

NECESSARY EVIL



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NECESSARY EVIL

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Clint's Dedication: This book could only be dedicated to those people without whom it would not exist. To my parents, who taught me how to love. To my brother, Gary, who taught me how to share what you love. To Kay Reid, who taught me that I loved writing. To Trinity and Bethany, whom I love even more. And most of all to Jodi, who is my Love and my Muse, now and forever.

Shane's Dedication: To my cousin Liz, who fought true evil. You are so greatly missed. The world is much darker without your constant smile.

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FOMOSA

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CHAPTER ONE: NECESSARY EVIL

In *Necessary Evil*, a band of aliens lured the world's superheroes into a cunning trap and killed or imprisoned the vast majority of them. The player characters are the only enhanced beings left to save the planet—supervillains! As the alien overlords' policy is to kill anyone exhibiting paranormal powers, the only option open for such individuals is fight or flight! You can guess which option most villains choose...

SETTING THE STAGE

Of course it started on January 1st, 2001. The first ships appeared over every major city of the planet. There was no prelude and no demands. The aliens just attacked. They were an amphibious race that combined the nastiest aspects of sharks and crocodiles with an aggression matched by neither. They were the stuff of nightmares to most. The people called them "Fins."

New York became a war zone, Tokyo burned, and even sunken Atlantis was rubble and its ruler—the legendary Aquarian—slain.

Earth's superheroes fought back immediately. The fins were terrifying, but no one ever doubted the heroes would win out in the end. After all, aliens had tried to invade Earth three times before, and earth's defenders had always emerged triumphant.

But the fins possessed advanced technology and savage bloodlust, so the losses were heavy. Earth began to worry.

THE V'SORI

Then came the turn of the tide the people had come to expect in these epic wars of aliens and supermen. Advance forces of another alien race arrived in earth orbit—the V'sori. They claimed to be the long-lost descendants of Atlantis who had been searching for their missing brothers and sisters for hundreds of years. During their quest, they had grown to become the defenders of the galaxy.

The V'sori claimed the Fins—or K'tharen as they called themselves—were rampaging mercenaries who ravaged world after world, but the V'sori had fought them before and would help Earth against them now.

The world's greatest superhero, Champion of Alpha Force, flew into space to meet them. He returned later and gave a stirring speech that called for humanity to hold out for just a bit longer. They did, though the final cost in blood was great.

When the V'sori arrived, the K'tharen fleet rose to fight them. The alien ships fought a titanic battle in space, but the V'sori won out, and even beamed the images of the fleeing Fins to earth.

Humanity cheered their saviours and welcomed the advanced alien protectors with open arms. Anxious youths danced in the streets, proclaiming an era of peace and love. Less trusting commentators were booed and mocked in the national press. And some appeasement-minded governments even offered the aliens the figurative keys to their states.

TREACHERY

Of course that's just what the aliens wanted all along. In every major city, heroes and world leaders joined together to welcome the aliens. The crowds cheered as the V'sori ships appeared overhead. Every superhero, sidekick, president, and even stars of sports, movies, and music attended these grand galas. The people of earth cheered as they watched their heroes greet the alien saviors on the news networks.

The cheers turned to screams when the V'sori ships opened fire on the gathered throngs. Moments afterward, the K'tharen warships returned—servants of the V'sori.

Champion was standing before the cameras when the V'sori hit. They knew his weakness—radiation—and targeted him with a concentrated beam of energy that turned the hero into a pulpy mass. Massive death rays then swept over the gathered throngs, slaying thousands of heroes, officials, generals, and innocents in moments. Within 30 minutes, the unthinkable had occurred. Earth's greatest heroes were dead and its leaders vaporized.

The aliens had won.

DEFEAT

Soon, televisions and radios around the world carried an announcement from the admiral of the V'sori fleet. Earth was now under the control of the V'sori Empire. Resistance would be met with death.

The V'sori Empire wanted Earth's resources. They needed a way to study our defenses, and then take them out with a surprise strike of surgical precision. They succeeded flawlessly. They claimed destroying more of our infrastructure and our people was counterproductive to their goal, gaining a new self-sufficient source of raw resources.

The V'sori have placed Governors in charge of the former nations of Earth. The invaders and their Fin servants are now commonplace. There isn't a single government left to oppose them, and they feel they have nothing to fear from Earth.

But they are wrong.

Earth's heroes are dead, but there are other beings with extraordinary abilities on our planet.

They are supervillains. And they are a necessary evil.

THE FACE OF THE ENEMY

The stuff of nightmares, the K'tharen are monstrous, slaving aliens—as fearsome as they are savage. Most are well over 7' tall—every bit of which is muscle. The "fins" have humanoid forms but with a thick crocodile-like hide. Their head has a distinctive shark-like appearance, especially with the fin-ridge that runs along the top of their skulls and their coal-black eyes. Their coloration runs towards the darker end of the spectrum along their backs, from light greens to blue and violet, while the front is universally pale. The K'tharen grow darker along their dorsal ridge as they age, and older members of the race can appear pure black.

The V'sori, on the other hand, can best be described as beautiful. They are tall, thin, but well-muscled, and bear a bluish complexion eerily similar to that of the Atlanteans who have lived among the people of Earth for generations. Their hair is mostly dark brown or black, and is often worn short, but with a single small braid of longer hair off to one side of the face. V'sori are rarely seen in public without their body armor, a tight suit of segmented plates composed of some unknown alien material.

In battle, V'sori commanders wear full helmets with mirrored visors.



OMEGA

The year is 2004. The Earth has been under the control of the V'sori Empire for over two years. Humans with extraordinary abilities, commonly known as superpowers, have existed for nearly a century. Those who used their powers for altruistic reasons were known as superheroes. It is believed somewhere around 98% of them have been killed by the V'sori.

Various resistance movements have been quashed by the V'sori, but the most promising has only just begun to act—Omega. Omega was started by the greatest criminal mastermind of the modern age, Dr. Destruction. Its members are largely made up of former superhumans the world once called villains. Dr. Destruction has said that only he is the rightful ruler of the earth—"not some alien scum from the back corners of the galaxy."

Omega is organized into cells, each of which is only aware of the other members of its own cell to prevent betrayal. Cells are contacted with their

mission information through blind drops, secret codes, and most commonly, encoded radio broadcasts.

THE FACE OF DESTRUCTION

Dr. Destruction has been practicing super-villainy since the early 1980s. His first escapades were the stuff of comic books—bank robberies, jewel heists, and kidnappings. After being thrashed by Champion one too many times, the vengeful Destruction vanished for a few years, then returned with more power, more weaponry, and more willingness to use it.

No one knows who the doctor really is, or what his face looks like behind the mask. His powers are well-known, however. In his past battles with Champion and other superheroes he displayed inhuman strength, energy blasts, teleportation, and mind control. What inherent powers he possesses and what might come from his incredible devices is anyone's guess.

THE MAN ON THE STREET

"Yeah, I heard jokers like Mr. Cranium and Slab are fighting for the resistance now. Hell, I can remember when those two knocked over the Star City National Bank a few years back, and they're going to save us when Champion and the Alpha Force couldn't? That would be a miracle, and the V'sori have outlawed miracles."

—John Davis, Truck Driver

The average person living on the Earth of *Necessary Evil* is a hardy but fatalistic soul. After the V'sori seized control, the world economy went into the tank for several long months. With the aliens enforcing martial law around the world, the sort of widespread looting and lawlessness one might expect from such an event never occurred. Soon after the destruction of Earth's leaders it became clear the V'sori were here to rule rather than destroy, so most people have remained subservient rather than face certain death.

With the V'sori and their human governors encouraging the populace to work and maintain the world's infrastructure, most people could do little except try to resume their normal lives. Schools reopened, hospitals saved lives, and order returned to the world, though it was an order authored by an alien power. The people of Earth know they are no longer working for themselves, but rather toward some sinister purpose whose nature they may never understand. There is little vocal objection to V'sori rule, for such statements are marked seditious, and any who utter them are taken away for "re-education."

With this specter hanging over their heads, most adults are a dour lot. As hope fades, alcoholism and drug abuse are on the rise. Most humans quietly listen to whispered reports of the resistance movement, and cheer quietly when the V'sori are set back. Hearing news about the real progress of the resistance is not easy, however, as the V'sori have installed their own human sycophants in the media.

Still, with every victory the Omegans score over the aliens and their human puppets, the flicker of hope smoldering within the hearts of Earth's citizens burns a little more brightly.



STAR CITY

The main action in *Necessary Evil* takes place in Star City. New York, Los Angeles, Chicago, and most every other major city in the US were rubble by the V'sori. Star City was left curiously untouched by the aliens' weapons of mass destruction. Large numbers of K'tharen and drones operate in the city, however, and seem to take the place of weaponry that might cause too much collateral damage.

This amazing island was created some time ago by a being of god-like power called the Outsider. The United States annexed Star Island after the Outsider was defeated and began a very expensive and high-profile scientific study of the island and its amazing ability to spawn superhumans. Two years of study at the taxpayers' expense found no particularly useful results so it was sold off in parcels to the highest bidder.

Exactly why the Outsider created the island Star City now sits on, why so many super-powered beings are spawned here, and why the aliens don't blast it into oblivion is a mystery your team may unravel as they fight for its survival. For now, know that Star City is your character's home, and he'd best defend it with his very life. The future just might depend on it.

PEOPLE

Star City is home to around five million citizens, down from the eight million who lived here prior to the invasion. Most of the loss comes from those who took flight rather than casualties, as the aliens took special care not to overly damage the island. They did settle it in force, however. A large number of citizens weren't comfortable living in such close proximity to the invaders and were allowed to flee to the mainland.

GEOGRAPHY

Star City lies two miles off the coast of the eastern seaboard of the United States, about halfway between Boston and New York, and is roughly six times the size of Manhattan (180 square miles). The island Star City was built on was created in 1955 when the nearly omnipotent being known as the Outsider came to Earth. Other than the fact that Star City is home to an inordinate number of super-beings, the island seems completely normal.

Star City is in fact shaped like an eight-pointed star. Four large points alternate with four smaller points surrounding the large central sections called Uptown and Downtown.

Each of the points forms a subsection of the city. The large points are known by their compass counterparts: Northpoint, Eastpoint, Southpoint, and Westpoint. The small points have the more colloquial names of Beachhead (NE, known as Bright Beach pre-invasion), Tempest (SE), The Docks (SW), and Prospect Point (NW). The central area of the city is divided into two subsections: Uptown to the north and Downtown to the south.

GETTING THERE

Star City connects to the Eastern seaboard of the United States via an amazing bridge, also built by the Outsider. Christened the "Sea Bridge," this miraculous two-mile span has weathered powerful Atlantic currents, high winds, and even two super-powered terrorist attacks.

The Sea Bridge supports seven lanes of traffic: three going toward the city and three going away. The bridge lands at Westpoint, funneling traffic north or south to Uptown and Downtown respectively.

Engineers have since converted the seventh lane into a mag-lev line that runs from Providence, Rhode Island, to the Sea Bridge and on to Star City.

A bustling ferry industry has also grown up around Star City, shuttling cars and pedestrians across the two-mile stretch of ocean to Star City's Westpoint receiving station. More than a dozen ferries from two competing companies serve better than 50,000 cars and pedestrians per day.

NORTHPOINT

Northpoint is the most heavily patrolled section of Star City that is not home to any V'sori. Once the upper middle class district, Northpoint is now the home of those humans who willingly work with the alien empire. Northpoint follows the high-rise appearance of Uptown in its southern section, then becomes a series of brownstones as one moves north.

Mayor Perez: Northpoint's most important human resident is Star City's current mayor, Jerry Perez. The V'sori governor appointed Perez mayor about a year ago, and he has since surrounded himself with a number of like-minded cronies. Perez' primary goal is self-preservation, but his secondary objective is rooting out any resistance cells in Star City. He has proven himself an implacable foe of the resistance, and uses whatever resources given him by his alien overlords to hunt down any insurgents. He has used his freedom and authority to form his own Star City Police Department, and has even been allowed to arm his officers with a limited number of high-powered V'sori weapons.

Special Ops Corps: After winning the complete confidence of his alien overseers, Perez was allowed to create a special branch of the police to deal with superhuman menaces across the city. The Special Ops Corps, or SOCorp, was born, and with strong alien support, Perez outfitted his new officers to do battle with superhuman foes.

Since its inception, SOCorp has worked closely with the V'sori governor in busting several rings of resistance operatives, earning them the enmity of every Omegan in town. Because of this, Perez never goes anywhere in town unescorted, unarmored, or unarmed!

Perez and SOCorp are based in Northpoint's heavily guarded Public Safety Building, located on Center Avenue, the primary thoroughfare that bisects the neighborhood.

BEACHHEAD

Beachhead is home to Star City's V'sori base, which is walled off from the rest of the city. Besides military structures, the most notable place is the old Star City Aquarium, which has been converted to a recreation facility for the aquatic V'sori and K'tharen.

More than just a fortress in a once-hostile city, Beachhead has become an enclave of safety and security where the V'sori and their most trusted allies can walk without fear of attack, conduct delicate research, or pursue pastimes unrelated to the business of the invasion.

The only humans allowed through the walls of Beachhead are slaves or those with special clearance from V'sori high command. Even trusted human allies like Star City Mayor Jerry Perez must make special arrangements to tread the area's heavily guarded streets, and no humans are allowed within the Star City Aquarium's sea-green walls. Many members of the resistance have speculated as to exactly what transpires within the old aquarium-turned-alien recreation center, but no one has yet been able to penetrate its security to discover what's really going on in there.

EASTPOINT

Eastpoint is the "residential" area of Star City. Patrols here are common towards the northern edge that looks out at Beachhead, but become less common to the south. The mainly working-class residents of Eastpoint have learned to live under V'sori rule, but they primarily deal with Mayor Perez and the SCPD. Perez has worked hard to make nice with the many labor unions headquartered in Eastpoint, and a peaceful coexistence has been achieved.

Of course, there are many among the labor unions and working class who do not appreciate the V'sori presence in Star City, or the administration of their human quislings. A growing movement of labor unrest gnaws at the peaceful fabric of Eastpoint, threatening to plunge the neighborhood into a boiling cauldron of chaos. Led by Richard Lyons, head of the local chapter of the International Brotherhood of Electrical Workers (IBEW), the Eastpoint Insurgents (as they have come to call themselves) are growing increasingly dissatisfied with the V'sori's rule in Star City. Several recent public protests have ended in violent confrontations between the SCPD and certain members of the IBEW.

TEMPEST

This aptly named section of Star City often catches the worst of any storms that hit town. Patrols are uncommon here, but the many criminal gangs of Star City tend to have family here and act more as protectors than scavengers.

A trio of highly sophisticated energy arrays are situated atop Tempest's largest tower. These cylindrical, metallic rods somehow gather the energy from any storms that lash the neighborhood and store it for use in powering the area's only factory, Burns Brewery, which borders Southpoint. The Outsiders' original intent for the energy array and the building it rests upon is unknown, but the enterprising residents of Tempest made it one of the northeast's most successful small breweries. Omegans returning from successful missions can choose from Thunderheat Stout, Hurrican Lager, Nor'Easter Pal Ale or a selection of seasonal brews.

SOUTHPOINT

The lowest point of Star City in every way is Southpoint. The V'sori only send patrols into this wretched hive when actively pursuing someone. The only public transportation serving this unfortunate section of town is the mag-lev rail, and service is intermittent at best. Violent criminal gangs rule many of Southpoint's dilapidated streets, but the area is large enough that their influence does not stretch to its every corner. These quiet and deserted pockets of Southpoint make excellent locations for Omega cells and safe-houses since they're somewhat insulated by the violent but unorganized street gangs.

The Tenements contain Southpoint's largest concentration of humanity, a great, ramshackle row of poorly maintained high-rises that are little more than dens of drug use and hopelessness.

THE DOCKS

Like Southpoint, the Docks can be a hard area of town. It is the only place where humans in Star City are connected to the outside world, and unless they are guarding a special shipment, the V'sori patrols are light in this area. This lack of official presence has lead to frequent late-night raids by the gangs of nearby Southpoint. The Docks are mostly shutdown at night, except for the actual pier area where workers operate under bright lights 24 hours a day.

Rumors abound of secret resistance bases and weapon caches hidden somewhere amid the maze of warehouses dotting the docks. Well-known mobster and black marketer Willy the Fish purportedly makes his home somewhere among the Docks, ruling over a once-mighty criminal empire that has steadily declined over the past four years since the aliens' arrival.

Many speculate that the Fish is allowed to exist by the powers that be due to a special agreement to supply Star City Mayor Jerry Perez and alien warlord Grypon with certain delicacies from abroad. Whether it's precious jewels from Africa or the freshest truffles from Europe, Willy the Fish is renowned for delivering the goods, but the price is always high.

WESTPOINT

Westpoint is the industrial hub of Star City. The power and water purification plant is located here as well as some of the processing facilities for the V'sori aquaculture farms. The V'sori presence is high in these locations but moderate elsewhere. V'sori scientists continue to study and marvel at the inner workings of the Outsider's amazing power and water plant.

Westpoint also offers visitors the once-trendy Industry Shops, a collection of retail outlets featuring artisan-level crafts, jewelry, and fashions housed in the remnants of an old sheet-metal factory. Prosperous in spite of the alien presence, the Industry Shops still attract thousands of visitors each weekend, many eager to part with their money in exchange for the merchants high-priced wares.

The Shops are also the location of the popular nightspot known as Chick's Café. The proprietor is Chick Abel, a man who, at least publicly, prides himself on complete neutrality when it comes to matters surrounding the invasion and the current alien occupation. Great jazz music and gourmet Cajun cuisine attract the city's best, brightest, and sometimes most notorious.

PROFILE OF A SPACE-GOD

So what does the Outsider look like? A pale, bald humanoid wearing shimmering robes of gold and red, the Outsider's yellow eyes glow with cosmic power.

His dimensions seem to change based on his whims. At one instant he is human-sized, while the next he is the size of a small building. During various confrontations with the military and Earth's super-humans, he demonstrated vast control over cosmic energy and the fundamental matter of the universe. He also had at his command a number of powerful robotic servitors strong enough to go toe-to-toe with Earth's mightiest protector, Champion. He was only defeated when a strange alien device from his own lab was used against him, seemingly disintegrating the all-powerful being, leaving nothing but charred ground where he stood.

THE WARLORD OF STAR CITY

The V'sori in charge of Star City is Warlord Grypon, an aging commander and master politician who has shown a keen interest in Star City and all of its neighborhoods, inhabitants, and architecture, no doubt due to its near-magical origin.

Grypon always travels with a bodyguard of a dozen elite K'tharen.

Abel's avowed neutrality has even encouraged a few brave V'sori officers and warlords to frequent the bar. They and their retinues are now regulars at Chick's on the weekends. This has lead to some uncomfortable moments as alcohol sometimes make the tensions rise between the alien and human clientele, but Chick always manages to keep the peace. As he is fond of saying, "I don't allow politics in my club."

Also situated among the artisans of the Industry Shops is the novelty store called Heroes, a store selling collectibles and memorabilia related to Earth's superhuman population. The disruption this shop's wares (mainly comic books, old photos, action figures, and games) causes among the populace of Star City is small, so the V'sori have continued to allow it to operate with little interruption. The owner of the shop is Mitch Powers, a one-time history professor at Star City University. No one knows why the wheelchair-bound

Powers quit his tenure-track position at SCU to run the store, but he has managed to make a go of it, moving enough product to meet his rent each month and afford a few creature comforts.

PROSPECT POINT

Once the home of the rich and famous of Star City, the mansions on Prospect Point now serve as the residences of the high-ranking V'sori of Star City. The old Country Club has been transformed into a minor V'sori base, geared entirely toward protecting the residents. Mbuna and Manta transport craft can be seen taking off and landing from the area on a regular basis.

Warlord Grypon, the V'sori leader in charge of Star City, is believed to maintain a residence at Prospect Point along with a number of his seconds. The area is also notable for a tremendous slugfest that took place above it during the final battle against the Outsider. The ultra-hero Champion battled one of the Outsider's most vicious robot servitors to a standstill above what would become Prospect Point's Rolling Hills Golf Club. In fact, many of the sand traps and other unique features of the course were actually created by the calamitous impacts of the combatant's super-tough bodies as their melee careened up and down the beautiful landscape.

UPTOWN

This section of town features glittering high-rises and skyscrapers of glass and steel. The buildings in the southern area of this section sport a more retrograde architecture. McGlothlin Park, the largest park in the city, is split between the Uptown and Downtown sections. Its once pristine tree-lined lanes have grown out of control since the invasion, and its branches and bowers help conceal a fierce street gang that preys upon the alien occupiers.

Uptown is also the location of the campus of Star City University (SCU), a small, private university with an enrollment of some 5,000 students. SCU's campus borders McGlothlin Park, and houses one of the nation's foremost programs in robotics and electrical engineering. Since the V'sori have taken over Star City, they have kept a close eye on the research at SCU's robotics laboratory, which once had close links to several military projects.

Numerous student protests occur every month on SCU's campus, many of them ending with violent confrontations between the students and Star City Police Department officers. The SCPD have been able to contain the protestors for now, so the V'sori have not taken a direct hand against them.

DOWNTOWN

Downtown architecture features heavy doses of dark stone and gothic style. The V'sori patrol this area, but confine most of their activity to mag-lev train lines. Some of the smarter gangs have learned how to survive in this area, and rumor has it that the Black Market is located somewhere Downtown.

If someone in Star City is looking for contraband of any kind, Downtown is the place to start the search. As long as you're far away from the heavy traffic of the well-policed mag-lev lines there is all kinds of underground activity to be found.

Downtown is also the home of Star City's only professional sports franchise, Major League Soccer's Star City Sentinels. The Sentinels play their games in Weston Stadium, and are owned and operated by mysterious billionaire industrialist George Weston. Rarely seen in public, Weston made his fortune trading international currencies and futures, but his true passion has always been European Football, or Soccer.

The Sentinels are extremely popular in Star City, and in accordance with the tough financial times, owner Weston has lowered ticket prices to make coming to the games more affordable. Several V'sori Warlords have even taken an interest in the team, and Weston has granted them their own private box to view the games away from the screaming crowds of human spectators.

