 3 **Point Total:**

Attack Rating: 6
Mental Attack Rating: 1
Defense Rating: 6

Powers:

Weapon: Urban Renewal uses a wrecking ball that inflicts BPWD+1d20. He is able to also fire an Energy Attack from the Ball. Damage: 15+2d10, range 1000'. He can also energize the ball when he hits an opponent in combat inflicting an extra 10 points of damage.

Background:

Urban Renewal is a member of the Demolition Gang. They are a gang that turns buildings that are falling down, in bad neighborhoods, into good homes. He is something like a modern day Robin Hood.



However, the buildings he demolishes he does not own, thus making him a law breaker.

VORTEX

Name: Unknown
Height: 6'3" **Weight:** 225 lbs.

Bench Press Weight: 3000 tons
IQ: 140
Reflexes: 30
Agility: 32
Stamina: 50

BPWD: 25+9d10
HP: 72 **MHP:** 21 **MV:** 1232'
Level: 8 **Point Total:** 1687

Attack Rating: 7
Mental Attack Rating: 1
Defense Rating: 7

Powers:

Flight: 750 mph, x10 in outer space. 90 degree turns.

Invulnerability: (35)

Environment Protection:

Vortex is immune to gases, and the void of outer space.

Energy Attack: 18+5d10, range: 5000'.

Telepathy: range: 2 miles.

Light Control: up to 40 points may be controlled.

Force Field: (60). Maximum area of effect: 2000' radius.

Background:

The Vortex is an Alien being who fled a race of aliens known as the Reaver Swarm. He came to earth to try and create super powered beings to fight the



swarm and protect the earth. He created a generator to accomplish this task, but before it could be completed a nuclear test bomb went off disrupting the generator and opening a vortex to other dimensions. The alien, Vortex, was swept away into the vortex. He remained there until a group of Seekers came to earth looking for him,

their enemy, and drew him out of the vortex. Since then, he has been preparing to battle the coming swarm. On earth, he has made one human friend, Lt. Eileen Anderson, an information officer at Cinnibar Flats Army Research Center. Eileen was chosen by Vortex to be his official liason.

Warmaker

Name: Elvis Westbury
Height: 7' Weight: 350 lbs.

Bench Press Weight: 100 tons
IQ: 105
Reflexes: 28
Agility: 39
Stamina: 39

BPWD: 18+5d10
HP: 50 MHP: 15 MV: 1135'
Level: 8 Point Total: 806

Attack Rating: 8
Mental Attack Rating: 1
Defense Rating: 8

Powers:

Weapon Creation: Warmaker is able to change his armor into weapons of the same basic size and mass. Two common examples are a machine gun: damage: 5+1d20 (5-10 shots/rnd. -2 to hit), and a missile launcher: damage: 5+3d10. Maximum weapon damage for all created weapons is 15+3d10.

Jumping: 300' high.

Invulnerability: (30)

Martial Arts: Attack
Rating: 10

Environment Protection:
Immune to gases and poisons.

Background:

At one time Warmaker was a "Super Soldier" for the U.S.



Government. He turned his back on the military and the government when he grew sick of killing. Warmaker was caught and imprisoned in Golden City's "Super jail." He escaped and has since joined Grace's, Catalyst: Agents of Change, hero team.

X

Name: Unknown
Height: 6'3" **Weight:** 241 lbs.

Bench Press Weight: 650 lbs.
IQ: 120
Reflexes: 38
Agility: 40
Stamina: 43

BPWD: 7+1d8
HP: 44 **MHP:** 16 **MV:** 1170'
Level: 6 **Point Total:** 375

Attack Rating: 8
Mental Attack Rating: 1
Defense Rating: 8

Powers:

Weapons: Pistol: 5+1d20,
Grenades: 5+1d20 (10'r.)

Immortality: Body

Restoration: X has a limited form of this power. His major organs have to generally be intact in order for him to heal back. Basically, if you knock him down he keeps getting back up.

Martial Arts: Attack Rating: 10, Defense Rating: 10.

Jumping: 30', due to strength, and agility.

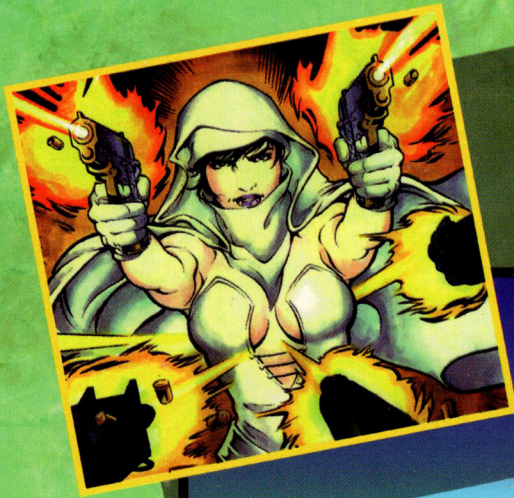
Background:

Feared by all, no one knows where he came from or why he's in Arcadia. At least his rules are



simple: Arcadia is his city, and if you do anything he disagrees with you get one warning: a telltale red slash across an image of your face. Cross him again and that "X" will be completed. Once that happens your dead.

X lives in a room under the sewers of Arcadia. His only friend, if indeed he has one, is Mikki D., a homeless boy.



Have you ever wondered just how strong Grace or Titan are, or what Mecha's armor can do, well wonder no longer. The Dark Horse Comics Supplement is an encyclopedia of all your favorite Heroes and Villains from Comics Greatest World. It lists all their statistics, powers and backgrounds, ready for game use, for the Heroes & Heroines Comic Book Role Playing Game

**HEROES
&
HEROINES**



EXL 3025