ATLANTIS

The once-great city of Atlantis lies deep beneath the waves of the Atlantic, somewhere within the heart of the Bermuda Triangle. Although Atlantis enjoyed friendly relations with the people of Earth, very few normal folks ever got the chance to see its glory in person. Featuring an eclectic mix of Greco-Roman architecture, pictures from the fabled city's sunken streets would sometimes find their way into magazines and newspapers, and interviews with Atlantean diplomats revealed hints of a culture both elegant and alien. They revealed a world of marbled avenues, sprawling undersea parks, and towers with spires of golden hue.

While many super-folk and high-ranking diplomats visited the undersea city over the years, the only "normal" people to do so were TV news host Sheila Glass and her intrepid cameraman Mark Winger. A personal friend of the famed Aquarian, the vivacious Glass scored a prime time news interview with the Atlantean King that was held

within the city's Dome of Kings, one of the city's many magically shielded, transparent hemispheres that retained a surface-like atmosphere and temperature. From there cameraman Winger was allowed to film as far as his camera could shoot, and Glass asked the Aquarian a barrage of questions about the ancient city and its mysterious inhabitants. The Aquarian deftly dodged Glass' most sensitive questions, but did offer a few tidbits about the city's history, indicating that the domes were developed to preserve the most valuable aspects of the Atlanteans' surface-world heritage.

Although few if any surface-dwellers saw it happen, the K'therans destroyed Atlantis with a massive bombardment of firepower from their fleet of attack ships. Tens of thousands of Atlanteans died, but several thousand survived to tell the tale. So far no surviving Atlantean has managed to travel back to the remnants of the sunken city and live to tell about it.

THE REST OF THE WORLD

The Earth of *Necessary Evil* is a planet living under the occupation of a hostile power. As the aliens succeeded in destroying the leadership of just about every country in the world (along with most of the superheroes and conventional forces who might have opposed them), they were able to quickly fill the power vacuum by installing their own military governors and declaring worldwide martial law.

Many of the super-powered heroes and villains who escaped these lands have fled to Star City, the heart of the Resistance. Here's a quick look at some key events that happened in the rest of the world should you wish to play a refugee from one of these regions.

Central and South America: The aliens wasted little time stripping the rain forests here at a rate that would put even the old logging companies to shame. A number of Omega's resistance fighters, most notably those led by a former villain known as El Gigante, hide in the jungles and strike frequently at the alien's bases.

Western Europe: London, Prague, Berlin, Paris, and Madrid were all completely destroyed by the alien attacks. Despite this, Western Europe is the home of several extremely successful resistance cells, including one operating below the shattered remnants of Paris, France, and led by the greatest heroine of World War II, the age-resistant Partisan.

Middle East: It is a bitter irony that what has finally brought peace to the Middle East was its virtual annihilation. The V'sori destroyed the democratic governments of Iraq and Israel, then blasted the monarchies and dictatorships of the surrounding nations as well (even though some actually offered their allegiance).

The aliens even leveled the holy shrines of the area in an effort to (one day, at least) destroy any particular attachment to the area. Jerusalem is a pile of ash and the Dome of the Rock was reduced to little more than a few pebbles.

Despite a common foe, Arab and Israeli Omegans still will not work together. Several of the most effective Arabic cells are headed by former terrorists such as the notorious Black Scorpion.

Asia: The governments of the most populous Asian nations—China and India—were quickly annihilated by the V'sori. Combined with devastating massacres of any organized rebellions, the people fell quickly into line. The smaller nations of the region followed suit.

Open resistance is now left to the Omegans, which includes a large number of former Yakuza from Japan, an Indian servitor of Vishnu called Deva, and any number of martial artists, most of whom were once hired muscle for Asian crime lords.

Africa: Africa has been looted by the V'sori like a bank vault, ripping apart the land in search of the vast mineral wealth such as diamonds. At first resistance was poorly organized, but older and darker things awoke in the Dark Continent and did not take kindly to the raping of the land, and now resistance to the aliens is strong. Fierce warriors wielding ancient powers strike from seemingly nowhere, and then just as quickly disappear back into the thick jungles and breezy savannas.

Australia: "Oz" fought the V'sori fiercely, but they could match neither the aliens' firepower nor their numbers. The continent fell within two weeks. The aliens have found Australia's rich mineral resources useful, and used the country's vast tracts of desert to set up gigantic, highly advanced, solar energy collection farms.

Atlantis: The fabled city of Atlantis sank beneath the waves some two hundred years ago, but the great city lived on through the powerful magic its populace wielded. That is, until the K'therans blasted the aquatic city-state into near-oblivion, slaying or scattering its people, and killing their greatest protector, King Meros, the hero known to the world above as the Aquarian.

CHAPTER TWO: MAKING VILLAINS

This chapter helps you construct your fiendish villain! As always, it helps to begin with an idea of who or what your character is rather than jumping right into the superpowers. This time out, it might help to know what kinds of powers you're going to choose first though, so skim the powers section (starting on page 30) before you go any further. If you want to make a pyromaniac who shoots fire from his fingertips, for example, you might want to give him appropriate Edges and Hindrances to go along with it.

1) VILLAIN CONCEPT

How did your character get his powers? Was she the victim of a horrible accident? An experiment gone horribly wrong? Or is it the mastery of arcane magic or high-tech gadgets that gives your villain her powers?

What sort of powers does your villain have? Is he a super-tough and super-strong brick? A mad magician with a multiplicity of mystical might? A gadgeteer with rocket-packs for flying and a death ray pistol?

Why did your character become a villain? Why did your character become a villain? Was he a petty crook who found the means to be something more? An evil genius bent on world domination? A feared and hated mutant who wanted to lash back at the world that turned its back on him? Or is she one of the rare few superheroes who survived the V'sori attack?

2) RACE

Characters in *Necessary Evil* can be Atlantean, human, hybrid, or something else. Atlanteans, humans, and hybrids are described below. Other races—undead, constructs, or even aliens from other worlds—are also possible, but you'll create those with superpowers for literally thousands of combinations.

3) TRAITS

Your character starts with a d4 in each of his five Attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute costs 1 point, and you may not raise an attribute above d12.

You also have 15 points to buy your skills. Raising a skill by a die type costs 1 point as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill over its linked attribute.

All skills from the *Savage Worlds* rulebook are allowed in *Necessary Evil*.

Note: If you plan on being a super-being, check out the new Arcane Background (Super Powers) Edge. It gives super-types the ability to increase their attributes, traits, and Edges out of super-Power Points. You can ignore the usual restrictions about not buying traits over a d12 when using Power Points.

4) HINDRANCES

Hindrances allow you to define the weaknesses of your character, and in turn give you more points with which to build your villain. You may take up to two Minor Hindrances (worth 1 point each) and one Major Hindrance (worth 2 points).

For 2 Points you can:

- Raise an Attribute by one die type.
- Choose an Edge.

For 1 Point you can:

- Gain another Skill point (max d12).
- Gain an additional \$1000.

POWER POINTS

Characters with Arcane Background (Super Powers) can also use their Power Points to further increase their attributes or take new Edges. See page 17 for details.

Super beings can also take one additional Major Hindrance. This only grants you an additional 5 Power Points during character creation (see page 18).

5) GEAR

Your character starts with \$1000 to spend on gear. A list of some common items carried by many Omegans can be found on page 24.

6) SECONDARY STATISTICS

Now that you've finished raising your basic Traits through Power Points and advances, it's time to determine your secondary statistics:

Charisma is a measure of your villain's likeability, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is +0 unless changed by Edges, Hindrances or Powers.

Pace is equal to 6", unless changed by Edges, Hindrances or Powers.

Parry is equal to 2 plus half your Fighting.

Toughness is equal to 2 plus half your Vigor.

7) FINAL TOUCHES

Now you can fill in your character's details. How did he hook up with the resistance? What keeps him together with the other super-villains? What are his goals? Who does he hate? Does he care about anyone or anything?

NECESSARY RACES

Humans, Atlanteans and their hybrid offspring are by far the most common races on the planet, so most player character villains should be one of these three races. Innate super powers are much more common to these races, seemingly from some sort of genetic mutation derived from an unknown event in Earth's past. Since the first confirmed "super-powered" individual appeared in 1925, the event is presumed to have occurred sometime during that decade.

ATLANTEAN

Atlanteans are an aquatic race that have lived on Earth for hundreds of years, appearing as blue skinned humans with gills. All of them have at least minimal psychic abilities, and many of them have highly developed powers.

Atlantis was been ruled by King Meros, also known as Aquarian to the surface world. King Meros was lost during the K'tharen attack on Atlantis, though rumors persist that he has survived.

Currently, the surviving Atlanteans are refugees as their home city of Atlantis was destroyed and the V'sori regime declared all Atlanteans enemies of the state. They exist in small, scattered communities, hiding in the depths of the ocean. A brave handful explore the surface world disguising their heritage and dodging the V'sori however they can.

RACIAL EDGES & HINDRANCES

• **Aquatic:** Live beneath the waves, and can survive in the depths despite the cold or crushing pressure. Their Pace in the water is equal to their Swimming skill.

Atlanteans must spend at least 8 hours out of every 48 submerged in water. If denied, they begin to die. They must roll Vigor once every 8 hours or suffer Fatigue, Exhaustion, and finally death (see Savage Worlds).

• **Tough:** Atlanteans are raised in the crushing depths of the world's deepest oceans. They start with a d6 Vigor instead of a d4

• **Telepathy:** Atlanteans can communicate telepathically with other Atlanteans, hybrids, or V'sori. The range on this ability is sight. Unfortunately this makes them easier to pick up by the V'sori who gain a +2 on their Notice rolls to find Atlanteans.

HUMAN

Humans have a diversity in appearance and manner that is matched only by their aptitude in a variety of endeavors.

RACIAL EDGES & HINDRANCES

- **Free Edge:** Humans begin play with a free Edge of their choice. They must meet the requirements of the Edge as normal.

HYBRID (HALF-ATLANTEAN)

Though the occurrences are rare, humans and Atlanteans can interbreed. Their progeny always have the ability to send their thoughts, and more often than not, have a greater incidence of superior psionic powers. Other features of the Atlantean parent—such as Aquatic and blue skin—are not guaranteed to be passed on.

RACIAL EDGES & HINDRANCES

- **Telepathy:** Hybrids can communicate telepathically with other Atlanteans, hybrids, or V'sori. This functions just as the Atlantean version.
- **Heritage:** Hybrids typically tend to reflect on of their ancestries more than the other. They may choose either to take a Free Edge or Aquatic.

EVIL, NOT PSYCHOTIC

Necessary Evil is all about playing the villains of four-color comics, with their grand schemes of world domination and destruction. While these villains may be murderous and megalomaniacal, they don't tend to be mindless killers without purpose.

The super-villain you make up should at least have the potential for working with other super-villains. While playing a completely anti-social psychotic does have its charms, it does not usually make for good team game-play.

Take some time to consider why your villain would cooperate with other villains, especially under the circumstances. Your villain could certainly murder his fellow compatriots at a later date to serve his own goals, but for the time being, he ought to realize he's more powerful with others by his side.

ALTERED HINDRANCES

The following Hindrances work a little differently in *Necessary Evil*.

- **Vow:** Taking a Vow to fight the V'sori isn't much of a Hindrance since that is the character's role in the setting. That particular Vow should be disallowed unless qualified in some way, such as to fight the V'sori to the exclusion of all other foes, regardless of who gets in the way, and so on.

- **Wanted:** Once more, by nature of the setting, all of the villains are wanted by the authorities, which is now the V'sori Empire. The only way to get this Hindrance is if the V'sori are taking special measures to capture your character.

NEW HINDRANCES

Below are a few new Hindrances for *Necessary Evil*.

ALIEN FORM (MAJOR)

Your villain is completely alien in appearance: a glowing ball of energy, an amoeba with tentacles, a large floating brain, and so on. He suffers -4 to Charisma, and his physiology is nearly impossible for humanoid to figure out. Healing rolls made to help your villain are made at -4. The numerous roleplaying instances should also be a major challenge as well—you can't get into restaurants, can't wear a flak jacket, can't fit into a car, and so on, as defined by your odd shape.

Your villain's form *may* grant you special perks, but these must be bought as powers. If a glowing ball of energy wants to be able to pass through walls, for example, you'll have to take the *intangibility* power. In other words, if your character doesn't have a power, his form doesn't grant it to him "for free," no matter how you describe it.

ALLERGY (MAJOR/MINOR)

Your character suffers an aversion to a common condition or substance, such as water, fire, cold, sunlight, etc. Exposure to that substance (generally within 1" of it) inflicts a -4 penalty to all your villain's trait rolls as a Minor Hindrance.

As a Major Hindrance, all of your villain's superpowers—including traits derived from superpowers—are actually negated until 1d20 rounds after the substance is removed or shielded somehow.

DEPENDENT (MAJOR)

It may not be an intrepid reporter or a loyal butler, but your villain has some person to which he is completely devoted, and will do anything to protect. This may be his wife or girlfriend, one of his children, or even a pet or minion.

The Dependent is a Novice Rank character, and while scrappy in her own right, just isn't up to par with the V'sori and their legions. For whatever reason, this doesn't stop the dependent from getting involved—frequently and often. She constantly requires saving, reveals team secrets, or otherwise causes your villain no end of grief. Of course, every now and then, the friend might just save the villain's life as well, but such instances should be rare.

If the Dependent ever dies, your villain is heart-broken and grief-stricken for the rest of the campaign. He receives only one benny at the beginning of each game session (but Luck and other bonuses apply normally). Relief comes only after ultimate revenge. He cannot simply slay the minion who murdered his girl, he must kill the minion's boss as well and only after making them pay. Only then is the benny restriction lifted and the Hindrance "bought off."

DISABILITY (MINOR/MAJOR)

Disabilities can include any number of physical or mental conditions that in some way effect how your character behaves or is perceived. Minor disabilities might include speech impediments, skin conditions, or learning disabilities such as dyslexia. Major disabilities include lack of mobility (paraplegic or quadriplegic), birth defects, or major mental disorders not covered by other Hindrances.

Powers that compensate for these disabilities should downgrade or negate the disability as appropriate.

DISTINCTIVE APPEARANCE (MINOR)

Your villain's appearance is somewhat different from others of his race (a blue skinned human, an Atlantean with a tail, a talking gorilla, etc), and is relatively easy to spot, even when out of costume. This makes the villain easier for the aliens to track down and pick out of a crowd and can even cause troublesome social problems even amongst his own people.

The appearance must be present in and out of costume to count as a Hindrance—all supervillains are distinctive in costume.

GIMMICK (MAJOR)

Your character must change clothes, get angry, drink blood, summon mystical energy, imbibe a pill or potion, or otherwise perform some unseemly task to access his powers—all his powers.

Whatever the case, the villain can be prevented from using his powers if he cannot enact his "gimmick". The villain cannot use any of his powers—or Edges or Traits bought with Power Points—without it.

Two Characters: If your villain transforms into a completely different person, both "characters" should be made separately, with the "normal" person created as a normal Novice character. Advances gained through play may be added to either form, but not both.

GLOATER (MAJOR)

Villains are known for gloating over their foes when they should be killing them, or foolishly revealing their master plans when they think their opponents are doomed. Your character suffers from this same affliction.

The first round of any combat *must* be spent announcing the doom of those who oppose him. If for some reason your villain *must* act instead, it costs him a benny.

Second, your villain never delivers a finishing blow to a foe. Instead, he creates elaborate death traps, leaves them to die, or orders his minions to finish them while he stalks off well out of earshot. Inevitably, these foes survive and escape the minions, death trap, and so on.

HEARTLESS (MINOR)

The character isn't necessarily Bloodthirsty (though she might be), but she is willing to commit murder to further her own goals. She doesn't take glee in killing but doesn't let it stand in her way either.

POWER NEGATION (MAJOR)

Exposure to a certain substance or condition robs your villain of his powers or makes them ineffective. In addition, your character suffers a -4 penalty to *all* Trait rolls made while under the substance's effects.

The substance should be relatively uncommon or expensive, such as gold, holy ground, or lightning storms. Very rare substances—chunks of your alien's home planet, lotus flowers—are possible as well, but word of your weakness is out there and can be easily appropriated by the V'sori if needed.

SERVITOR (MAJOR)

Your villain is the servant of a greater entity that grants him his power. While your character may have his own plans, he ultimately serves his master's agenda, whatever that may be. This must be fleshed out before the game begins, so that the Game Master can devise the master's plans and what his minion's role in it may be. Regardless, the master cannot be defied. If it is, it unleashes its full power upon the defiant lackey in an attempt to show its other minions what happens to those who are disloyal.

TERMINALLY ILL (MAJOR)

Your character suffers from a terminal and incurable illness and is going to die sometime soon. At the beginning of every game session, draw a card. A face card means your villain's symptoms are acting up this session. Whatever the specifics may be, he suffers a -1 penalty to *all* his trait rolls this game.

If the draw is a Joker, your hero is about to die, and he knows it. At some point in the game session, preferably after accomplishing an important goal or an act of personal redemption, he dies. The Game Master should always give a dying villain a few last rounds of action to commit some noble sacrifice.

WEAKNESS (MAJOR/MINOR)

Your villain is more susceptible to a specific type of attack, such as ice/cold, fire/heat, radiation, magic, darkness, light, air, sound, kinetic energy, and so on. When hit by such an attack, the attacker does +4 damage as a Minor Hindrance, or double damage as a Major Hindrance.

Your villain's weakness isn't public knowledge, but anyone who does a little research on him should find out eventually—typically after one or two encounters. The police, prior to the invasion, almost certainly know about it, which means Mayor Perez and others can give the information to the V'sori once they ask for it.

NEW EDGES

The following new Edges are available to heroes and villains of *Necessary Evil*.

BACKGROUND EDGES

ARCANE BACKGROUND (SUPER POWERS)

Requirements: Novice

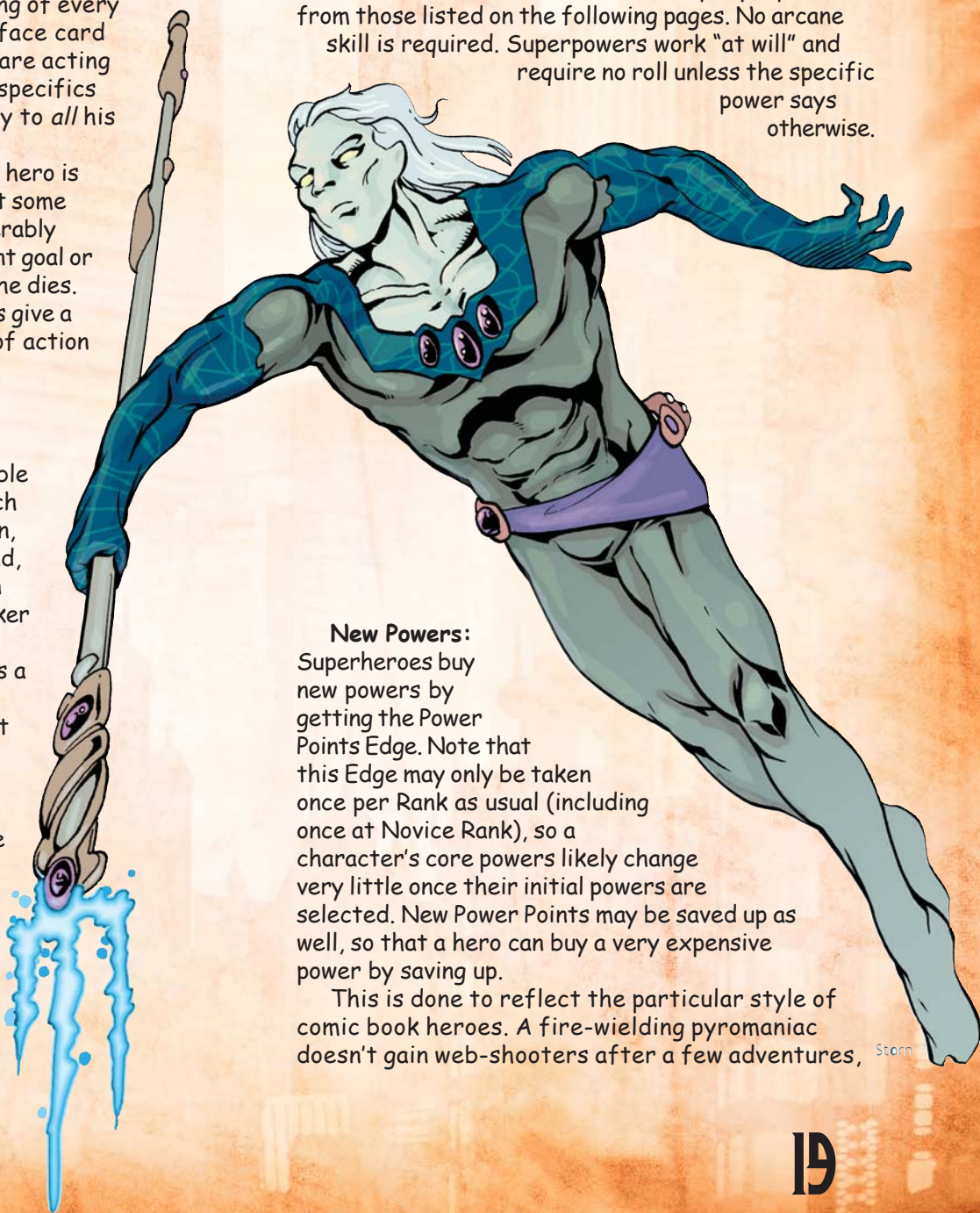
(This Edge replaces the one originally presented in *Savage Worlds*.)

Arcane Background (Super Powers) works very differently from all other Arcane Backgrounds. You have 10 Power Points with which to buy superpowers from those listed on the following pages. No arcane skill is required. Superpowers work "at will" and require no roll unless the specific power says otherwise.

New Powers:

Superheroes buy new powers by getting the Power Points Edge. Note that this Edge may only be taken once per Rank as usual (including once at Novice Rank), so a character's core powers likely change very little once their initial powers are selected. New Power Points may be saved up as well, so that a hero can buy a very expensive power by saving up.

This is done to reflect the particular style of comic book heroes. A fire-wielding pyromaniac doesn't gain web-shooters after a few adventures, Storn



for example, but might increase the damage of his flame strike or learn to fight better (by taking Combat Edges instead of new powers).

Super Karma: Superpowered characters are larger than life, with faults and responsibilities as great as their miraculous powers. Supers may take an additional Major Hindrance to grant them 5 extra Power Points during character creation.

COMBAT EDGES

COMBAT SENSE

Requirements: Seasoned, Fighting d8+, Notice d8+

This character is adept at fighting and keeping track of multiple foes. Opponents gain no Gang Up bonus against him.

TAKE THE HIT

Requirements: Novice, Vigor d10+

Characters with this Edge are good at rolling with punches, are lucky, have fate on their side, or are perhaps just really tough. They add +2 to Soak rolls made to eliminate wounds.

PROFESSIONAL EDGES

BRAINIAC

Requirements: Novice, Smarts d10+

Through liberal book-learning, computer-enhanced skill programs, or just amazing intuitive perception, your villain has a talent for picking up skills on the fly.

Any time he makes an unskilled roll for a Smarts-based skill, he may do so at d4 instead of the usual d4-2.

MECHANICAL GENIUS

Requirements: Novice, Smarts d6+, Repair d6+, Notice d8+

This character can improvise something when the need for a tool arises. He suffers no negative penalties on trait rolls for lack of equipment in most situations.

In addition, given a few simple tools, props, or devices, he can generally rig simple devices to help escape from death-traps, devise weapons to match some bizarre need, or otherwise create something that's needed when such a thing isn't actually present. The extent of this is completely up to the Game Master, but creativity should be rewarded, particularly in dire situations where few other answers are possible.

SETTING RULES

The following setting rules are in effect for *Necessary Evil*.

ARCANE BACKGROUND (SUPER POWERS)

In *Necessary Evil*, all player characters start the game with the Arcane Background (Super Powers) Edge for free! If you want to play a character without this free Edge, you get another free Edge of your choice instead (and good luck—you'll need it!)

UNARMED DEFENDERS

The Unarmed Defender rule is inappropriate for this genre and is ignored.

RECURRING ROLES

Necessary Evil draws its inspiration from traditional comics like those published by DC and Marvel. In comic books, heroes and villains don't often die, though they're often beaten into unconsciousness.

Heroes who would otherwise die by the regular *Savage Worlds* rules are Incapacitated instead. This condition typically lasts for 1d6 days, at which point the hero can return to action. Any wounds he sustained are still in place unless they were healed somehow during the downtime.

This doesn't mean characters can't die. Particularly ruthless enemies might go out of their way to dispatch fallen villains. Death could also strike in a suitably dramatic scene as well. If a villain sacrifices himself in a spectacular fashion to accomplish some important goal, his death is real, but so is his legend.

KNOCKBACK

The concept of super-powerful blows and blasts knocking characters all over the battlefield is a staple of the comic book genre. A successful hit by a character with a Strength of d12 or greater causes the foe to fly backwards 1d4", plus an additional 1d4" per raise on the attack roll. Only kinetic damage causes knockback of course—poison gas, choking mist, and the like do not cause knockback.

Add +1d6 to the total damage if the victim hits a substantial object, such as a wall or tree. This must be worked out during the damage roll—before the knockback occurs conceptually. This may seem a bit awkward at first, but is much better than rolling damage a second time.

GEAR

With the advent of super-intelligent gadgeteers making all manner of hyper-advanced equipment, it is inevitable that it would advance the general technological state of the world. Indeed there are many advanced technologies that are available on the black market and by certain high-tech companies - if the price is right.

All modern gear uses standard modern prices. New gear is listed below.

BLACK MARKET ITEMS

Under V'sori rule, all weapons, armors, and their accessories have been outlawed, as well as certain miscellaneous gear deemed dangerous. They can only be obtained through the Black Market and multiply all prices by 10 (including those listed below). Characters use the normal prices when purchasing their starting gear. This equipment is considered their pre-invasion stash.

Locating an item through the Black Market requires a Streetwise roll. Botching this roll means the villain has attracted some unwanted attention!

ARMOR

Ablative Armor: Designed by Bulletproof Technologies, this armor is designed to absorb the worst effects of incoming damage. While relatively cheap, this armor is bulky and degrades after withstanding a certain amount of punishment. When the wearer takes a hit that would result in a Wound, the armor takes the Wound instead, degrading one level of

protection in the process. When it reaches Armor +0, the armor is destroyed.

DuraWeave Armor: DuraWeave armor is a form of body armor almost as light as clothing. DuraWeave is very concealable; an observer is at -4 to Notice to spot it. For double the cost, a set of clothing can be lined with DuraWeave imposing a -6 to Notice rolls.

Fin Combat Armor: For more protection, stolen Fin Combat Armor that has been adjusted to human size is available. The price listed is for human-sized Fin Combat Armor; Size 1 or 2 costs half the listed price.

Personal Combat Armor: Personal combat armor is worn by the V'sori elite, and is highly prized by those who manage to get their hands on it.

Tactical Helmet: The tactical helmet is a heavy-duty helmet with integrated short-range communications and heads-up display, used primarily by SOCorp operatives.

Z-Belt: Limited to the realm science fiction until recently, force fields provide the wearer protection against energy and some kinetic attacks. First developed terrestrially by famed physicist and engineer Arthur Ziggler, copies of the Ziggler Force Belt, or Z-Belt for short, found their way into the possession of many a super-criminal. Some V'sori officers use shield technology that observers theorize works on the same principles as Ziggler's Z-Belt.

Like ablative armor, the Z-Belt provides additional protection that degrades upon absorbing damage. Unlike ablative armor, the Z-Belt can be recharged and used again without replacing the device.

STANDARD ARMOR

Type	Armor	Weight	Cost	Notes
Flak Jacket	+2/+4	12	80	Covers torso
Kevlar Vest	+2/+4 (bullets)	8	250	Covers torso only; negates AP 4; see SW notes
Kevlar Vest w/inserts	+4/+8 (bullets)	12	1200	As Kevlar, but ceramic inserts are +8 vs. bullets
Motorcycle Helmet	+3	5	75	50% chance of protecting against head shot

HEAVY ARMOR

Type	Armor	Weight	Cost	Notes
Ablative Armor	+2	10	200	Heavy Armor; covers torso, head; see notes
Duraweave Suit	+1	5	500	Heavy Armor; covers torso, arms, legs
Fin Combat Armor	+2	10	1000	Heavy Armor; covers torso, arms, legs, head
Personal Combat Armor	+4	15	5000	Heavy Armor; covers torso, arms, legs, head
Tactical Helmet	+4	1	200	Heavy Armor; covers head.
Z-Belt	+1	1	1000	Heavy Armor; covers all; see notes

WEAPONS

HAND WEAPONS

Electro-Lance: First encountered during WWII when Atlantean strike teams aided the Allies against the Axis powers in the Pacific, electro-lances appear to be simple, 6' poles made of a sleek black metal. Hidden studs near the center and ends of the versatile weapon activate a powerful burst of electricity that can stun or kill even the mightiest undersea denizens.

The weapon causes 2d6 electrical damage to anyone it even touches (+2 to Fighting rolls). When used underwater, the electrical damage applies to everyone within a Small Burst Template in front of the electro-lance. Electro-lances are capable of ten blasts before requiring a recharge. They also make efficient bludgeons and defensive weapons when their charges run out.

Vibro-Weapons: Another weapon favored by the V'sori, vibro-weapons generate ultra-high frequency vibrations capable of cutting through the heaviest armor.

RANGED WEAPONS

Blaster Weapons: The V'sori use a number of particle beam weapons, or blasters as they are more commonly known. These weapons have high armor penetration, and are often keyed to particular V'sori by palm-print technology so they **can't be picked up and used by enemies**.

Gyrojet Weapons: A number of companies have developed specialized weapons designed for use in aquatic combat zones. Gyrojet weapons have ammunition equipped with internal mini-thrusters which propel it through the water and make the minute adjustments in course and speed necessary for accurate fire in an aquatic environment. They may be used above water but at half the usual range.

Mauser .44 Magnum HeroKiller: Originally developed by Revile Industries in the 1980's for the burgeoning terrorist and secret society markets, the Mauser Magnum HeroKiller, or M2-HK for short, fires over-charged teflon bullets to penetrate the thick skins of the world's super-beings.

Plasma Weapons: Prior to the invasion many world governments took it upon themselves to develop a weapons program that would allow them to outfit mundane soldiers with enough high-tech weapons to take down a super-powered threat without having to rely upon super-powered assistance. They have a very short range but pack a super-powered punch.

SPECIAL WEAPONS

Chitral Systems Mega-Taser: Designed and developed by Pakistani weapons lab Chitral Systems, classifying the mega-taser as a no-kill weapon is a bit of a stretch. Almost any normal human being hit by a charge from this short-range, stubby pistol would surely suffer a severe system shock and die. The Mega-Taser was actually designed for incapacitating powerful supers on the rampage. Its high-voltage charge is ideal for stunning the superhuman metabolism of the average brick.

The mega-taser causes 2d6 electrical damage, and causes the target to make a Vigor roll at -6 or be Shaken for 1d4 rounds.

Nullifier Gun: Amongst the weaponry of the V'sori, the nullifier gun is potentially the most terrifying for super-villains. This weapon fires a neutralizer ray that renders inert any natural or artificial energy signature. In other words, it takes away super-powers!

Thankfully, the nullifier gun uses a special fuel found only on one of the V'sori worlds, so the guns are relatively rare. When hit, a target must make a Spirit roll at -6 or lose ALL super powers for 2d6 rounds! The nullifier gun can fire up to 5 shots before it runs out.

POS-1 Netgun: This shotgun-sized rifle with a bulbous barrel was developed by Seattle's Poseidon Dynamics in answer to a challenge by billionaire industrialist George Waits. A world renowned previous metals speculator and philanthropist, Waits got tired of seeing anti-globalization protestors injured by riot policemen just trying to do their jobs. Poseidon engineered a rifle that fires a super-strong, but ultra soft net synthesized from actual spider's silk.

With a successful hit, any targets must make an Agility roll versus the attacker's Shooting result. If successful, the target gets out of the way; otherwise they become entangled in the spider-silk net, unable to move until the net is released or broken. The net is considered to have Heavy Armor, and is immune to blunt and piercing damage. You must cause a Wound on Toughness 12 to break out.

POS-2 Foam Thrower: Another wonder from the labs of Poseidon Dynamics, the Foam Thrower Cannon was first employed during the 1999 Conference On Super-Genetics in Star City. Riot police used Foam Throwers mounted on fire trucks to section off pockets of unruly protestors, pinning them into dead-end alleys or corralling them against buildings for later incarceration.

ARMOR

Type	Armor	Weight	Cost	Notes
Duraweave Suit	+1	5	500	Heavy Armor; covers torso, arms, legs
Z-Belt	+1	1	500	Heavy Armor; covers all; See Notes
Ablative Armor	+2	10	200	Heavy Armor; covers torso, head; See Notes
Fin Combat Armor	+2	10	1000	Heavy Armor; covers torso, arms, legs, head
Personal Combat Armor	+4	15	5000	Heavy Armor; covers torso, arms, legs, head

HAND WEAPONS

Archaic Weapons

Type	Damage	Weight	Cost	Min Str	Notes
Axe	Str+2	2	200	d6	
Battle Axe	Str+3	10	300	d8	
Great Axe	Str+4	15	500	d10	AP 1; Parry -1; requires 2 hands
Great Sword	Str+4	12	400	d10	Parry -1; requires 2 hands
Halberd	Str+3	15	250	d8	Reach 1; requires 2 hands
Katana	Str+4	6	1000	d6	
Knife	Str+1	1	25	-	
Long Sword	Str+3	8	300	d6	
Short Sword	Str+2	4	200	-	
Spear	Str+2	5	250	d6	Parry +1; Reach 1; requires 2 hands
Staff	Str+1	8	10	-	Parry +1; Reach 1; requires 2 hands

Modern Weapons

Type	Damage	Weight	Cost	Min Str	Notes
Billy Club/Baton	Str+1	1	10	-	
Brass Knuckles	Str+1	1	20	-	
Chainsaw	Str+6	20	20	-	Roll of 1 on Fighting die hits user
Switchblade	Str+1	1	10	-	-2 to Notice if hidden

Energy Weapons

Type	Damage	Weight	Cost	Min Str	Notes
Electro-Lance	Str+2d6	5	250	d6	Reach 1, requires 2 hands, see Notes
Vibro-Knife	Str+2	1	250	-	Heavy Weapon, AP 8
Vibro-Sword	Str+4	5	500	d6	Heavy Weapon, AP 8

SPECIAL WEAPONS

Grenades

Type	Range	Damage	RoF	Cost	Weight	Min Str	Notes
Grenade	5/10/20	3d6	-	100	1	-	MBT
Fusion Grenades	5/10/20	3d8	-	500	1	-	HW, AP2, MBT

Non-Kill Weapons

Type	Range	Damage	RoF	Cost	Weight	Min Str	Notes
CS Mega-Taser	12/24/48	2d6	-	1000	8	d6	See Notes
Nullifier Gun	12/24/48	Special	-	V'sori	5	-	See Notes
POS-1 Net Gun	5/10/20	Special	-	500	10	d6	See Notes
POS-2 Foam-Thrower	10/20/40	Special	-	2000	400	d12	See Notes
Stun Wand	-	Special	-	200	1	-	See Notes

RANGED WEAPONS

Archaic

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Axe, throwing	3/6/12	Str+2	1	75	2	-	d6	
Composite Bow	15/30/60	2d6+1	1	200	10	-	d6	
Crossbow	15/30/60	2d6	1	300	10	-	d6	AP 2; Reload 1
Knife	3/6/12	Str+1	1	50	25	-	-	

Pistols

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Blaster Pistol	15/30/60	3d6	1	500	5	20	-	HW; DT; AP 4
Pistol (.22 - .32)	12/24/48	2d6	1	200	3	12	-	AP 1; SA
Pistol (9mm - .45)	12/24/48	2d6+1	1	250	5	7	-	AP 2; SA
Pistol (.50)	15/30/60	2d8	1	300	8	7	-	AP 2; SA
M2-HeroKiller	10/20/40	3d6	1	300	6	8	-	HW; DT; AP 4

Submachine Guns

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Uzi (9mm)	12/24/48	2d6	3	300	9	32	-	AP 1; Auto

Shotguns

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Double Barrel (12g)	12/24/48	1-3d6	1-2	150	6	2	-	See SW Notes
Pump Action (12g)	12/24/48	1-3d6	1	350	8	6	-	See SW Notes
Sawed-Off DB (12g)	5/10/20	1-3d6	1-2	350	6	2	-	See SW Notes
Streetsweeper (12g)	12/24/48	1-3d6	1	450	10	12	-	See SW Notes

Rifles

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Blaster Rifle	30/60/120	3d6	3	600	10	45	d6	HW; AP 8
Gyrojet Rifle	20/40/80	2d10	1	800	12	20	d6	See Notes
Heavy Sniper Rifle	50/100/200	2d10	1	750	35	11	d8	AP 4; SF Penalty
Plasma Rifle	12/24/48	3d10	1	3000	8	12	-	HW; AP 10

Assault Rifles

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Light MG	24/48/96	2d8	3	400	8	30	-	AP2; Auto; 3RB

Machine Guns

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Blaster MG	50/100/200	3d8	3	1500	20	180	d8	HW, AP 8
Heavy MG	30/60/120	2d8	3	750	20	200	d8	AP 3, SF Penalty

Vehicular Weapons

Type	Range	Damage	RoF	Burst?	Notes
AP Cannon	75/150/300	4d10+1	1	-	HW; AP 22; 1 action reload
HE Cannon	75/150/300	4d8	1	Medium	HW; AP 8; 1 action reload
Heavy Laser	75/150/300	3d6+2	3	-	HW; AP 60
Laser Cannon	100/200/400	4d8	2	-	HW; AP 60
Pulse Cannon	150/300/600	4d8+2	1	Large	HW

The foam-thrower fills an area equal to a Small Burst Template with quick-hardening foam. Anyone caught in the area of effect must make an Agility roll versus the Shooting result or be caught in the hardened foam. The foam is permanent until a solvent is applied, or one wound is caused (Toughness 10, vulnerable to blunt or cutting attacks).

Stun Wands: When an assailant gets too close, it's often handy to have something that will take him down without taking him out. That's where the stun wand comes into play. Utilizing a complex neuro-chemical charge, the stun wand actually delivers an atomized dose of super-anesthetic to the targets exposed flesh, causing almost instantaneous numbness without harming the heart or other vital systems. Looking like little more than a 16" black plastic rod, the wand activates with the touch of a stud located in its handle.

The stun wand only works on exposed flesh. If the attacker makes a successful Touch Attack (+2 to Fighting roll), the victim must make a Vigor roll at -4 or be paralyzed. The victim is knocked prone and unable to move for 2d6 rounds.

WEAPON ACCESSORIES

Ruger RE-IV Targeting Eye: Venerable gun manufacturer Ruger Arms developed the Ruger Red-Eye Targeting Eye. The system consists of a headset containing a mini-computer that scans the target area and superimposes a 3-D targeting reticle over an eyepiece, allowing the user to more easily acquire ranged targets. The targeting eye must be calibrated with the targeting mechanism on the ranged weapon in question (Repair roll), but provides +1 to Shooting rolls when in use.

AMMO

HeroKiller Ammo: With the success of the M2-HK pistol, Revile Industries took the ammo design and applied it for use with more common conventional weapons. Where heroes would once laugh off a street thug with an Uzi, they now took care to disarm the criminal for fear of being shot with HK bullets.

HK ammunition can be bought for any conventional ammunition type at 20 times the regular cost, but converts hits into Heavy Weapon damage!

OTHER WEAPON GEAR

WEAPON ACCESSORIES

Item	Cost	Weight	Notes
Laser Sight	50	-	+1 to Shooting rolls, cannot be combined w/ scope
Ruger RE-IV Target Eye	200	1	+1 to Shooting rolls, stacks with other devices
Scope	50	1	+2 to Shooting rolls beyond Medium if you don't move
Starlight	100	1	Low Light Vision
IR Scope	200	1	Infravision

AMMO

Item	Cost	Weight	Notes
Arrow	1/2	1/5	
Teflon Arrow	1/5	5	AP 2; modern eras only
Bullets, small	3/50	10/50	Includes .22 to .32 caliber weapons
Bullets, medium	5/50	25/50	Includes 9mm to .45
Bullets, large	8/50	50/50	Includes .50 and most rifle rounds
HeroKiller Bullets	x20	varies	Converts standard ammo into Heavy Weapon
Quarrel	1/5	2	AP 2 (standard)
Trick Projectiles			
Adhesive	50	1	Target held in Toughness 10 goop
Bludgeon	1	1	Causes nonlethal damage
Concussion	50	1	Vigor at -2 or be Shaken
Net	100	1	Target held in Toughness 12 net
Rope	50	2	Deploys up to 50" long rope

COMMON GEAR

COMMON GOODS

Item	Cost	Wt
Backpack	50	2
Bedroll (sleeping bag, winterized)	25	4
Camera (disposable)	10	1
Camera (digital)	100	1
Canteen	5	1
Crowbar	10	2
Flashlight (heavy duty, 10" beam)	20	3
Handcuffs	15	2
Lantern (provides light in 4" radius)	25	3
Lockpicks	200	1
Rope (10")	10	15
Shovel	5	5
Tool Kit	200	5

CLOTHING

Item	Cost	Wt
Camouflage Fatigues	20	-
Formal Clothing	200	-
Normal Clothing	20	-

COMMUNICATION

Item	Cost	Wt
Cellular Phone	20	-
CommLink	N/A	1
Walkie-Talkie (2)	150	1

COMPUTERS

Item	Cost	Wt
Desktop	800	20
Laptop	1200	5
Handheld	250	1
GPS Reader	250	1
Holographic Projector	500	-

FOOD

Item	Cost	Wt
Fast Food Meal	5	1
Good Meal (Restaurant)	15+	-
MRE (Meal Ready to Eat; 1 meal)	10	1
Trail Rations (5 meals lasts 1 week)	10	5

TRICK PROJECTILES

Trick projectiles encompass any kind of thrown or launched projectile, with prominent examples including: arrows, billiard balls, boomerangs, darts, knives, and seemingly innocuous kitchen implements. The range will vary according to the delivery system (i.e., a bow will fire a trick arrow farther than a normal person can hurl a pool ball).

Adhesive: Discharges a sticky, hardening goop that traps the target and holds him fast until he either breaks free or a solvent is applied. Use same rules as for the foam thrower cannon, but apply to single target.

Bludgeon: Ranged punch designed to incapacitate but generally not injure the target. Causes nonlethal damage.

Concussion: Delivers a charge of explosive or sonic force not unlike a close-range thunderclap, damaging and stunning the target with a deafening blast. The target must roll Vigor at -2 or be Shaken.

Net: Traps target in a super-strong nylon net that encloses on impact and grows tighter the more the target struggles. Use same rules as for the netgun, but apply to a single target.

Rope: Deploys a strong, super-thin nylon line allowing the firer to climb or swing his way across the city or out of imminent danger.

OTHER GEAR

Artificial Gill: Another useful item is an artificial gill that allows breathing underwater indefinitely. This is an invaluable tool when fighting aquatic invaders!

Autograpnel: This pistol-gripped climbing device sports several hundred yards of super-fine nylon cord that is strong enough to support hundreds of pounds of weight. More important, its spear-headed tip can be fired into rock-hard surfaces as its grappling claws deploy and bury themselves deeply in for a secure hold. Once the user is confident in the grapnel's hold, he can activate the winch action and hang on for the ride! The autograpnel has a range of 12/24/48. The grapnel is attached to a 50" long, strong nylon rope. The winch allows someone holding onto the gun (up to 300 lbs) to be pulled along at a rate of 10" per round.

Combat Drugs: Sadly, as society's technological advances have grown by leaps and bounds, so to has its appetite for illegal narcotics. In addition to a dizzying number of new designer drugs that can get someone high, narcotics manufacturers have developed a series of combat drugs designed to grant normal humans a boost to match supers. Known in the lab as Metazol-A, B, and C, this family of

drugs is known on the street by many names, including: Cape, Supa, Met-Z, Z, and far too many others. The drugs are normally ingested as color-coded capsules, with each one augmenting a different physical attribute. Red affects Agility, blue affects Strength, and white affects Vigor. All three versions have the same terrible side-effects, including long-term loss of health (liver and stomach damage) and mental instability (addiction, megalomania, suicidal tendencies).

In game terms, each pill you take boosts the respective attribute for 1d4 minutes. Taking multiple pills means multiple boosts! However, after the duration is up, the user must make a Vigor roll at a negative equal to the number of pills he took. If successful, he is simply Shaken from nausea for 1d4 rounds. If the roll is failed, they take a number of levels of fatigue equal to the number of pills taken! This means that a character can be put to Incapacitated if the roll is failed, retching and twitching on the ground. Prolonged usage (more than 5 times a week) or botching a Vigor roll results in picking up Habit (Major: Combat Drugs), and possible later illnesses.

CommLink: Perhaps one of the most valuable items to the resistance members is the CommLink. It allows secure communication within a cell across the globe. In addition, the CommLink functions as a digital assistant able to store and access files. The most important of these files is the V'sori Military Activity Profile or V-MAP. This file is constantly updated with intelligence and information gathered from other resistance cells. It provides a list of open missions that cells can choose from. CommLinks weigh 1 lb. and are available to resistance members only.

GPS Reader: The Global Positioning Software Reader allows the user to get up to the second information from orbital satellites on his current position on the Earth. Current GPS Readers have been developed to the point where they may be worn on a watch-band or hung on a cord from the neck for easy access.

Holograph Projectors: Designed as plug-ins for modern computers and PDA's, these wondrous devices project a three-dimensional image above the screen, allowing pre-recorded messages or live chat to be displayed as moving figures.

Med-Stims: This remarkable nanotech device represents the pinnacle of human medical technology both before and after the V'sori invasion. Packaged in small, plastic tubular injectors, Med-stims are pressed almost painlessly into the skin of the arm or leg and provide an immediate anesthetic treatment to nearly any injury. Tiny nanotech devices then go to work, traveling to the site of

MISCELLANEOUS GEAR

MEDICAL

Item	Cost	Wt
Combat Drugs*		
Red (Agility)	20	-
White (Strength)	20	-
Blue (Vigor)	20	-
Med-Stims	1000	1

PERSONAL TRANSPORT

Item	Cost	Wt
Rocket Packs	2500	30
Warp Shunts*	5000	1

SURVIVAL

Item	Cost	Wt
Artificial Gill	100	1

SURVEILLANCE & STEALTH

Item	Cost	Wt
Nightvision Goggles		
Passive	1000	3
Active	2500	5
Stealth Suit	2500	-

SPECIAL

Item	Cost	Wt
Nullifier Gauntlets	V'Sori	1

* Black Market Only

the most grievous injury and repairing the damage. Of course, too much of a good thing can be bad, and most bodies can't handle more than one swarm of nanites marauding around inside of them per day. Med-stims increase the speed of natural healing to one every hour! The med-stims wear out after three hours, allowing a maximum of three healing rolls.

Nightvision Goggles: These goggles are designed to fit over the eyes and are kept in place by straps. Passive nightvision goggles give you the equivalent of Low Light Vision, while active nightvision goggles give

you the equivalent of Infravision. Sudden bright lights may cause temporary blindness (the user becomes Shaken if they fail a Vigor roll at -4) so care should be taken in using them.

Nullifier Shackles: Nullifier shackles are an ingenious V'sori device that renders inert any natural or synthetic energy signature, such as those occurring in super-humans. Naturally, these shackles are much feared and hated amongst the super-human community. The shackles are very strong (Toughness 14), requiring a considerable force to break.

Rocket Packs: Rocket packs are backback devices that are attached via a secure chest harness. Made popular by the Rocket Commandoes super-team, their designs were eventually copied by military and private industry, allowing them to become smaller, cheaper and more stable. The rocket packs have simple palm controls, allowing people to use both hands while the rocket is placed in "hover" mode.

In game terms rocket packs allow a person to fly with an Acceleration of 6 and a Top Speed of 24, using the Pilot skill to operate properly. Fuel is expensive for the rocket packs, approximately 50 per hour of flight (maximum 5 hours).

Stealth Suit: Cat burglars, intelligence operatives, and freedom fighters all find stealth suits a useful tool in getting in and out of high-security facilities in one piece. This stealth suit is a head-to-toe body suit that provides a chameleon-like cloaking effect. These stealth suits can sometimes be found on the black market. The suits add +2 to Stealth rolls.

Warp Shunts: Appearing in the black market shortly after the appearance of the aliens (and assumed to be of alien origin), warp shunts are small short-range teleport devices, used for surprise assaults or quick escapes. These devices look like oversized plastic wristwatches with a green-glowing displays. The user can set a teleport destination within 1 mile by specifying latitude, longitude and sea level height. There is then a 5-round power-up before the teleport occurs, during which the user, and all his belongings up to 100 lbs, is transferred to the specified location. Alternately, the warp shunt can be used without coordinates, in which case it immediately sends the user 1 mile in a random direction! Warp shunts are one-use items, the power surge caused by the teleport burns out the circuits. Wearing more than one warp shunt is dangerous, as there is a 1 in 6 chance that a random teleport is triggered in each additional warp shunt!

Note that warp shunts are relatively rare, and are accessible only on the black market.

VEHICLES

The era of the super-human and super-science has touched every aspect of society.

VEHICLE NOTES

Repulsorlift: V'sori vehicles use a form of repulsorlift technology. This allows even their ground vehicles to achieve an altitude of up to 5" and gives all of their aircraft vertical takeoff and landing capability. Repulsorlift vehicles ignore terrain modifiers.

Sensor Suite: Advanced sensors incorporated into the vehicle negate situational penalties to Notice rolls.

Submersible: Some V'sori vehicles are designed to be fully submersible, allowing them to operate in deep bodies of water.

CIVILIAN GROUND VEHICLES

COMPACT CAR

This includes typical small cars such as Chevettes, Contours, Geos, and Kias.

Acc/Top Speed: 10/36; **Toughness:** 10 (3); **Crew:** 1+3; **Cost:** \$5-9000

Notes: Air bags after 1995.

SPORTS CAR

This includes small high-performance cars such as Corvettes, Vipers and Ferraris.

Acc/Top Speed: 30/56; **Toughness:** 10 (3); **Crew:** 1+3; **Cost:** \$30-60,000

Notes: Air bags after 1995.

MID-SIZED CAR

The Lexus, Intrepid, and Taurus are all good examples of classic and luxury mid-sized cars.

Acc/Top Speed: 20/40; **Toughness:** 11 (3); **Crew:** 1+4; **Cost:** \$10-30,000

Notes: Air bags after 1995.

LUXURY CARS

Lincolns, Cadillacs, and other very large cards are covered in this category, which is based more on their size than their actual price or features.

Acc/Top Speed: 20/40; **Toughness:** 12 (3); **Crew:** 1+5; **Cost:** \$20-60,000

Notes: Air bags after 1995; Luxury Features.

VAN

Vans are large-capacity vehicles made to haul people or supplies. This covers everything from mini-vans to armored delivery trucks.

Acc/Top Speed: 20/40; **Toughness:** 12 (3); **Crew:** 1+10; **Cost:** \$10-30,000

Notes: Air bags after 1995. Armored models have Heavy Armor.

SPORT UTILITY VEHICLE

SUVs are large vehicles with lots of power and sturdy frames. Most come with four-wheel drive as well, though whether a vehicle can switch "on the fly" or must be stopped depends on when it was bought and how expensive it was.

Acc/Top Speed: 20/40; **Toughness:** 14 (3); **Crew:** 1+7; **Cost:** \$20-60,000

Notes: Air bags after 1995; Luxury Features; Four Wheel Drive.

TRACTOR-TRAILER

Tractor-trailer combos are the kings of the road. They haul large loads over both short and long distances. They always have a Citizens Band (CB) radio inside for communication with a range of over 100 miles.

Acc/Top Speed: 5/30; **Toughness:** Tractor 16 (4), Trailer 14 (2); **Crew:** 1+1; **Cost:** \$150-200,000

Notes: Tractors with sleeper cabs can cram another two or three in an emergency.

MOTORCYCLE (STREET)

Typical street bikes are fairly cheap. More expensive varieties, such as Harley-Davidsons, come with more features and a fair amount of prestige within certain circles.

Acc/Top Speed: 20/36; **Toughness:** 8 (2); **Crew:** 1+1; **Cost:** \$3-8,000

Notes: -

MOTORCYCLE (DIRT BIKE)

Dirt bikes are made for abuse. They're relatively tough for their small frame and work well in rough terrain.

Acc/Top Speed: 15/32; **Toughness:** 8 (2); **Crew:** 1; **Cost:** \$2000

Notes: Reinforced Chassis (dirt bikes ignore 4 points of damage from jumps or falls due to their reinforced chassis, as long as the rider makes an appropriate Riding roll to land correctly); Off-Road Wheels (treat as Four-Wheel Drive).

MILITARY GROUND VEHICLES

Most conventional military vehicles were utterly annihilated in the V'sori assault. While some earth vehicles may have survived, they are not only few in number but vastly outgunned making the most common military vehicles of the day V'sori.

V'SORI BARRACUDA

Barracudas are armored patrol vehicles. They are a commonly seen craft, used for reconnaissance and police actions.

Acc/Top Speed: 20/60; **Toughness:** 17/15/14 (5/3/2)

Crew: 2+6; **Cost:** V'sori only

Notes: Amphibious (Acc/Top Speed: 3/15); Heavy Armor, Improved Stabilizer; Sensor Suite (no situational penalties to Notice)

Weapons:

- **Heavy Laser** (Range 75/150/300; Damage 3d6+2; ROF 3; AP 60; Heavy Weapon; turret mounted)

V'SORI KING CRAB

The King Crab is the V'sori armored assault tank. It carries their most advanced and powerful field weapons and has multiple repulsorlift engines that provide incredible speed and maneuverability. The King Crab is circular with its two main pulse lasers attached on separate extended arms. Its laser cannon and heavy lasers are mounted below the arms on bands that can rotate completely around the tank. This gives the King Crab a full 360 degree field of fire with all its weaponry making it a fierce combatant indeed.

Acc/Top Speed: 10/40; **Toughness:** 80/60/60 (60/40/40)

Crew: 6; **Cost:** V'sori only

Notes: Amphibious (Acc/Top Speed: 3/12); Heavy Armor, Improved Stabilizer; Repulsorlift; Sensor Suite

Weapons:

- **2 x Heavy Lasers** (Range 75/150/300; Damage 3d6+2; ROF 3; AP 60; Heavy Weapon)
- **Laser Cannon** (Range 100/200/400; Damage 4d8; ROF 2; AP 60, Heavy Weapon)
- **2 x Pulse Cannons** (Range 150/300/600; Damage 4d8+2; ROF 1; Large Burst Template; Heavy Weapon)

V'SORI SARGASSO

The Sargasso is a common repulsorlift vehicle used for transporting all sorts of payloads. The

cargo section is completely enclosed, but the cab area, holding the driver and up to two additional passengers, is open. Riding in the cab does provide medium (-2) cover. The Sargasso can cruise over land or water and is even submersible, but it only provides underwater life support in the cargo section.

Acc/Top Speed: 10/30; **Toughness:** 15 (4)

Crew: 1+10; **Cost:** V'sori only

Notes: Amphibious (Acc/Top Speed: 3/10); Repulsorlift; Sensor Suite; Submersible.

V'SORI STINGRAY

Stingrays are the personal repulsorlift vehicles of the V'sori commanders. They are fast and maneuverable floating platforms with a raised railing that provides medium (-2) cover to its occupants. While amphibious and submersible, the Stingray provides no underwater life support to its passengers at all.

Acc/Top Speed: 30/60; **Toughness:** 14 (3)

Crew: 1+5; **Cost:** V'sori only

Notes: Amphibious (Acc/Top Speed: 5/15); Heavy Armor; Repulsorlift; Sensor Suite; Submersible

Weapons:

- **Dual Light Lasers** (Range 75/150/300; Damage 3d8; ROF 3; AP 2; Heavy Weapon; forward firing only)

CIVILIAN AIRCRAFT

BELL JET RANGER

The Bell Jet Ranger is a common helicopter flown around the world. It is used by a number of militaries as a light gunship/reconnaissance chopper. In the civilian world it is used by many police forces, TV news organizations, and charter services.

Acc/Top Speed: 20/50; **Climb:** 20; **Toughness:** 11 (2); **Crew:** 2; **Cost:** \$2000

Notes: -

CESSNA SKYHAWK

The Cessna Skyhawk is typical of many small, single-engine prop planes used for recreational flying.

Acc/Top Speed: 20/48; **Climb:** 10; **Toughness:** 12 (2); **Crew:** 1+3; **Cost:** \$150,000

Notes: -

LEARJET

The Learjet is often used as a corporate jet or as a luxury vehicle by those wealthy enough to afford one.

Acc/Top Speed: 25/200; **Climb:** 25; **Toughness:** 14 (2); **Crew:** 2+10; **Cost:** \$20 million+

Notes: -

YASCHUK AERODYNE FLYING CAR

Yaschuk Aerodyne was the first pre-invasion vehicle developer to come up with a commercially available flying car. Using advanced hovercraft technology, the YA-1 was fast and versatile but expensive to build and quickly became a status symbol amongst the rich and famous.

Because of its versatility, the YA-1s were adopted by many superheroes and supervillains, and after considerable modification became flying engines of destruction.

Acc/Top Speed: 25/55; **Toughness:** 10 (2)

Crew: 1+5; **Cost:** \$500,000

Notes: Repulsorlift

MILITARY AIRCRAFT

V'SORI MAN O' WAR

The Man O' War is the equivalent of a space battleship/carrier. In planetary engagements, they often serve as mobile command posts as well. They carry anywhere from 50 to 100 Manta class fighters, depending on their mission.

Acc/Top Speed: 20/400; **Climb:** 20; **Toughness:** 90 (60)

Crew: 2000+1000; **Cost:** V'sori only

Notes: Amphibious (Acc/Top Speed: 2/10); Heavy Armor; Improved Stabilizer; Massive (The weaponry is designed to attack ships within the same size category. Against fighter sized ships, attacks are at -2, and against human sized or smaller targets attacks are at -4.), Sensor Suite (no situational penalties to Notice)

Weapons:

- **24 x Laser Batteries** (Range 150/300/600; Damage 4d10; ROF 3; AP 60; Heavy Weapon)
- **8 x Pulse Cannons** (Range 150/300/600; Damage 4d8+2; ROF 1; Large Burst Template; Heavy Weapon)
- **A nearly unlimited supply of Fusion missiles** (Range 200/400/800; Damage 4d10; ROF 1; Large Burst Template; AP 100; Heavy Weapon) and Sonic Torpedoes (Range 40/80/160;

Damage 4d8; ROF 1; Medium Burst Template; AP 30 Heavy Weapon). Torpedoes have advance guidance systems, if they hit with a raise roll on the Critical Hit Table regardless of the damage roll.

V'SORI MANTA

The Manta is a multi-environment fighter vehicle. It can function in space, atmosphere, or under water. The Manta is not interstellar capable and is carried such distances upon a Man O' War battleship.

Acc/Top Speed: 100/1000; **Climb:** 80; **Toughness:** 18 (4)

Crew: 1; **Cost:** V'sori only

Notes: Amphibious (Acc/Top Speed: 5/25); Heavy Armor; Improved Stabilizer; Sensor Suite (no situational penalties to Notice); Submersible.

Weapons:

- **Laser Cannon** (Range 100/200/400; Damage 4d8; ROF 5; AP 60; Heavy Weapon)
- **8 Fusion Missiles** (Range 200/400/800; Damage 4d10; ROF 1; Large Burst Template; AP 100; Heavy Weapon)
- **4 Sonic Torpedoes** (Range 40/80/160; Damage 4d8; ROF 1; Medium Burst Template; AP 30 Heavy Weapon). Torpedoes have advance guidance systems, if they hit with a raise roll on the Critical Hit Table regardless of the damage roll.

V'SORI MBUNA

The Mbuna is an armored transport repulsorlift craft. It serves as a personnel carrier, prisoner transport, and assault support vehicle. Unlike most repulsorlift vehicles, the Mbuna has secondary engines that provide a limited ability to gain additional altitude. This increases the vehicle's maximum ceiling height to 300". The Mbuna's two light laser turrets can be linked to be fired as one action; this is resolved as if one turret was fired with a +2 bonus to attack rolls and damage.

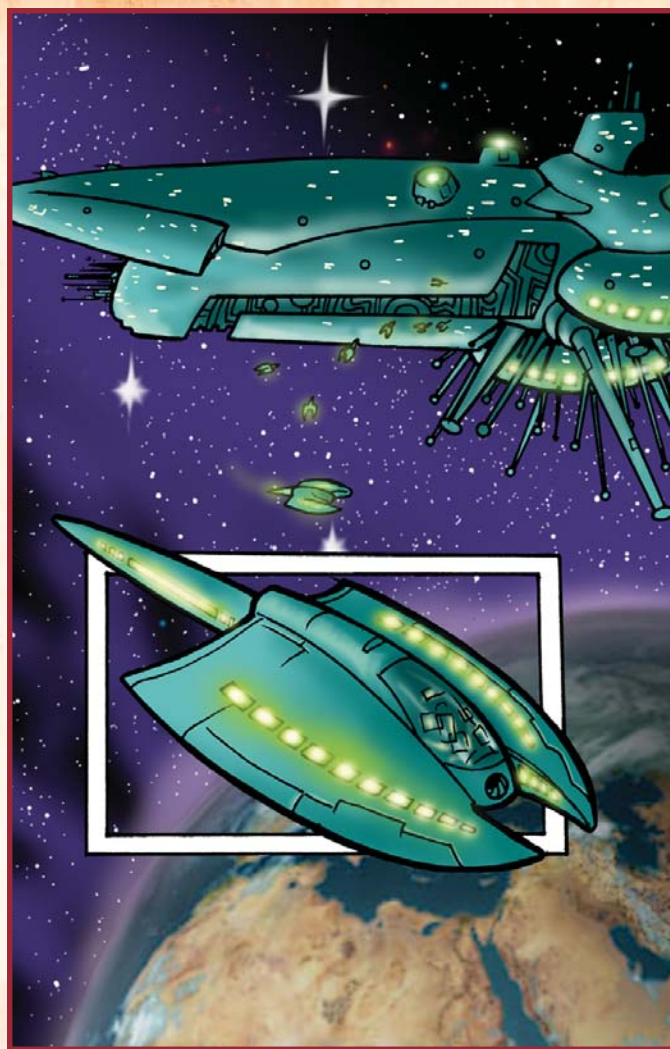
Acc/Top Speed: 20/60; **Climb:** 20; **Toughness:** 22 (4)

Crew: 1+11; **Cost:** V'sori only

Notes: Amphibious (Acc/Top Speed: 5/15); Heavy Armor, Improved Stabilizer; Sensor Suite (no situational penalties to Notice)

Weapons:

- **2 x Dual Light Lasers** (Range 75/150/300; Damage 3d8; ROF 3; AP 2; Heavy Weapon; turret mounted 135(forward field of fire).)



MILITARY WATERCRAFT

ATLANTEAN SEAHORSE

Seahorse mini-submarines are lightly armored transport vehicles designed to cover intermediate distances. During the height of Atlantis, they were commonly seen craft, used for any number of tasks from courier work to diplomatic missions.

Acc/Top Speed: 20/60; **Toughness:** 10 (2)

Crew: 2+6; **Cost:** Atlantean only

Notes: Amphibious (Acc/Top Speed: 3/15); Heavy Armor, Sensor Suite (no situational penalties to Notice), Submersible.

Weapons:

- **2 x torpedoes** (Range 40/80/120; Damage 4d10; AP 40, Heavy Weapon)
- **Wave Blasters** (Range 12/24/48; Damage 2d10; RoF 2; AP 4; underwater only).

POWERS

What follows is a list of powers that can be used in *Necessary Evil*. Most powers have "modifiers" to their basic cost as well. These are special enhancements or limitations you can use to expand or limit your villain's powers. Unless stated otherwise, all powers cost a minimum of 1 Power Point.

Most passive powers don't require any sort of activation or skill roll, and are simply always on. However, most such powers offer the option to require activation in exchange for a slight discount. These are activated as "free actions," but still must come on a player's action card if in combat. That means a villain struck from ambush—before he states he's activating a particular power—doesn't have it.

Active powers, such as *attack*, *ranged*, require a Shooting or Throwing roll as usual, and grant bonus damage for a raise as normal.

ABSORPTION (4)

Trappings: Waves of energy, body of reflected matter, magic.

This ability allows a villain to absorb damage and negate it, or even channel the energy back into his body.

Your villain's *absorption* works only on a particular type of energy, such as ice/cold, fire/heat, magic, radiation, kinetic (includes bullets and punching), slicing (swords and knives), etc.

The villain must make a Vigor roll when wounded. Each success and raise eliminates a wound.

Modifiers

Requires Activation (-1): The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., his *absorption* works only when he's actively engaged it). If taken by surprise, the power has no affect.

Transference (+3): Each wound negated can be transferred to increase Strength or Vigor one step. The increases last three rounds.

Reflection (+5): This modifier actually redirects the damage back toward its source, as long as the source is within the line of sight. Every wound absorbed causes a wound to the original attacker.

AGELESS (1)

The villain isn't affected by the aging process. This power should usually only be purchased during character creation, but special circumstances might apply depending on the situation.

Modifiers

Very Old (+1): The character is already quite old, increasing his life experiences so that he adds +2 to most Common Knowledge rolls. To actually reflect this life, you might want to put additional points in increasing his skills as well (via *super skill*).

ALTERED FORM (3)

Trappings: Body composed of a particular matter or energy, elasticity, telescopic arms and legs.

The villain has a body of sand, water, metal, rubber, or other matter, or can stretch or manipulate it. He can assume any basic shape, but does not actually look like other items or people without the *mimic* power. The basic power costs 3 points and allows him to extend or compact his body by 50%. This gives him a Reach of 1" as well.

Rubbery bodies or those made of matter (earth, sand, water, insects, and so on) have +4 armor against attacks resulting from other matter and kinetics (including bullets, fists, etc.).

Bodies made of energy are exactly opposite (+4 armor versus energy attacks but no protection against physical damage).

Modifiers

Fall-Proof (+1): Villains with this modifier suffer half damage from falling, crashes, or similar incidents. They can never be killed by a fall or crash (though they can be Incapacitated).

More Elastic (+1): Each time this modifier is taken allows the villain to further modify his size, width, and thickness by an additional 50%, and his Reach by +1". With More Elastic +2, for example, he could grow 150% larger (15' high for a typical man) and has a Reach of 3".

Replenish (+3): If the villain's form is actually made of energy or matter, and he contacts an identical and substantial source of energy or matter, he may spend an action to make a Spirit roll. A success grants him +2 steps in Strength for 5 rounds, or heals one wound.

Requires Activation (-1): The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., he can "flame on," but doesn't walk around on fire all the time). If taken by surprise, he is caught in his normal form.

ANIMAL CONTROL (VARIES)

Trappings: "Jungle" folk, animal characteristics, high-tech devices.

The villain has the ability to control animals within a number of miles equal to the villain's Spirit, and may even have a constant animal companion.

Cost Types of Animals Controlled

- 3 A swarm of rats, insects, or other vermin. A specific Small animal.
- 5 A single Large animal. Two small animals.
- 10 A single Huge animal. Five small animals, or two large animals.

Modifiers

Animal Companion (x2): The animals are always with the villain wherever he goes. This can be as much of a drawback as it is an advantage.

Summoning (+5): The animal(s) can be summoned and dispelled at will. The creatures appear within 12" of the villain.

Superpowers (Variable): Special creatures can be created as well. Start with the basic statistics of the animal (or a similar creature) and add Power Points at a cost of 1 point per Power Point spent.

Telepathic Link (+1): The villain can call to animals via telepathy. They understand his basic instructions, and he can read their basic emotions.

Unique (Half): Halve the total cost of the creature(s) if it is unique and cannot be easily replaced when slain. Replacement should be an adventure in itself, and require a long trek to a remote location, dangerous trials, and other obstacles.

ANIMATION (VARIABLE)

Trappings: Magic, nanobots, spirits.

The character can animate objects and cause them to come to life. This requires an action.

The size of the object depends on the number of points put into the power, as shown below.

A villain can animate one object up to the size allowed by his power level.

Multiple objects may be animated from lesser categories of this power. A villain with *animation* at level 3, for example, could give life to two 25 lb objects (level 2), or three 10 lbs objects (level 1).

See the object's statistics below. Pace is figured as if the object "walked" based on its likely height and stride. Vehicles or other objects with inherent locomotion move at their normal Pace (a sports car has a top speed of 56 instead of that listed below).

Objects remains animated as long as the character desires, but a bit of his essence must be used to maintain their "life." This inflicts a -2 penalty to all of the character's actions until the object is no longer animated. This is not cumulative, so a character animating several objects of a lower weight than his level allows does not incur multiple penalties.

DEVICES

Not all powers are inherent to your character. Some can reside in technological or magical objects instead. Devices are basically a universal modifier that can be applied to any power in this book. The modifier is -1 for every 5 total points (and part thereof) each power costs after modifiers. Figure each type of power the device grants separately—with a minimum cost of 1. *Absorption*, which costs 3 points, for example, costs only 2 points if contained in a device. *Armor +6* normally costs 6 points, but costs only 4 if it's a device (power armor, a vest, and so on).

(Note that a device that grants bonuses to several attributes, via the *super attribute* power, gets a discount only on the total since that is one "type"—not each attribute raised. The same applies to *super skills*, *super Edges*, etc.)

Slow Activation: Subtract 1 additional point per power from the total (each power still has a minimum of 1 however) if the device is very slow to activate, put on, or energize (taking at least 5+1d6 rounds to ready). Ignore this modifier if the device is basically always on and ready to go, even if it takes a while to start initially.

Example: Zero wears power armor that grants him armor +9. It gets a 2 point discount for being a 9-point device (1 for every 5 points). That's a cost of 7.

The armor also adds 4 steps of Strength via Attribute Increase x 2. That normally costs 2 points, so the cost here is only 1 point. (Note that taking Attribute Increase only one time is the same price, so Zero might as well take it twice.)

The armor includes a targeting computer that grants a few skills as well—two steps of Shooting and four in Notice (Skill Increase x3). That's 1 extra point for the Shooting, and 2 for the Notice, or 3 extra points, minus one for the device for a total of 2.

Zero's armor is slow to put on, so he subtracts 1 point from each of his three powers in addition, leaving him with 6, 1, and 1. The total value of Zero's armor is 8.

ANIMATED OBJECT

Points	Object Wt.	Object Str	Size	Pace
3	10 lbs.	d4	-2	4
5	25 lbs.	d6	-1	4
6	50 lbs.	d8	0	6
7	100 lbs.	d10	+1	6
8	250 lbs.	d12	+2	8
9	500 lbs.	d12+1	+3	8
10	1000 lbs.	d12+2	+4	10
12	1 ton	d12+3	+5	10
14	2 tons	d12+4	+6	12
16	5 tons	d12+5	+7	12
18	10 tons	d12+6	+8	14
20	20 tons	d12+7	+9	14
22	40 tons	d12+8	+10	16
etc.				

Animated Object

Attributes: Agility d6, Smarts d4(A), Spirit d4, Strength *, Vigor d8

Skills: Fighting d6, Notice d4, Throwing d4

Pace: *; **Parry:** 5; **Toughness:** 6+ (Size x2)

Special Abilities:

***Armor:** Animated objects generally have armor equal to their Size.

***Construct:** +2 to recover from being Shaken; no additional damage from called shots; piercing attacks do half damage; immune to disease and poison.

***Size (*):** As above.

AQUATIC (D)

Trappings: Atlantean heritage, amphibious, sealed systems, pocket re-breather.

The villain is native to the water. He doesn't have to make Swimming rolls to avoid drowning when in water, and adds +2 to all Swimming rolls. While in the water, his Pace is equal to his Swimming skill.

Modifiers

Needs Water (-1): The character must be completely immersed in salt water at least once every 24 hours or suffer a level of Fatigue. Incapacitated water-dwellers die 24 hours later if not immersed again. Every four hours spent immersed in salt water heals one level of Fatigue. This limitation *does* make this power free.

ARMOR (I/LEVEL)

Trappings: Body armor, a shell, powered suits.

Your villain gains 1 points of armor each time this power is purchased. This could represent mystical armor, power armor, or some other source of protection.

Armor does not stack with regular armor, such as chain mail or Kevlar. The villain takes the highest value instead.

Modifiers

Heavy Armor (+3): The armor is considered Heavy Armor, and can only be hurt by Heavy Weapons.

Requires Activation (-1): The armor must be activated. This is a free action, but isn't the character's "normal" state (i.e., he doesn't eat, sleep, and walk about in public armored up). If taken by surprise, the power has no affect.

Partial Protection (-1): The armor only covers the torso of the character. The head and limbs are exposed.

ATTACK, MELEE (2/LEVEL)

Trappings: Magical weapons, rock hard-fists, hands charged with energy, "super" martial arts.

Your villain has a special melee attack. Each time this power is bought adds +1d6 to his hand-to-hand attack damage, to a maximum of +6d6. This counts as a Heavy Weapon.

This bonus may be stacked with hand weapons as usual. A villain with a great sword (+4 damage) and one level in *attack, melee*, for instance, does Str+4+1d6 points of damage. (We recommend making the Str+4 roll first with your Wild Die as usual, then adding +1d6 to the result.)

Modifiers

Armor Piercing (+1/1): Every point put into this attack gives your attack an AP value of 1, allowing it to bypass that many points of armor.

Elemental Trick (+3): Your villain may add one option from the list on page 36. This gives his melee attack an additional "special effect" of some sort, such as an "electro punch" or some such.

Focus (+3): Your villain may choose to bypass and ignore the armor of inanimate objects (not people or the armor they wear) by taking a -4 to his Fighting roll. If a villain with this ability attacks a tank with a Toughness of 77 (60), he ignores the 60 points of armor and attacks its base Toughness of 17.

Knockback (+2): Your attacks cause targets to fly back 1d4" for each success and raise on the attack roll. If you normally cause knockback, this increases to 1d10".

Nonlethal (+1): Foes wounded by your attack can be rendered unconscious rather than risking death after Incapacitation. It's your choice whether any given attack is lethal or not.

Reach (+1): Your villain's natural attacks have a Reach of 1". This modifier may be purchased multiple times to further extend his reach.

ATTACK, RANGED (3/LEVEL)

Trappings: Bolts, blasts, fire, water, hi-tech guns.

You have a ranged attack of some sort. The range is 12/24/48, the damage is 2d6, and the attack counts as a Heavy Weapon.

Modifiers

Area Effect (+2/+4): For 2 additional points, the attack affects an area the size of a Medium Burst Template, or Cone Template. For 4 points it's the size of a Large Burst Template. Everyone within the template suffers the attack's damage

Armor Piercing (+1/1): Every point put into this attack gives your attack an AP value of 1 (2 points is AP 2, 6 points is AP 6, etc)..

Elemental Trick (+3): Your villain may add one option from the list on page 36.

Extra Damage (+3/d6): Your attack does an extra 1d6 damage for every 3 additional points put into this modifier, up to a maximum of 5d6.

Focus (+3): Your villain may choose to bypass and ignore the armor of inanimate objects (not people or the armor they wear) by taking a -4 to his Shooting roll.

Knockback (+2): Your attack causes targets to fly back 1d6" for each success and raise.

Nonlethal (+1): Foes wounded by your attack can be rendered unconscious rather than risking death after Incapacitation. It's your choice whether any given attack is lethal or not.

Rapid Fire (+3/extra shot): You can fire an extra missile each action, up to a maximum Rate of Fire of 3. You suffer no penalty for these extra attacks.

Requires Material (-2): You attack by hurling, throwing, or manipulating matter of some sort that you cannot create or carry with you (huge chunks of metal, shards of ice, etc). If the material isn't present, you cannot use your power.

AWARENESS (2)

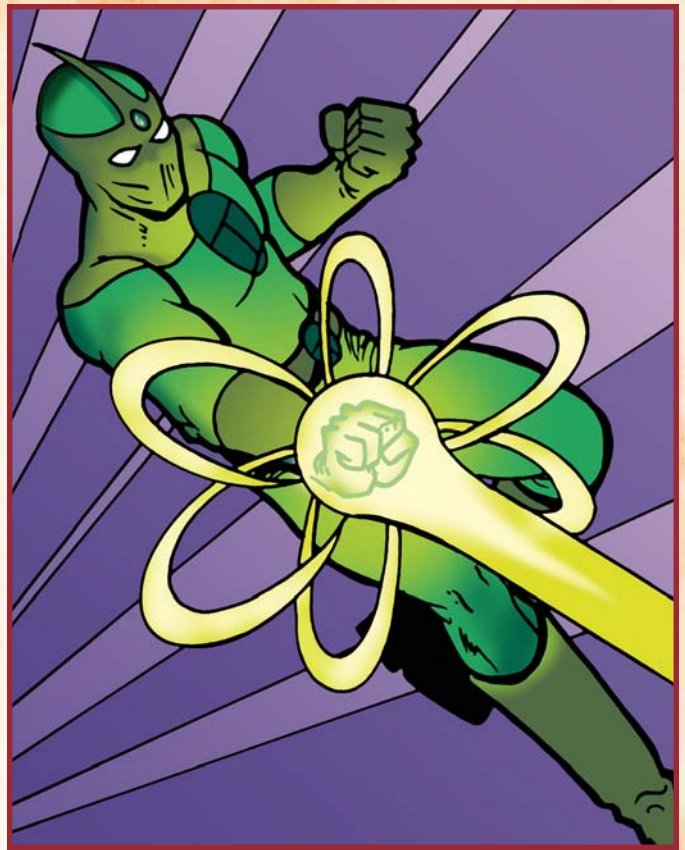
Trappings: Radar, sonar, Zen training, amazing luck.

Characters with *awareness* suffer no penalties due to bad lighting, fog, or other obscurity. Cover modifiers for solid protection (hiding behind a wall, prone, etc.) apply normally.

Modifiers

Danger Sense (+5): The power serves as an early warning system. All attacks against the character suffer a -4 penalty as the villain dodges *ahead* of the actual attack. This does not stack with *deflection* or *parry*. The character also gets a Smarts roll to detect ambushes or hidden dangers.

Requires Activation (-1): Your character's *awareness* must be activated. This is a free action



but it isn't the character's "normal" state (i.e., he doesn't walk around with his antenna up, bat ears out, etc.). If taken by surprise, the power has no affect.

BROADCAST (1)

Trappings: High-tech devices, machine men, big braces.

The villain can tap into and control local radio and television broadcasts within one mile, or further with a direct feed of some sort.

Modifiers

Manipulation (+5): This dastardly power allows your villain to not only tap into broadcasts, but to manipulate them as well. He can render any electronic image or sound, mimicing popular news anchors, pop stars, or superheroes as long as he has studied that person before.

More Range (+2): The villain can tap into broadcasts within about 1000 miles each time this modifier is purchased.

BURROWING (2)

Trappings: Earth control, transform to sand.

Burrowing characters can tunnel through earth at their basic Pace (and may "run" as well).

A burrowing character may tunnel on her action, and may erupt from the ground at any point within her burrowing Pace the same round if desired. Burrowers cannot be attacked while beneath the earth unless the attacker has some special means of detecting them and penetrating the intervening dirt.

Burrowers strike by erupting from beneath their opponents and taking them by surprise. When this occurs, the Burrowing character makes an opposed Stealth roll versus the target's Notice. If the burrower wins, she gains +2 to attack and damage that round, or +4 if she gains a raise. If the target wins and was on Hold, he may attack just as the burrower erupts from the ground.

Solid rock, metal, and other hard substances stop the tunneler cold.

Modifiers

Super Tunneler (+3): The digger can tunnel through rock, metal, and other hard substances at the rate of 10 feet per minute.

CHAMELEON (3)

Trappings: Malleable form, illusionary appearance.

This power allows the character to assume the appearance of another being or animal. The character cannot emulate someone more than 2 Size levels different from himself.

Someone familiar with the original target gets a Notice roll at -2 to detect that something is off (but even then only after short range interaction). Clever roleplaying and intimate questions might also see through the disguise as well.

Chameleons do not gain any of the target's abilities or traits—only his appearance. (A *chameleon* with the *copycat* superpower can be very convincing!)

Modifiers:

Inanimate Object (+3): The character can assume the shape of inanimate objects. The form assumed cannot vary from the villain's size by more than 50%.

Voice (+2): Your villain can emulate voices as well. The mimicry is perfect enough to fool voice identification devices. Combined with an assumed form, this modifier increases the Notice roll allowed to detect the chameleon to -4.

CONSTRUCT (5)

Trappings: A robot, cyborg, mass of wires.

This character is a living automaton, cyborg, robot, statue, or android. Most are products of alien technology, weird science, or the supernatural. Player character constructs in *Necessary Evil* do actually have emotions and can feel fear. Their emotions are often complex, however, and many quest for "true life."

Constructs add +2 when attempting to recover from being Shaken, do not suffer from Wound modifiers, and are immune to disease or poison.

Arrows, bullets, and other piercing attacks do half damage as constructs generally have no vital organs. Constructs do not suffer additional damage from called shots.

Constructs do not heal wounds normally, and cannot recover wounds from the Healing skill or power. Repair is used instead. Each Repair roll requires tools and spare parts (-2 modifier without tools, another -2 without spare parts) and 1d6 hours work.

COPYCAT (2/LEVEL)

Trappings: Natural, born winner, fast learner, prodigy.

This power allows the character to mimic the effect of any one other superpower she sees, with a point value up to her level in this power. The power copied must be identical to the original in all ways, including all modifiers and trappings.

Copycat cannot duplicate effects created by devices, so an armored supervillain probably has very little for the *copycat* to mimic.

Copying a power is an action. Copied powers last for 12 hours, or until a new one is copied.

Modifiers

Devices (+3): The power can copy device effects as well, usually by creating a similar item somehow—from metal, magic, or even tangible illusions.

Extra Duration (+3): The power is retained until a new one is copied.

Savant (+3): This powerful *copycat* can choose to alter the point cost of a target power by dropping any or all modifiers taken. (Modifiers may only be dropped from a hero's power, not added.)

Touch (-3): The character must touch the original possessor of the target to *copycat* his power (a successful touch attack).

Versatility (+3): The villain may copy multiple powers as long as the total cost is not greater than her level in this power.

DAMAGE FIELD (3)

Trappings: Fiery aura, radiation, cold, spikes.

This power creates a dangerous aura of some kind around the character. The *damage field* must be activated, though this is a free action. Once on, it may remain that way until the villain decides to shut it down.

At the end of the character's movement for a round, every adjacent foe suffers 2d6 damage. (The power

does not cause damage to those the villain passes by during his movement.)

Modifiers

Elemental Trick (+3): The villain may add one option from the list on page 36.

Medium Template (+3): Everyone within a Medium Burst Template, centered on the villain, suffers the damage.

Selective (+3): The villain can control who is affected by his power and who isn't.

DARKVISION (2)

Trappings: Bionic implants, glowing eyes, animal heritage, radar.

The villain can see in the dark and ignores all darkness penalties.

Modifiers

Requires Activation (-1): The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., his *darkvision* works only when he's actively engaged it). If taken by surprise, the power has no affect.

DECAY (3)

Trappings: Rust, corrosion, rot.

This truly terrible power destroys matter. Each full round spent in contact with a substance destroys 10 pounds of matter.

Living beings touched by *decay* must make a Vigor roll at -2 or suffer a wound. Touching the victim typically requires a touch attack.

Modifiers

Midas Touch (-2): The villain can't turn off his power. Everything he touches (except himself) with his bare hands begins to decay.

Rapid Decay (+2): Each time this modifier is chosen, the amount of matter destroyed in a round doubles. It has no additional effect on living beings.

DEFLECTION (1/LEVEL)

Trappings: Swirling winds, obscurement, distortion fields, energy.

This handy power deflects incoming ranged attacks. If you want actual armor from such attacks, see *armor* or *force control*. To block melee attacks see *parry*.

Every Power Point spent subtracts one from Shooting, Throwing or other ranged attack rolls made against the villain.

Modifiers

Limited (Half Total): The villain can only deflect one type of attack (fire, cold, kinetic energy, etc.)

Requires Activation (-1): The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., his *deflection* works only when he's actively engaged it). If taken by surprise, the power has no affect.

DUPLICATION (5)

Trappings: Dimensional twin, homunculus, illusions, future selves.

Characters and creatures possessing this ability can create exact copies of themselves (minus the *duplication* power). The copies created are Extras even if the "parent" is a Wild Card, and are completely under the creator's control.

The duplicates must stay within 5" of the creator. A dupe disappears if it moves beyond this range—voluntarily or otherwise!

Duplicates are always slightly off. Perhaps they don't sweat, don't cast shadows, etc. Those who make a Notice roll at -2 can determine whether a particular dupe is the real character or not. Note that foes don't instantly spot the original—they simply can tell whether or not a particular dupe is real or not.

The duplicates may be "dispelled" at the caster's whim, and automatically vanish if the original body is Incapacitated.

Modifiers

Extra Duplicates (+3/Dupe): Each time this is taken the character gains another duplicate. Every two duplicates created inflicts a -1 concentration penalty to the characters trait tests.

EARTHQUAKE (1)

Trappings: Tremors, sonic vibrations, hi-tech "thumpers."

Earthquake allows a character to create a small rend in the earth that can stun and entrap foes. The crack is a shallow (two feet deep or so) crevice which races 12" from the villain in a straight line. Every target in the line of attack must make an Agility roll or be Shaken. Those who are Shaken are stuck in the crack and cannot move until they become un-Shaken.

Modifiers

Earthshake (+3): The villain can also cause a circle of earth to tremble and shake. The size of the tremor is equal to a Large Burst Template, positioned up to 24" distant from the creator. All those within must make an Agility roll or be Shaken. Normal buildings within the area of effect generally suffer significant damage. Hardened buildings suffer minor damage at best, but might be breached if the power is repeated for several minutes.

ELEMENTAL TRICKS

The following options may be selected by those who choose the Elemental Tricks modifier to a power

Air: A tremendous blast of air buffets over your foes. Everyone affected must make an Agility check or be knocked prone.

Darkness: This energy form can be used to dim the vision of your foes. Anyone hit by this power must make a Spirit roll. Failure means victims are at -2 to actions related to sight (including Fighting and Shooting) for the next 10 minutes. This effect is cumulative up to a -6 penalty.

Electricity: This power courses with electrically charged energy. Anyone affected by this power must make a Vigor roll or suffer an additional d6 damage from the attack. Mostly electronic foes (such as power armored villains or drones) make this roll at -2.

Fire: Anything affected by the villains' power may catch fire. Treat most targets as if they are flammable. See SW rulebook.

Cold: The character's power is imbued with the frigid chill of ice. Anyone affected by this power must make a Vigor roll or be slowed. A slowed character must discard and redraw any face cards dealt for initiative (this does not include jokers).

Light: A tremendous burst of dazzling light flashes along with the power. Everyone affected must make a Smarts roll or be Shaken. This counts as sunlight for vampires and the like.

Psionic: This power sends psychic tremors through the targets' minds. Every living being effected must make a Spirit roll or be Shaken.

Radiation: Radiation attacks cause an extra +2 damage.

(This power may also cause long-term damage outside of combat. The victim makes a Vigor roll at +2. If failed, he gains the Terminally Ill Hindrance. If successful, the victim is forever immune to this effect from this villain.)

Sound: This power relies on shockwaves of sound, creating an enormous boom that can rattle the bones of it's victims. Those affected by this power must make a Vigor roll or be deafened for d6 hours. Deafened characters are treated as if they have the Major Hard of Hearing Hindrance.

Trigger (+1): If this power is used at the heart of a fault-line, such as deep within the earth at a tectonic plate, and the villain has this modifier, the results can be catastrophic. Roll a d6 when this is attempted (no more than once per game week). On a 6, a real earthquake is triggered. The size of the earthquake and its extent depends on the fault line, but is generally a d4+3 in intensity on the Richter scale, and affects a d20 x 10 mile radius from the epicenter.

ELASTICITY-SEE ALTERED FORM

ENERGY CONTROL (2)

Trappings: Body of energy, devices, magic.

Energy control allows a villain to manipulate raw force or energy. The controller must choose a particular type of energy when taking this power, such as fire, kinetic energy, cold, darkness, electricity, light, psionics, radiation, or sound.

Energy control allows the user to manipulate enough energy to fill a Medium Burst Template. Within the template, fires may be nullified, air evacuated (or filled), electricity drawn or drained, etc.

Small effects—lighting a match with fire, making a cool breeze with air, etc.—Require an action but no roll. Additional effects are described below.

All powers have a range of 12".

Nullify: With a Smarts roll, the controller can completely contain or otherwise negate the appropriate energy in a Medium Burst Template so that it causes no harm to those inside. Direct attacks of the same type that enter the zone do half damage.

Damage: *Energy control* can be used to injure targets by striking them with force, surrounding them with dangerous energy, dehydrating their bodies, and so on. The attack is the size of a Medium Burst Template. Everyone within suffers damage equal to 2d6. (If you want a more powerful attack, take the *attack, ranged* power separately.)

Modifiers

Elemental Trick (+3): Your villain may add one option from the list on this page.

Large Burst Template (+3): All references to a Medium Burst Template are changed to a Large Burst Template.

Selective (+2): All the different powers that affect an area, such as a nullify or damage, affect everything under it unless this modifier is purchased. It allows the controller to decide who gains the protection, gets hit, etc.

ENSNARE (3)

Trappings: Glue bomb, vines, electrical net, handcuffs, spider webs, sorcerous bindings.

This power allows the character to restrain his target with some sort of binding material, whether via energy, ropes, vines, webbing, or some other binding matter.

Ensnaring a victim is a Fighting roll against an adjacent foe. If the attack is successful, the victim is bound and suffers a -2 penalty to Pace and skills linked to Agility and Strength until freed. With a raise, the binding fully restrains the target, who cannot make any physical action except to try and break free.

In either case, the target may make a Strength or Agility roll at -2 to break free. A raise allows the villain to break free and act in the same round.

Modifiers

Area Effect (+2): The snare is the size of a Large Burst Template and affects every target within.

Ranged Attack (+2): Targets up to 12" distant may be bound with a Shooting roll.

Stronger (+3): The binding material is very tough. Those caught within it must make their Strength or Agility rolls at -4 to escape.

EXPLODE (2)

Trappings: Bombs, radioactive form, gathering energy.

Your villain has the unusual ability of being able to explode! His own body is either unaffected or reforms immediately afterwards.

The villain must first "prime" himself by standing still and taking no other actions for one full round. On his next action, he (his energy, etc.) explodes for 3d6 damage in a Medium Burst Template. The villain is instantly Shaken immediately after. This is a Heavy Weapon.

Modifiers

Elemental Trick (+3): Your villain may add one option from the list on page 36.

Large Template (+3): *Explode* uses the Large Burst Template instead of the medium.

EXTRA ACTIONS (3)/LEVEL

Trappings: Super speed, adrenaline surge, temporal control, super-analytical mind.

This power allows you to take one additional action per round with no multi-action penalty. A villain with this power could take two actions at no penalty, for example, or three actions at only -2 each.

The power may be taken multiple times to gain additional actions. A villain may not perform the same

action more than twice in a round as usual (he can't make a gun fire faster than it would normally, or attack with a melee weapon in the same hand twice).

Modifiers

Repeat Action (x2): This modifier allows the villain to perform the same action more than once per round. Weapons may be used twice, movement doubled, etc.

EXTRA LIMBS (4)/LEVEL

Trappings: Tentacles, tail, robotic arm, extra-dimensional manifestation.

Your villain has an additional prehensile limb of some sort. He can take an additional physical action with it every round, and does not suffer from multi-action or off-hand penalties while using it. He may also assign extra limbs to take a sustained action, such as grappling someone.

You may purchase powers that only affect the limb at the same cost as devices (1 less point for every 5 points invested in the power).

You may purchase this power multiple times for multiple limbs.

Modifiers

Reach (1/1"): The villain's limbs have Reach at the cost of 1 per game inch.

FEAR (3)

Trappings: Cold stare, horrible visage, dark cowl.

Some characters are so menacing they cause Guts checks in all who see them. The range is 12" in good lighting, where targets can get a clear look at the villain's appearance, sense his cold vibe, etc.

The power must be activated on the villains' turn, but is a free action. (Even those who are permanently terrifying must yell, scream, glare, or otherwise "activate" the power.) No foe may be affected more than once per scene with this power.

Modifiers

Scary (-2): The effect is permanent or inherent and subtracts 2 from the characters Charisma.

Terror (+2): The Guts check is made at -2.

FEARLESS (2)

Trappings: Unwavering gaze, iron will, soulless.

Fearless characters never suffer from Fear effects, and cannot be Intimidated.

FLIGHT (2-8)

Trappings: Wings, jetpacks, alien abilities.

Your villain can fly. The more points put into the power, the faster he can move. If it becomes important, his climb is equal to half his flying Pace.

The number listed under Penalty is the modifier foes suffer when trying to attack the flier when he's moving at this speed. Surprise attacks against the character when he's at rest suffer no such penalties.

Points	Speed	Attack Penalty
2	Pace	0
4	2 x Pace	0
6	4 x Pace	-1
8	Pace of 48 (120 mph)	-2
10	Super Speed (240 mph)	-4
15	Sonic Speed (Speed of Sound)	-8

FORCE CONTROL (2/LEVEL)

Trappings: Colored energy in various shapes, force fields, tangible illusions.

This handy power allows a character to create and control a force of pure energy that can lift objects, form shapes, bind enemies, or act as a protective barrier. The Strength of the field is d8 initially, and each level in the power adds a further die step (level 4 is d12+1). This is its damage if used to attack, its ability to grapple, how much it can lift, and so on, just as if it were a character. Those who are hit by it suffer the force's damage (its Strength die plus a Wild Die, just like a Wild Card character).

The distance the character can reach with his force is 12".

The force can form rough shapes as needed—giant hammers, fly swatters, scoops, and so on. Fine manipulation (creating a key or a Faberge egg) isn't possible with this power.

Modifiers

Bind (+1): The villain can use his power to restrain foes. This requires an opposed Strength roll between the target and the force. If the victim fails, he is bound and may attempt to break free on his actions with a Strength or Agility roll (his choice) opposed by the *field's* Strength. Once bound, a foe is automatically hit each round if the attacker desires. Roll Strength damage for the force normally.

Flight (+4): The force can be used to "carry" the villain (and possibly his associates depending on Strength), basically giving him the *flight* power at half the level he has in this power. (Two levels in *force control* is equal to one level of *flight*, 10 levels gives level 5 *flight*, etc).

Force Field (+4): This allows the villain to create a bubble of energy that protects whatever is inside. The field covers any one person in the villain's range. The sphere adds +1 to the Toughness of those protected for every level the villain has in *force control*. (This is not *armor*, and is not reduced by armor-piercing attacks.)

The villain may create portals in the field at will to let allies or attacks in or out. Foes can push their way into or out of the force field by making an opposed Strength roll with the field.

Heavy Weapon (+1): The force counts as a Heavy Weapon.

Maneuverable (+3): Villains with this modifier may rapidly move their projection to strike many foes at once. Pick a starting point anywhere within the villains' range and move it in any path up to 1d10". Every figure touched by the path must make an opposed Strength roll (versus the force's Strength—not the character's) or be knocked prone. Those rolling a 1 on are Shaken as well.

Medium Template (+2): The villain may use Force Control to effect a Medium Burst Template (this template can be used with all of the other modifiers as well). If used for Fighting or Binding only one roll is made and applied to all foes underneath.

GIFTED (1)

Trappings: Well-read, photographic reflexes.

The character ignores the -2 penalty when making unskilled rolls.

GROWTH (2/LEVEL)

Trappings: Growth pills, words of power, mutated metabolism.

Growth allows a villain to become larger, increasing his Size and Strength. It takes one entire action to grow or return to the character's normal size. The character may increase his size by *less* than allowed if he wants.

Each time *growth* is purchased it adds +1 to Size, which is added directly to Toughness, and one step to the villain's Strength.

Between Size +4 to +7, the character is considered Large. If using miniatures, he now occupies a 2" square.

Between +8 to +10, the character is considered Huge, and he occupies an area 3" square if using miniatures.

Forms larger than Size+10 generally add another inch per level.

HEALING (2)

Trappings: Mystical glow, advanced technology.

Your villain can heal herself and others with a touch. To do so, she must spend an entire action in contact with the patient and make a Spirit roll minus the victim's wounds. Failure simply indicates a lost action. Success heals one wound instantly, but costs

the healer a Fatigue level that fades 24 hours later.

A raise does not heal an additional wound, but does prevent the healer from suffering Fatigue.

Victims with multiple wounds require multiple attempts to heal completely.

Extras can also be returned to action using the same process outlined above. The GM must check to see if an Extra has expired or not before the healer makes her roll. It generally requires a Smarts roll on the healer's part to recognize whether or not an Extra is beyond saving.

Modifiers

Refresh (+2): This power allows a villain to give her comrades a temporary respite. The healer makes a Spirit roll as a flood of healing energies floods out from her in a Medium Burst Template. Anyone within the template (friend or foe) automatically recovers from Shaken.

Rejuvenation (+3): The villain can heal nonpermanent crippling injuries. This requires a Healing roll at -2 (and minus any wound penalties) and may only be attempted one time per injury. This is a separate roll from those used to treat any actual wound levels.

Restoration (+5): The villain can heal permanent crippling injuries. This requires a Healing roll at -4 (and minus any wound penalties) and may only be attempted one time per injury by this character (a different healer could try again though).

Revive (+2): The character can remove one Fatigue level from himself or others with a touch and a Spirit roll. Only one level per round may be so relieved. This feat may only be performed once per day on a particular victim. Any more than that requires actual food/rest/water, etc.

Resurrection (+10): The ultimate *healing* ability is the power to raise a villain from the dead. In *Necessary Evil*, the body must have been dead no longer than 12 hours, and must be reasonably intact (approximately 75%). Resurrected victims return to life with three wounds that fade at the rate of one per week, regardless of any other treatment, magic, miracles, or even the Revive modifier to this power (see below).

HEIGHTENED SENSES (I)

Trappings: Animal senses, mutation.

The character's senses are heightened for some reason. He adds +2 to Notice rolls.

Some characters with *heightened senses* should have *awareness* as well. Check there for more information.



Modifiers

Eagle Eyes (+1): The character can see details twice as far as most members of his species.

Tracking (+1): Your villain has a keen sense of smell, giving him a +2 to Tracking rolls.

ILLUSION (2/LEVEL)

Trappings: Sorcery, mind tricks, holograms.

Illusion allows your villain to create imaginary images and sounds. The illusions cannot actually affect the real world, but can pretend to. An imaginary monster might "pick up" a real car for example, but in truth, the car is just "blotted out" while a false one is hurled by the beast, but cannot mimic true invisibility. The illusion must cover the "removed" object.

The maximum size of the illusion is shown below.

Level	Dimensions
1	2" cubed
2	4" cubed
3	8" cubed
4	16" cubed
5	32" cubed
etc.	

Modifiers

Film Quality (+1): Film and microphones detect and record the illusions as well.

Psychosomatic Trauma (+2): Each round, the illusion may attack one target per level of the power. The illusion automatically "hits" and each target affected must make a Smarts roll or be Shaken. Those who roll a 1 on their Smarts die suffer a wound. A second Shaken result from an illusion never causes an actual wound.

Targeted (-1): The illusion affects the mind rather than creating tricks of light. Any character who wishes to "disbelieve" a particular illusion can make a Smarts roll at -2. If successful, she can detect what is real and what is false.

IMMUNITY (4)

Trappings: Tough skin, magic, similar powers

Your villain has limited immunity against a particular attack form, such as air/wind, cold/ice, fire/heat, radiation, darkness, light, electricity, sound, and so on. Villains made of a particular substance (such as sand or insects) typically purchase this power for the same type of matter or energy as well.

You may choose this power multiple times to select different immunities.

Background effects of the particular energy type (walking through fire, in a nuclear reactor, etc.) are completely negated. Damage from direct attacks from the selected energy form is halved (roll normally, then halve the total).

Modifiers

Requires Activation (-1): The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., his *immunity* works only when he's actively engaged it). If taken by surprise, the power has no affect.

INFECTION (VARIABLE)

Trappings: Sickening touch, swarm of flies, aura of corruption.

The character's touch infects her foes with a disease or other unhealthy condition. This requires a touch attack. A target struck by the attack must make a Vigor roll. If failed, the victim suffers depending on the condition caused (see below).

The character should define the specific disease caused by his infection (a nasty cold, ebola, and so on), but the effects are summed up below. These may be combined as well, so that an *infection* causes an instant Shaken result and eventual death.

Cost

1
1
3
4
5

Condition

Shaken
Fatigued
Incapacitation (1d6 hours)
Death in 1d6 hours
Death (Instant)

Modifiers

Always On (-2): The character cannot "turn off" her ability to transmit disease. She must wear clothes, gloves, scarves, and the like at all times or risk infecting her friends. She cannot take lovers, bear children, or otherwise have much of a social life.

Strong (x2): Vigor rolls are made at -2.

INTANGIBILITY (5)

Trappings: Becoming a mist, a ghost, a form of energy, out of phase, or a swarm of insects.

Intangibility makes the character unable to affect or be affected by physical and energy attacks or objects. The character can walk through walls or other barriers but cannot affect the physical world while intangible.

Turning *intangibility* on or off requires a Spirit roll, and is an action.

While intangible, any items the character carries become intangible as well, and do not function. Other beings carried by the villain do not become intangible and are dropped.

Should the villain become corporeal "inside" someone or something, both she and her victim suffer damage. A hand causes 1 wound to each, an arm causes 2 wounds, both arms causes 3 wounds, and the whole body causes 4 wounds.

Vulnerabilities: Some attack forms still affect *intangible* characters (depending on her trappings). If a character chose mist form as her trapping, for example, the GM might decide that fire or wind-based trappings still affect her normally. Similarly, a ghost might be affected by magical or spiritual attacks. Magical or psychic attacks should almost always affect incorporeal creatures.

Modifiers

Phaser (+2): The villain can phase in and out of the material world rapidly. A Spirit roll is still required, but counts as a free action.

INTERFACE (2)

Trappings: Robots, cyborgs, laptops, "jacking in."

Your villain can *interface* with electronic gadgets, giving him much greater access to its inner workings than others. He gains +4 to rolls involving the use of computers or other electronics.

Modifiers

Code Breaker (+1): Through the use of an audio imitator, a mini-computer loaded with lockpicking software, a retinal falsifier, or some other device, your character can open electronic locks and other protection devices with a simple Knowledge (Electronics) roll. This takes a total of four rounds, or two if the villain scored a raise on the skill roll.

INVENT (2/LEVEL)

Trappings: Super genius, advanced education.

This impressive ability allows an inventor to create one-off devices that duplicate any other power in this book. A character must have a minimum Smarts of d10, a Knowledge (Engineering) of d10, and a Repair skill of d10 to take this power.

The inventor can create a device that mimics any power in this book. He does *not* get the discount for it being a device, however—that's already figured into the price of this power. The cost of the power duplicated can never be greater than the creator's level of *invent*. An inventor who wants to create an *invisibility* belt, for example, must have *invent* at level 5 since *invisibility* is a 5-point power.

The inventor can also make several devices as long as he has the Power Points in *invent* to pay for them. (A villain with *invent* at level 10 could have two 4-point devices and a third 2-point device.)

The device invented requires 10 minutes times its original cost (a 5-point *invisibility* belt takes 50 minutes to assemble). Ultra-tech gadgets aren't really created in a few hours—the inventor is assumed to have been working on his many devices in his spare time, but only puts the design together when needed.

The devices created are permanent, but must be disassembled for "parts" to make a new device (thereby freeing up the Power Points to *invent* something new).

Devices *may* be given to other villains, but trait rolls made to use the device are made at -2 as only the inventor truly understands his jury-rigged creations.

INVISIBILITY (5)

Trappings: Cell alteration, stealth suit.

The character can become invisible at will.

Going visible or invisible require an action.

Attacks made against an invisible foe suffer a -6 penalty. Invisible beings always leave some tail-tale trace for those who are looking, whether it's a shimmer, a smell, footsteps, etc., so foes get a Notice roll at -4 to detect their presence if given some reason, or if the invisible character closes within 1" (2 yards).

JINX (2)

Trappings: Evil eye, curse, black cat.

Your enemies are constantly suffering minor slips, misfires, and other mishaps.

Any foe making a direct action against your character—whether an attack, a test of wills, or other action—suffers a mishap if his skill die is a natural 1, regardless of Wild Die. When this occurs, the foe's weapon malfunctions, he slips and falls, a supervillain's power fails, and so on. The exact effect is up to the Game Master, but should usually cause the foe to miss his turn at the very least.

Modifiers

Area Effect (+2/4): This power effects everyone within a Medium Burst Template centered on the villain, including allies. With the four point version he can choose who is affected under the template.

Improved Jinx (x2): Foes suffer misfortune on a roll of 1 or 2 on their trait die.

LAIR (1)

Trappings: Underground base, underwater fortress, mountaintop retreat, penthouse apartment.

This power grants your villain a *lair*. The *lair* is a relatively secure location up to the size of a small building he can retreat to when the going gets rough, as well as a place to store devices, trophies, vehicles and the like. The lair has access to all the basic necessities, and your villain can hide out there indefinitely.

You may buy powers at half cost for the *lair* to aid in its defense. These powers are devices that are permanently part of your lair, such as a death-ray cannon (Attack, Ranged), guards (Minions), etc.

You may also choose to pool your villain's *lair* together with other characters to create a super-lair, thus sharing the cost of purchasing defenses and capabilities of the lair.

Modifiers

Escape Pod (+1): The lair has a built-in hidden escape pod that can be used for a quick escape should the lair become overrun. This can be a chute, teleportation pad, short-range rocket, etc. The escape pod is relatively small, and can only accommodate you and a couple of other man-sized people or objects that you deem worthy of escape. It will take you a mile or so away from your lair, allowing you to make good your escape.

Research Lab (+1): Your lair has a workshop, library, med-lab or other appropriate area that adds +2 to a relevant skill roll (Repair, Investigation, Healing, etc.). The research lab can be purchased multiple times in order to get multiple

types of labs, but bonuses never stack.

Secure Access (+1): Only those people with the proper key (chip implant, keycard, mystic amulet, etc.) may gain access to the lair. Anyone else will set off an alarm that will alert everyone that does have proper access via klaxon horns, silent signal, radio broadcast, etc.

Well-hidden (+1): Your lair is fairly well-hidden, either underground, underwater or obfuscated in some way. All attempts to track you down suffer a -4 to relevant die rolls when you are in your lair.

LEAPING (1-5)

Trappings: Massive strength, springs, thick legs.

Your villain may actually be able to leap tall buildings in a single bound. The number of points you put into this power determines how far your villain can jump, vertically or horizontally.

Your villain automatically ignores falling damage for heights up to his vertical distance. This might occasionally be negated if he is bound or unconscious and cannot land on his feet.

Death From Above: If combined with a melee attack, the villain may add his level to any damage caused at the end of his jump. The victim can see it coming though, so each +1 added to damage is subtracted from the attack roll.

Level	Vertical Distance	Horizontal Distance
1	2"	4"
2	4"	8"
3	8"	16"
4	16"	32"
5	32"	64"

Modifiers

Bounce (+1): The character has learned to bounce off vertical surfaces to climb higher than he might otherwise. He may scale any height as long as he has an opposing wall within half his horizontal distance to bounce off of.

MALFUNCTION (3)

Trappings: Electromagnetic pulse, hexes, bad luck.

The villain can cause technological devices to simply fail. To cause a malfunction, the villain simply picks a target within 12" and makes a Spirit roll, minus the modifiers below. If successful, the device malfunctions in some way. Devices of simple and moderate complexity just stop working. Complex devices lose a random subsystem, determined by the GM.

Particular sub-systems of complex devices can be selected as well. This incurs a further -2 penalty on

the device. Causing a tank's gun to malfunction, for example, is a total modifier of -6 (-4 for Complex device, -2 for a subsystem).

Penalty	Device
0	Simple (can opener, handgun, bow)
-2	Moderate (laser rifle, car transmission, microwave oven)
-4	Complex (tank, shielded military hardware, V'sori technology)

MATTER CONTROL (1/LEVEL)

Trappings: Concentration, magic.

The villain can shape and control a particular type of material. The amount of material affected is shown on the table below, times the number of points (levels) put into this power. Each level typically covers an area about the size of a Medium Burst Template with a thickness of a few (game world) inches.

Material	Weight per Level
Earth/stone/sand	10 lbs
Ice/water	10 lbs
Glass	20 lbs
Plants	50 lbs
Metal	10 lbs
Synthetics	20 lbs
Cloth	50 lbs

The material must be visible and within 24" to be manipulated. Any sort of manipulation, including maintaining hold, requires an action.

The Toughness of the material per section is 10.

Distraction: Matter can be manipulated to distract foes by showering them with dirt, glass, or other material. This is an opposed roll of your villain's Spirit versus their Agility. Multiple foes may be targeted at a -1 penalty for each (showering three foes subtracts 2 from all opposed rolls, for example).

Note that *matter control* does not allow your villain to make attacks with the material he controls. Take the *attack, ranged* power for that.

Modifiers

Binding (+1): The villain has enough speed and control over the material to bind his foes.

This requires an opposed Spirit roll versus the target's Agility. If the victim fails, he is bound and may attempt to break free on his actions by a Strength or Agility roll opposed by the villain's Spirit. Multiple foes may be "attacked" each round at a standard multi-action penalty.

Maintaining the bind requires concentration, and subtracts 1 from all other rolls for each victim held.

Once bound, a foe is automatically hit each round if the attacker wants to crush him. Roll damage using the villain's Spirit die.

Gliding (+3): The character can move along the matter he shapes, whether he's sliding on ice or being repelled along by earth or metal. His Pace while gliding is 12", and he may "run" for an extra d6" per round as usual. He can also create "ramps" of the material to increase his height approximately 1" per round, to a maximum unsupported height of 5".

MIND CONTROL (3)

Trappings: Concentric rings of energy, mesmerism, voodoo dolls.

The power to control minds is perhaps the ultimate ability. With it, the villain can contact and control another mind within 12" by making an opposed Smarts roll with the target. This counts as an action.

Success means the target is completely under the villain's control. If the villain also has telepathy, he has a mental link of infinite distance with his victim. The subject may now venture outside the controller's range of 12", and can mentally relay any information the controller requires.

The subjects are complete slaves, but being forced to attack loved ones or act completely against their nature allows them to make another contested Smarts roll to break the link.

Any time the controller is Shaken, sleeps, is knocked unconscious, or otherwise cannot maintain basic concentration, all minds under his control are instantly released.

Modifier

Mind Wipe (+3): The controller can manipulate the victim's memories so that he does not remember what he's done while under *mind control*.

More Minds (+2): The mentalist can control another target each time this Modifier is bought.

MIND READING (3)

Trappings: Mystical glow, concentration.

Mind reading allows a character to read another's thoughts. This is an opposed Smarts roll with a range of 12". A success detects surface thoughts but the target is aware that someone is in his head. A raise reveals deeper notions and does not betray the telepath's presence.

Entering another person's mind is always taxing. It requires an action, and automatically Fatigues the mind reader.

Drunk or drugged targets suffer a -2 penalty to their Smarts rolls.

Modifier

Mind Rider (+3): The telepath can see, hear, taste, touch, and feel through his target's senses. Doing so lasts as long as desired but requires absolute concentration. Any other action taken while mind riding is considered a multi-action.

MINIONS (1/LEVEL)

Trappings: Uniformed thugs, a gang.

What villain travels around without a band of faithful minions? Each time this power is taken, your character gains a faithful and reasonably loyal minion with the following statistics. More competent henchmen must be hired through normal roleplaying.

Minion

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Shooting d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: That's up to you and your wallet, mastermind.

Modifiers

Summonable (+2): You can summon your minion to you via warpgate, magical portal, rapid transport, etc. They will arrive within 1d4 rounds of summoning. This modifier must be purchased for each summoned minion.

NEGATION (4)

Trappings: Devices, magic, parasitic touch.

This handy power allows your villain to negate other's superpowers. To do so, the villain must contact his foe with a successful touch attack. He then makes an opposed Spirit roll. If successful, he may choose any one of his target's powers to negate. He may instead negate 1d6 steps of attributes or skills as he chooses.

The *negation* lasts one hour, at which point the target's stolen powers return.

(To steal someone's abilities, see the *copycat* power.)

Modifiers

More Duration (+2): The power is negated for one day.

Range (+3): The negator can use his power without touching his foe, at a distance of up to 12".

PARALYSIS (2)

Trappings: Poison touch, fetid breath, tendrils

A successful touch attack causes the victim to make a Vigor roll or be paralyzed for 3 rounds. On the

victim's fourth action after being paralyzed, he improves his condition to Shaken and may recover normally from that point on.

Modifiers

Extra Duration (+1): The paralysis lasts 10 minutes.

Extra Power (+1): The victim's Vigor rolls are made at -2.

Extra Range (+4): The power is tied to a ranged attack of some sort, such as special bullets, a superpower, and so on. You must have *attack (ranged)* to use this modifier.

PARRY (1/LEVEL)

Trappings: Claws, fast reactions, mystic shields, "sixth sense."

Your villain's Parry increases by +1. Note that you're better off increasing Fighting via the *super skill* power until you hit d12, when it becomes more cost-effective to increase Parry instead.

Modifiers

Catch and Throw (+2): Your villain can catch ranged weapons and hurl them back instantly. Catching a thrown projectile such as a rock or spear requires an Agility roll. Arrows and other muscle-powered projectiles require an Agility roll at -2, and catching a single bullet is an Agility roll at -4.

Throwing it back is a normal Throwing roll with a range of 3/6/12. Thrown weapons such as spears cause their normal damage. Bullets, arrows, and the like cause Strength damage. This throwing roll is a free action.

Requires Activation (-1): The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., his *parry* works only when he's actively engaged it). If taken by surprise, the power has no affect.

PLANT CONTROL-SEE MATTER CONTROL

REGENERATION (5)

Trappings: Powerful undead, mutant healing factor, magic.

Whether through flesh and blood that self-knit or advanced mending technology, your villain's wounds heal themselves in an amazingly short amount of time.

Make a Vigor roll every hour. If the roll is successful, your villain heals one wound.

Modifiers

(+5) Fast Regeneration: Your villain rolls to recover wounds every minute.

(+10) True Regeneration: Your villain rolls to recover wounds every round. This can be upgraded from Fast Regeneration for 5 points.

SHRINK (3)

Trappings: Shrinking pills, magic words, mutated metabolism.

The character can alter his form to become much smaller, down to 1" in height. This inflicts attack penalties as usual (-4 for medium-sized foes to target your villain). Foes are also much less likely to Notice the character as well (-4 to Notice rolls versus his Stealth).

Given an average person of 6' in height, the character loses one step of Strength (min d4-2) and Toughness (min 1) for every quarter of his original size he shrinks.

SIZE MODIFIERS

Size	Strength	Toughness
6'	0	0
3'	-2 steps	-2
1'	-4 steps	-4
6"	-6 steps	-6
1"	d4-2	1
Microscopic	0	0

Modifiers

Density (+4): The character's Strength and Toughness are not reduced.

Microscopic (+4): The character can become the size of a germ. In this form he cannot generally affect or be affected by the normal world. Even poison gas doesn't affect him at this size, though diseases might manifest as gigantic monsters.

On the plus side, he can enter most any place completely unseen (even most "airtight" facilities offer no obstacle), travel through the human body (ala *Fantastic Journey*), and so on.

SPEAK LANGUAGE (2)

Trappings: Devices, surface mind reading, latent skills. Your villain can speak any language.

Modifiers

Written Word (+1): The character can read and write any language as well.

SPEED (VARIABLE)

Trappings: A blur of motion, powerful legs.

Your villain can run at incredible speeds depending on the number of points you put into it, as shown below.

The number listed under Penalty is the modifier foes suffer when trying to attack the speedster, assuming he's actually in motion. Surprise attacks against the character when he's at rest suffer no such penalties. In combat, assume the speedster is always in motion unless he's bound, entangled, or the player specifically says he's stopped moving.

Points	Speed	Penalty
1	2 x Pace	0
3	4 x Pace	-1
5	Pace of 48 (120 mph)	-2
8	Super Speed (240mph)	-4
10	Sonic Speed (Speed of Sound)	-8

Modifiers

Pummel (+2): Your villain can pummel a foe with a multitude of quick strikes. This is a Fighting attack at -2 that consumes the villain's entire action, and must use either fists or small weapons no larger than knives. If the pummel is successful (he "hits"), the villain has hit with enough of his blows to seriously rattle his foe and hit his weak spots. Add the penalty others need to hit the villain to his damage roll (add +8 to damage with Sonic Speed, for example, +4 for Super Speed, etc.).

Whirlwind (+5): By running in a tight circle (the size of a Large Burst Template or smaller), every creature within must make a Strength roll or be sucked into a miniature whirlwind and thrown into the air. Place all figures 1d10" away from their current position in a d12 direction (read it like a clock face). Creatures or objects weighing over 300 pounds are not tossed, but suffer a -2 penalty until the whirlwind stops or they move out of it, which requires a Strength roll at -2.

Vibrate (+5): The villain can vibrate his molecules so fast that he can actually pass through solid objects. This is particularly difficult, however, so the character can only move up to six game world inches per round (regardless of his Pace), and he automatically gains a level of Fatigue each round it's maintained. The villain may never stop inside an object. The character must have Sonic Speed before he may take this power.

STORM (3)

Trappings: Thunder and lightning.

The very atmosphere trembles at your villain's whims. With this power he can both summon and dispel storms. 1d6 rounds after activating *storm*, a small tempest appears overhead, or an existing storm is dispelled.

The size of the storm affected is 10 miles in diameter. The power only works outdoors. In areas where storms do not typically exist (the desert), summoning a storm requires a Spirit roll at -4, and may only be attempted once per week.

When a storm is created, the accompanying rain reduces visibility to 24", extinguishes most normal fires (but not super-powered fires) within 1d10 rounds, and only volatile materials still have a random chance of catching fire from flame-based attacks.

Storm conditions inflict a -1 penalty to most actions due to slipping, difficulty hearing, and so on. The Game Master must decide if any actions are unaffected (tests of wills, soak rolls, and other "passive" rolls are generally unaffected).

Modifiers

Downpour (+1): The rain is very heavy and comes down in thick sheets. Visibility is reduced to 12", and the ground becomes very slick. Deep puddles form quickly, and raw earth turns to slippery mud. Anyone running in the mud must make an Agility roll or fall prone and become Shaken.

Gale Force (+1): The villain can focus the storm into a small but powerful blast once per round by making a Spirit roll. She then places a Large Burst Template anywhere within 24". All those within must make a Strength roll or be knocked prone and Shaken.

Lightning Strike (+3): The villain can call down a bolt of lightning from a storm to strike a single target. This requires a Spirit roll, which acts as the character's attack skill. Powers, Edges, and other abilities that generally subtract from ranged attack rolls subtract from the Spirit roll as well. Damage from a lightning strike is 3d10 and it is considered a Heavy Weapon. It has no range modifier.

STUN (2)

Trappings: Electrical attack, mild toxin, mind lash, flash of bright light, deafening siren

This power allows the villain to place a single Medium Burst Template up to 12" distant. Characters within the template must make a Vigor roll or be Shaken.

Modifiers

Larger (+2): The area of effect is a Large Burst Template.

More Range (+2): The range is 24".

Smarts (+1): The targets must make Smarts rolls instead of Vigor rolls.

Stronger (+2): Foe's Vigor rolls are made at -2.

SUPERHUMAN STRENGTH

Strength over the human maximum is on a different scale than the normal d4 through d12+2. Below are the Load Limits and Maximum Weight liftable for higher Strength values.

Strength	Load Limit	Max Weight
d4	20	80
d6	30	120
d8	40	160
d10	50	200
d12	60	240
d12+1	100	400
d12+2	200	800
d12+3	400	1600
d12+4	800	1.5 tons
d12+5	1600	2.5 tons
d12+6	1.5 tons	5 tons
d12+7	3 tons	10 tons
d12+8	12 tons	50 tons
d12+9	25 tons	100 tons
d12+10	50 tons	200 tons
d12+11	100 tons	400 tons
d12+12	200 tons	800 tons

A villain may throw an item under his load limit with a Range of 3/6/12. Items less than half the load limit can be thrown at 6/12/24.

CHEWING THE SCENERY

Super-strong villains often use the world around them as weapons.

Weapon	Weight	Damage
Parking Meter	50	Str+4
Large rock	100	Str+5
Boulder	200	Str+6
Lamp post	400	Str+7
Large Tree	1000	Str+8
Statue	1 ton	Str+9
Car	2 tons	Str+10
Truck	4 tons	Str+11
City Bus	8 tons	Str+12
Tank	16 tons	Str+13
5-story building	32 tons	Str+14
10-story building	64 tons	Str+15

These items fall apart after only 1 or 2 uses (GM's call).

SUPER ATTRIBUTE (1/STEP)

Trappings: Uncanny reflexes (Agility), massive brain (Smarts), power armor (Strength), religious background (Spirit), huge (Vigor).

This power increases your villain's attributes, and usually reflects some sort of supernatural enhancement. Each Power Point spent increases an attribute one step. A d12 becomes a d12+1, and so on.

(Note that derived statistics, like Toughness, round down, so that a d12+1 Vigor produces a Toughness of 6.)

Modifiers

Requires Activation (-1): The increase in attributes must be activated. This is a free action, but it isn't the character's "normal" state (i.e., he doesn't eat, sleep, and walk about in public with increased attributes). Subtract -1 from the total paid for this power, regardless of how many attributes are affected. The power always costs at least 1 point however.

SUPER EDGE (2)

Trappings: Extraordinary training or background, extension of superpowers.

Spending two Power Points grants the villain any one Combat Edge allowed in the setting—regardless of its requirements (except for those which require other Edges—so a character must still take Frenzy before taking Improved Frenzy).

Note that Power Points cannot grant other types of Edges (Background, Social, Legendary, etc.).

SUPER SKILL (1/2 SKILL POINTS)

Trappings: Software programs, intensive training.

Super skill grants you 2 points to increase your villain's skills (new skills cost 2 points to buy at d4), and usually reflects extreme training or supernatural enhancement of some sort. Each Power Point spent increases a skill one step.

Unlike the normal advancement, it doesn't matter if the super skill is over the linked attribute or not (though it still matters if you use regular advancements to increase the skill further).

(Note that derived statistics, like Parry, round down, so that a d12+3 Fighting produces a Parry of 9.)

Modifiers

Requires Activation (-1): The boosted skills must be activated. This is a free action, and isn't the character's "normal" state (i.e., he doesn't eat, sleep, and walk around with increased skills). Subtract -1 from the total paid for this power, regardless of how many attributes are affected. The power always costs at least 1 point however.

SUPER SORCERY (3/LEVEL)

Trappings: Sorcerer supreme!

These powerful beings control eldritch energies that allow them to do nearly anything at whim. The strength of a super sorcerer lies in her flexibility. She can manipulate raw magic itself instead of focusing on only a handful of spells. (Magicians who have two or three powerful spells are easier to make by taking specific powers with a magic trapping.)

There are a number of lesser sorcerers on Earth. These dabblers use the standard Arcane Background (Magic) or (Miracles) rules. But they are far beneath the level of the world's "super sorcerers."

Super sorcerers must have Spellcasting at d8 or higher, a Smarts of at least d8 and Spirit of d8 or more.

Super sorcerers can give themselves any power in this book at will as a "spell," including any Modifiers, up to their level in *super sorcery*.

Each spell cast takes an action, requires a Spellcasting roll, and the sorcerer must be able to move both hands and speak.

If a 1 is rolled on the Spellcasting die (regardless of the Wild Die), the sorcerer has made a mistake in his incantations and suffers a dangerous spike in energy. He is automatically Shaken and all his current spells are negated.

Once cast, a spell may be maintained as long as the caster desires—it simply takes up that many of his allowable casting points. The temptation for greater power is always present however and a super sorcerer can go over the limit, borrowing additional casting points up to his level in this power. This is very dangerous and the caster must roll on the Backlash Table if his Spellcasting die is equal to or less than the number of points borrowed.

Example: *Ixua Anamza the mummy has 5 levels in super sorcery. He currently has a 3 point and 2 point power up. Feeling risky, he decides to gamble and borrow his maximum to add a 5 point attack power. He rolls a 4 on his Spellcasting die, so his spell is successful but now he must roll on the Backlash Table.*

SWINGING (3)

Trappings: Web-lines, retractable cables.

Villains with any kind of cord, rope, webbing, or other grappling lines can move through certain types of settings—such as the tall buildings of Star City—with ease. The villain can travel through such environments at a Pace of 12.

In a tactical setting (on a battle map), he can move to any point within 12" that it is feasible to swing to.

The line can hold up to 500 pounds safely.

BACKLASH TABLE

2d6	Effect
2	Rift: Something from another dimension has been disturbed by the sorcerer's dabbling and lashes out at him. He must make a Spirit roll -2 or die instantly. If he manages to live he may not use powers for d6 days.
3	Mind Whip: The character suffers a Wound and loses a permanent die in Spellcasting. He also loses the ability to use his powers for d6 days.
4-5	Mental Blast: The villain takes a level of Fatigue and can't use his powers for a day.
6-8	Mystic Feedback: The villain is Shaken and unable to use his powers for d6 hours
9-10	Energy Fatigue: The strain of dealing with such vast power has taken its toll. He is shaken and can't use his powers for d8 Rounds.
11	Magic Shock: The villain is Shaken and may not use his powers for d6 Rounds.
12	Power Surge: The sorcerer taps into a particular potent source of magic and gains an extra 4 points he may immediately spend on extra modifiers.

Swingers who fall can make a single Agility roll to catch themselves at the midpoint of their descent.

Swingers may also make a single Agility roll to grab someone else who is falling with their line. The roll suffers no penalties if the villain was on Hold. If not on Hold and the villain hasn't acted yet, he may discard his action card to attempt to grab a single falling victim. This is an Agility roll at -4. Lines used in this way can usually snag a falling victim up to 24" (twice his usual distance).

In either case (stopping his own fall or someone else's), the swinger can land within his usual tactical distance.

Modifiers

Strong Line (+1/1000lbs): The line can safely hold 1000 pounds for each additional point put into this Modifier.

TELEKINESIS (2/LEVEL)

Trappings: Mind over matter, force projection, magical animation.

Telekinesis is the ability to move objects or creatures (including one's self) with pure thought or will.

The range of the power is 12", and its Strength is d8, plus 1 die step per level (a d12+2 at level 4, and so

on). This is the Strength used to throw objects (which still requires a Throwing roll), or damage targets with objects (by Fighting), just as if it were wielded by a character of the same Strength.

The villain always rolls a Wild Die when rolling for the power's Strength, just as if it were his own.

Actively using *telekinesis* counts as an action, so while a villain may use the power to carry five baseball bats, striking with each of them is still five separate actions (a -10 multi-action penalty to each).

Living Creatures: If the villain wants to lift a living creature, it may try to resist the power with an opposed Spirit roll with the caster. If the supervillain wins, he may pick up the target and move it up to 2d6" per round. Smashing the victim into something causes Strength damage automatically. Dropping him causes falling damage as usual.

Modifiers

More Range (+2): The range of the power is 24", but still requires line of sight.

TELEPATHY (2)

Trappings: Communicators, psychic connection, ethereal messenger, conference call.

The villain can communicate with anyone and everyone in sight through *telepathy*.

Specific known individuals who are not in sight may be reached with a Smarts roll within one mile, or a Smarts roll at -4 if further away. Once established, the connection may be maintained as desired, but requires concentration. This inflicts a -1 penalty per "conversation" to all other actions.

Modifiers

Broadcast (+1/+3): The villain may contact *all* minds within 1 mile. This is not selective, however, and must go to every sentient mind in range. For 3 points, the message can be broadcast across an entire world.

TELEPORT (3)

Trappings: A cloud of smoke, "phasing" out, change into a bolt of lightning.

Teleport allows a character to disappear and instantly reappear up to 12" distant. This counts as his movement for the round, and is not an action. Adjacent opponents do not get a free attack against the teleporting character.

The teleporter must be able to see his destination to *teleport* with no roll. If he's teleporting to a place he's previously seen, he may do so safely with a Smarts roll at -2. If he wishes to teleport to a previously unseen location, he must roll at -4. Failure means the teleporter has hit an object of some sort. He returns to where he came from and is

Shaken. A roll of 1 on the Smarts die (regardless of the Wild Die) results in 3d6 damage.

The teleporter can never enter a solid space even if he tries. The power instantly returns him to his starting location as above.

Carrying Others: The villain can carry others with him, but this automatically causes one level of Fatigue per additional "rider." (Up to three may be carried at once, but causes instant Incapacitation.). One level of Fatigue is removed for every 10 minutes of rest.

Modifiers

More Range (+2/12"): The villain's teleport range is increased by 12" every time this is purchased.

Rapid Teleport (+3): The villain can teleport very rapidly, up to three times per action. The character can divide multi-actions or extra attacks over the teleportations. If the teleporter uses his ability to maneuver around a single foe and makes at least two attacks (via two weapons, the Frenzy Edge, etc), he attacks from multiple sides just as if the foe were being ganged up on, which reduces the target's Parry by -2 (or -3 if making 3 attacks).

Taxi (+2): The teleporter gets a Vigor roll to resist Fatigue caused by additional each additional "rider".

Teleport Other (+5): Villains with this ability can teleport others to them. If the target is friendly, the villain simply makes a Spirit roll (one individual per action, additional targets may be transferred as a multi-action). Hostile foes get an opposed Spirit roll to resist being teleported. This may be performed as a multi-action as well to move more than one foe in a single action.

TOUGHNESS (2/LEVEL)

Trappings: Big guys, dense skin, reinforced bones.

Your villain's base Toughness improves by +1, from mystical protection, super-strong skin, dense bones, etc. Note that this is different from armor because it cannot be negated by Armor Piercing attacks.

Modifiers

Heavy Armor (+3): Your villain's skin is so thick/dense/whatever that it counts as Heavy Armor. It can only be hurt by Heavy Weapons.

Requires Activation (-1): The increase in Toughness must be activated. This is a free action, but it isn't the character's "normal" state (i.e., he isn't as tough in his "normal" guise).

UNDEAD (4)

Trappings: Vampires, zombie, harrowed.

A rare few individuals don't let even the cold hand of death stop them from their hateful existence. These

are the undead—vampires, zombies, liches, or spiteful revenants from beyond the grave.

The specifics of your cadavers' abilities depend on his exact "species," but all undead have a few things in common. Undead gain +2 to their Toughness and do not suffer additional damage from called shots.

Undead do not benefit from the Healing skill, but roll natural healing rolls once per day. They suffer a -2 Charisma in close contact due to their clammy skin and dark aura. (If your undead is decayed, take the Ugly Hindrance.)

Undead who are forced to roll on the Knockout Blow Table do not Bleed Out or suffer permanent injuries (they're merely Incapacitated until healed).

Modifiers

Vampire (-2): The villain is a vampire. A wooden stake to the heart (-6) that causes a single wound kills your villain instantly. He also has an allergy to garlic (-2 to all trait rolls if the substance is within 1"), and suffers an immediate wound if he crosses running water. Finally, a vampire must drink one quart of blood (human or otherwise) once per day or suffer a level of Fatigue that can only be removed by drinking *human* blood. Vampires Incapacitated by Fatigue can crawl at the rate of 1" per round, but suffer -6 to all actions while in this weakened state.

The benefits of being a vampire must be bought as powers as they are dependent on the creature's sire, which legend you believe, and so on. Most have super-strength, extra actions, altered form (mist, wolf, bat, etc), and mind control.

VEHICLE (VARIABLE)

Trappings: Combat bike, weapons van, hovercar.

From rocket-bikes to assault choppers, this power allows your character to have their own super-vehicle.

The cost of the power depends on what the cost of the base vehicle you want to convert into your super-vehicle.

Cost	Vehicle Cost
1	Up to \$10,000
2	Up to \$50,000
3	Up to \$500,000

Powers can be purchased for vehicles at the reduced cost for devices (-1 Power Point per 5 points of powers). While the downside is that vehicles cannot be taken everywhere, the plus side is that any defensive powers affect everyone in the vehicle!

Modifiers:

AI (+1): Your vehicle has a rudimentary artificial intelligence that allows it to follow any simple, short, programmable instructions. It has target recognition, simple object avoidance and location-finding capabilities, but is not capable of anything more complex than that. Example instructions include: "drive forward and release this bomb", "come to this location when I give the signal", or "attack anyone that comes within 5 yards of your front flame-thrower".

Secure Access (+1): Your vehicle has ultra-high security (retinal scan, voice recognition) and can only be operated by someone with the proper access. Any unauthorized access will trigger an alarm and may activate any security defenses, including any powers built into the vehicle.

WALL WALKER (1)

Trappings: Adhesive pores, super-grip, extra limbs.

Characters possessing this power can walk on horizontal surfaces or even upside down at their normal Pace (and may run). As long as the surface can support it, wall-walking characters may carry their normal load limit with them as they go.

WHIRLWIND (2)

Trappings: A swirling column of wind.

The villain can create a small moveable cyclone that can scatter and disrupt his foes.

The *whirlwind* is the size of a Medium Burst Template, and must remain within 24" of the villain controlling it or instantly disappear. The *whirlwind* can be moved up to 2d6" each round, and can extend to the limit of the villain's vision.

Controlling the cyclone is an action, and it takes one full round (no other actions allowed) to conjure. (Two if indoors.)

Anyone touched by the cyclone must make a Strength roll or be knocked prone and Shaken.

Modifiers

Larger Whirlwind (+2): The whirlwind uses a Large Burst Template.

Twister (+2): The whirlwind has the strength of a cyclone. Characters must make Strength rolls at -2 or be sucked up and thrown 1d10" in a random direction (roll a d12) for 2d6 damage (+1d6 if the victim hit a solid object in addition to the ground). Thrown victims are automatically Shaken regardless of damage.

THE ARMOR-CLAD SUPER

"I used to be a nobody, just a minion really. Best gig I got was helping maintain one of the Architect's field bases. Then the V'sori converted him into so much ash. So I looks around at all this gear. I never had the guts to be a real villain. But I got a girl, and I'll be damned if she's gonna become fish food!"

Armor-Clad Supers wear powered suits of armor granting them amazing abilities. Speed, strength, toughness, and often long-ranged striking ability are all hallmarks of the armor-clad avengers who battle for the Earth's freedom against the alien occupiers. Some who don the armor are merely stewards of its powers, but many Armor-Clad Supers lovingly built their suits with their own hands, and work very hard to maintain their state-of-the-art technology.

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d6, Notice d8, Repair d8, Shooting d6, Streetwise d4

Charisma: 0; **Pace:** 6/
Fly 12; **Parry:** 5;
Toughness: 9(4)

Hindrances:
Yellow,
Dependent, Bad
Eyes, Loyal

Edges: Arcane
Background (Super
Powers), Power
Points, Mechanical
Genius

Gear: Armored
Power Suit (see below)

Super Powers: (All
powers in Power Armor, a
Device)

- **Armor (4):** Armor +3, Heavy Armor. (Full body suit of advanced materials.)
- **Broadcast (1):** Extra Range
- **Darkvision (1)**
- **Force Control (13):** Level 4 (Str d12+1), Bind, Flight (2x Pace), Force Field (+4 Toughness)
- **Super Attributes (1):** Strength +1 step. Vigor +1 step. Servo-motors in armor.)



THE BLASTER

"Whats that you say? The V'sori have beefed up security at the facility, got X-ray machines and metal detectors everywhere, huh? That's OK, Fort Knox couldn't stop me and neither will these chumps. All I have to do is point my finger and they will blow up real good!"

Blasters throw bolts of energy, hardened matter, mental force, or whatever the player creating them can conceive. They are the ultimate ranged attackers of a super team and can sometimes channel their blasting powers into other super powers.

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Guts d6, Intimidate d6, Notice d6, Repair d6, Shooting d8, Streetwise d6, Taunt d6

Charisma:0; **Pace:**6; **Parry:**4;

Toughness:5

Gear: \$1000.

Hindrances: Terminally Ill, Weakness (2x damage from Darkness), Disability (using powers outside of suit requires a Vigor roll or the blaster is shaken), Distinctive Appearance

Edges: Arcane Background (Super Powers), Strong Willed

Super Powers:

- *Attack, Ranged (15):* Damage 3d6, RoF 3, Elemental Trick: Light



Storn

THE SCRAPPER

"This sword was passed down to him by his ancestors. It was forged in the heavenly fires by Shan Mu, ancient sorcerer of the Celestial Court. It can cleave through steel without chipping. I killed him for it. Now, do you honestly think the fins have a chance against me?"

Scrapppers are close-in fighters who rely on speed and agility to avoid attacks rather than soaking them like bricks. They often have a signature attack like glowing fists, claws, or a special melee weapon.

Race: Human

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d12, Guts d8, Notice d6, Shooting d6, Stealth d8, Streetwise d6

Charisma:0; **Pace:**8; **Parry:**8; **Toughness:**7(1)

Hindrances: Enemy (Evil Cult), Vengeful, Mean, Stubborn

Edges: Arcane Background (Super Powers), Fast Healer, First Strike, Fleet-Footed

Gear: Duraweave Suit, M2 Hero Killer w/ laser sight, 50 rounds of Hero Killer ammo, \$90 cash.

Super Powers:

- *Attack, Melee (5):* Device, Str+2d6+4 (Magic katana.), Focus
- *Regeneration (5)*
 - *Super Attributes (4):* (Extreme training in the martial arts.)
 - *Super Skills (1)*



Storn

THE BRICK

"So how heavy you figure that V'sori shuttle craft is? Really? No sweat; it's about as heavy as that city bus full of people I once threw at a hero. Now, where did you say you want that shuttle thrown?"

Bricks are the super-strong thugs of the comic book world. They come in many shapes and sizes, but they normally share two common characteristics, they are very strong and very difficult to hurt. (Most aren't all that bright, either.)

Race: Human

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d6, Intimidate d8, Notice d4, Stealth d6, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 10

Hindrances: Clueless, Habit: Combat Drugs (Major), Distinctive Appearance, Heartless

Edges: Arcane Background (Super Powers), Brawny, Power Points, Take the Hit!

Gear: 50 Doses Met-Z, random assortment

Super Powers:

- *Attack, Melee (4):* +2d6
- *Fearless (2)*
- *Heightened Senses (1)*
- *Super Attributes (8):* (Super strength.)
- *Toughness (5):* +1, Heavy Armor



Storn

THE GADGETEER

"There is no possible way that any of you philistines can appreciate the preparation that went into this plan. My exponential intellect accounted for 3,143 different variables and noted everything to the last detail. Allow me to remind you all that blowing up the V'sori outpost was not one of those details. Sometimes I almost feel that our partnership is a curse, but then I remind myself that such supernatural drivel is illogical nonsense."

Gadgeteers make stuff, usually weird devices that accomplish incredible tasks well beyond current technology's grasp. *Necessary Evil* gadgeteers might be one-time evil geniuses bent on world domination, or perhaps misunderstood mad scientists finally given a chance to test their creations in real-life situations. Either way, a Gadgeteer is an invaluable addition to any Omega cell, allowing the team to intuit the natures of strange alien devices, solve technical problems on the fly, and invent new ways to wreak havoc against their foes.

Race: Human

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Guts d4, Investigation d8, Knowledge (Electronics) d8, Lockpicking d6, Notice d6, Repair d8, Shooting d6, Stealth d4, Streetwise d8

Charisma: 0; **Pace:** 6/Fly 6; **Parry:** 4;

Toughness: 4

Hindrances: Gloater, Overconfident, Greedy, Cautious

Edges: Arcane Background (Super Powers), Braniac, Investigator

Gear: \$1000.

Super Powers:

- *Super Skills* (3)
- (All powers below are Devices)
- *Armor* (1): +3, Partial
- *Broadcast* (3): More Range, Manipulation
- *Darkvision* (1)
- *Flight* (1): Pace
- *Healing* (1)
- *Heightened Senses* (1): Eagle Eyes
- *Interface* (2): Code Breaker
- *Stun* (1)
- *Speak Languages* (1)



Storn

THE SPEEDSTER

"Whats that, you left your lunch back at the hideout? No problem...here it is. Need anything else? Of course, you owe me now, and half of that sandwich would be a good start on the debt. By the way, I ran up to Montreal last night and the clubs were fantastic for looting! If you can find a pressure suit, I'll bring you along next time. The air-friction at 1,000 mph can be rough on your doo though. I recommend lotsa hair gel."

As their name implies, Speedsters move really fast. Super-fast characters are common in the comic book genre, using their incredible speed to do everything from run across water to speed-reading books to find that key fact that will help them defeat their foes.

Race: Hybrid

Attributes: Agility d10,

Smarts d6, Spirit d6, Strength d6,

Vigor d6

Skills: Fighting d8, Guts d6,

Investigation d4, Notice d6, Persuasion

d4, Shooting d4, Stealth d6, Swimming

d6, Taunt d4

Charisma: +2; **Pace:** Supersonic;

Parry: 6; **Toughness:** 5

Hindrances: Curious, Wanted

(Known Hybrid), Heartless, Stubborn

Edges: Arcane Background

(Super Powers), Attractive, Lucky,

Quick

Gear: \$1000

Super Powers:

- **Speed (12):** Supersonic (-8), Pummel

- **Super Attributes (2):**



Storn

THE STRETCH

"You need something done or someone killed quietly? I'm just the woman for the job. I can kill a pair of drones from across the room before they know I'm there. I'm as versatile as they come and tougher than three-day old chewing gum."



Elastic or stretching characters have been a part of the comic book genre from almost the beginning. Although often little more than comic relief in many stories, the Stretch character in *Necessary Evil* is a dangerous, stealthy foe capable of sustaining tremendous amounts of damage while utilizing his versatility to perform a number of tasks on the team.

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Guts d4, Lockpicking d6, Notice d6, Shooting d4, Stealth d4, Streetwise d4, Taunt d6

Charisma: 0; **Pace:** 6;

Parry: 6; **Toughness:** 9

Hindrances: Greed, Bad Luck, Poverty, Habit (Mocks others by stretching constantly)

Edges: Arcane Background (Super Powers), Hard to Kill

Gear: \$1000

Super Powers:

- *Altered Form* (6): Rubbery Skin, More Elastic (x2), Fall Proof
- *Chameleon* (3)
- *Ensnare* (6): Stronger

THE SORCERER

"Please don't touch that, it's from a Lemurian lamasery and it's quite old. You have come for aid, and I am at your disposal...for a price. My powers are many, and they can aid you in your battle against the alien occupiers. I can feel the winds of magic blowing in our favor. Here, gaze into this mirror, and view another world..."

Delvers into the unknown and masters of the arcane, Sorcerers are extremely versatile characters. Whether it's seeking forbidden knowledge or blasting a fleeing alien shuttlecraft, Sorcerers will serve as valuable members of any resistance cell.

Race: Atlantean

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Guts d8, Knowledge (Arcane Lore) d8, Notice d6, Spellcasting d12, Swimming d6

Charisma: 2; **Pace:** 6; **Parry:** 5;

Toughness: 5

Hindrances: Servitor, Vow (Avenge his homeland), Heartless, All Thumbs

Edges: Arcane Background (Super Powers), Power Points, Charismatic

Gear: \$1000

Super Powers:

- *Ageless* (2): Very Old
- *Awareness* (2)
- *Fear* (3)
- *Gifted* (1)
- *Jinx* (2)
- *Super Sorcery* (9): Level 3
- *Super Skill* (1)



GAME MASTER'S SECTION

***STOP! IF YOU ARE NOT A NECESSARY EVIL GAME MASTER
AND HAVE NO INTENTION OF RUNNING THE GAME, BE
WARNED THAT THIS SECTION CONTAINS SPOILER
INFORMATION ABOUT THE SECRETS BEHIND THE STORY.***

***IF YOU ARE A GAME MASTER, THEN WELCOME! WHAT
FOLLOWS THIS INTRODUCTION WILL PROVIDE YOU WITH
ENOUGH MATERIAL TO RUN DOZENS OF ADVENTURES IN THE
FAST AND FURIOUS WORLD OF NECESSARY EVIL.***

CHAPTER THREE: A WORLD OF EVIL

THE BEGINNING

Thousands of years ago, a semi-aquatic species of aliens called the V'sori fled their dying world and settled on Earth. They built a great city, dubbed it Atlantis in honor of their homeworld, and watched with wonder the rise of the native "humans."

THE COMING OF CH'THADRA

The V'sori are telepathic creatures, though some have far more abilities and raw power than others. The "cosmic unfairness" did not sit well with some.

One of the greatest V'sori scientists was Ch'thadra, the very man who had saved the race by perfecting space travel. He felt the V'sori should have been more grateful for his efforts—perhaps even name him King. Ch'thadra felt that he was ignored because of his weak psionic abilities. So he turned to the one thing that had always worked for him—technology.

The first results were tragic. Subjects lost their minds, became vegetative, or developed warped personalities. Then Ch'thadra discovered a way to *steal* the psionic energy of every living V'sori and channel it into his own mind!

The plan worked *too* well. Ch'thadra became a monstrous creature with incredible power, but his machine exploded so violently that it triggered the destruction of Atlantis itself!

The Atlanteans knew what Ch'thadra had done as their stolen psyches came flooding back. They attacked his lab, but the monstrous creature that emerged from the blasted hole in the ground was far too powerful. The scientist now had a massive swollen brain, blood-red eyes, and horrible claws oozing with psychic energy!

Ch'thadra killed dozens, then retreated with as many minds as he could enslave to the old V'sori spaceships. Over three hundred Atlanteans vanished that day, never to be seen again.

When the smoke cleared, the Atlanteans sealed up what was left of Ch'thadra's lair and went about rebuilding their city beneath the sea. In time, they forgot about him and their lost brothers—it was but one event in millennia of hardships, after all. The Atlanteans even eventually married and interbred with the humans.

THE OVERMIND'S REVENGE

Ch'thadra did not spend his exile idly. Now calling himself the "Overmind," Ch'thadra had the combined intellect of all the minds he'd once held. As the centuries passed, he and his minions developed a new society, super-weapons, and an unimaginable space fleet. The V'sori conquered the neighboring galaxies and enslaved all the races they encountered.

One of the races the V'sori encountered were a meek people brimming with latent supernatural

abilities—the Proteans. Rather than fight, the Proteans fled. Most were slain, but one ship managed to slip away to Earth—where they sensed the attackers had come from.

The Protean ship was damaged in its flight and crash-landed in Siberia in 1908. The crater it made has come to be called the Tunguska blast. The surviving Proteans used their abilities to disguise themselves as human beings, and lived in a single remote village near the crash site for several years.

There they prayed to their distant god, who the Proteans called the Outsider. He slowly communicated his desires to his chosen people by dreams and visions: to go forth and multiply. Since the visions began, the Proteans were haunted by one strange image that they didn't understand until 1955—an image of an eight-pointed star. The obedient Proteans did as they were instructed, and for nearly a century interbred with humans. The children of these pairings inherited a portion of their alien parent's power, though it rarely manifested except under extremely stressful situations.

STAR CITY IS BORN

One sunny day in 1955, the people of Earth awoke to find a titanic being standing in the water two miles off the coast of New York City. The superhero known as Silver Sentinel rushed off to greet the giant, and when he was swatted away by the being, retaliated with his silvery high-energy blasts. The Outsider fought back, and what happened next was lost to the roving helicopters above in the massive tidal waves their battle created.

When the spray finally settled, the Outsider was gone and Silver Sentinel lay unconscious on a new land mass that hadn't existed before. The island was shaped like an eight-pointed star.

INFLUX

The surviving Proteans, ageless creatures that they were, recognized not only their god, but his sign—the creation of an island in the shape they had been seeing in their dreams for nearly a century.

Most of the Proteans moved to Star Island immediately, and began procreating as their deity desired. Though the purpose of the island is still unknown to them, they have faithfully created a large number of progeny to fill it, many of whom have developed incredible superpowers when faced with extreme situations. Most of the superbeings fought for the good of the world, but many were also selfish souls who used their abilities for personal gain.

THE V'SORI

The Overmind is the ultimate commander of the V'sori. He never ages, and in fact seems to grow more powerful as his massive intellect absorbs more and more psychic energy from the worlds he conquers. Retaking Earth is his ultimate prize, for though the Atlanteans have forgotten him, he has not forgotten them. Nor has he forgotten how they ridiculed him for his lack of psionics or attacked him when he tried to augment his powers through science (at least, that's Ch'thadra's version of events).

The Overmind had an irrational fear of taking Earth and put it off for centuries, waiting until his fleet was so vast and his powers so strong that he could not be defeated. His scouts have been here for years—some even tried to help the Nazis take over the world in 1941—but the rising population of superheroes proved troublesome. The Overmind waited patiently, and of course his plan to eliminate the world's superbeings and demolish his former home of Atlantis was faultless.

F'ARAK, THE WAR-MASTER

The Overmind appoints one of his most trusted commanders to govern each planet he conquers. The War-Master of Earth is a cunning soul named F'arak. The wily veteran fought his way up through the ranks, earning his spot as an officer by his cleverness and willingness to pound an enemy with his minions relentlessly. Though V'sori do not often engage in direct combat themselves, F'arak has seen action on many occasions, and in fact lost an eye in a fight many years ago.

SHOCKLORDS

Beneath the War-Master is a council of five to ten Shocklords. These individuals command each of the War-Master's battalions and attend him at strategy and planning meetings. Every Shocklord fancies himself an aspiring War-Master, and within the limits of the military system, attempt to distinguish themselves so that they might be considered when a War-Master post becomes available.

Treachery is not unheard of among Shocklords, as they face fierce competition for the favor of the War-Master, and it is the War-Master who so often becomes the gateway to ascendancy to the next level. Some Shocklords even quietly sabotage their rivals by intentionally arriving late for support missions, exaggerating battle reports, or highlighting the failings of their peers during planning sessions.

As long as this sort of political in-fighting does not compromise the overall mission, most War-Masters allow

it to continue. After all, they were Shocklords as well, and one must play the game to win.

Many Shocklords earn their positions by rising from the ranks of the Warlords (see below), but just as many gain their positions through political appointments, bribery, and privilege. These scurrilous individuals often have no stomach for war, and no desire to ascend to the level of War-Master. For them the position of Shocklord creates an opportunity for an easy appointment later in civilian life. Many planetary governors are ex-Shocklords, having served perhaps a year or two in the military and then checked out to accept a much less arduous position on some peaceful alien backwater.

WARLORDS

Warlords control legions of drones, or issue orders to the Fins (who generally do what they want on the tactical level. Warlords consider themselves not only leaders but also as "support troops." Those with powerful psionics use their abilities to stun the minds of enemy troops, and interrogate them later.

BATTLE-MASTERS

Battle-Masters are essentially "special operations" troops. The V'sori use these to carry out particularly sensitive missions where some subtlety is called for, such as kidnappings. They serve as spies, infiltrators, mind-readers, and assassins, and are given whatever high-tech devices are believed necessary to carry out their assignments.

THE K'THAREN

When the V'sori began their expansion more than a millennium ago, the K'tharen were one of their first stops along the way. They were also one of the most difficult. The K'tharen, or "Fins," as the Earthers call them, fought so savagely against the technologically superior V'sori that the Overmind eventually decided to try a different tactic. He called for peace and offered them the blood and treasures of a thousand worlds in exchange for their service. Eventually, the Fins agreed.

Fins do not rely on guile or craft to win their battles. Though an intelligent and cunning species, they become frenzied berserkers in battle. They attack foes in waves of slaving berserkers, usually after the V'sori air force has bombed an opponent's frontal defenses into submission. Fins use their tremendous size and toughness to great advantage, pressing frontal assaults that would be suicidal for lesser beings.

THE DRONES

These poor souls are the epitome of a "fate worse than death." When the V'sori need completely obedient slaves, they subject captured foes to horribly precise lobotomies that strip them of their independence. The mind inside cannot refuse its commands, betray the V'sori, or otherwise act against its masters, but it *knows* exactly what it's doing!

Most drones are a very uniform size of 6' tall, and completely cloaked in armor made of advanced polymers. Most Earthlings believe they are robots, though rumors of their true identity are rampant.

The vast majority of drones on Earth are human, though a fair number are humanoid aliens from the last systems the V'sori conquered. There are well over 100 million drones on the planet at this time.

BEHIND THE MASK

Dr. Destruction did indeed form Omega and set the groundwork for the resistance. Then he died. He didn't die in battle or due to a V'sori assassination attempt. He simply had a stroke and passed away quietly in his sleep, ironically enough from a blood clot earned in one of his many past battles with Champion.

The only person who knows of Destruction's death is the man the doctor had been hiding for months—the Aquarian, King Meros of Atlantis!

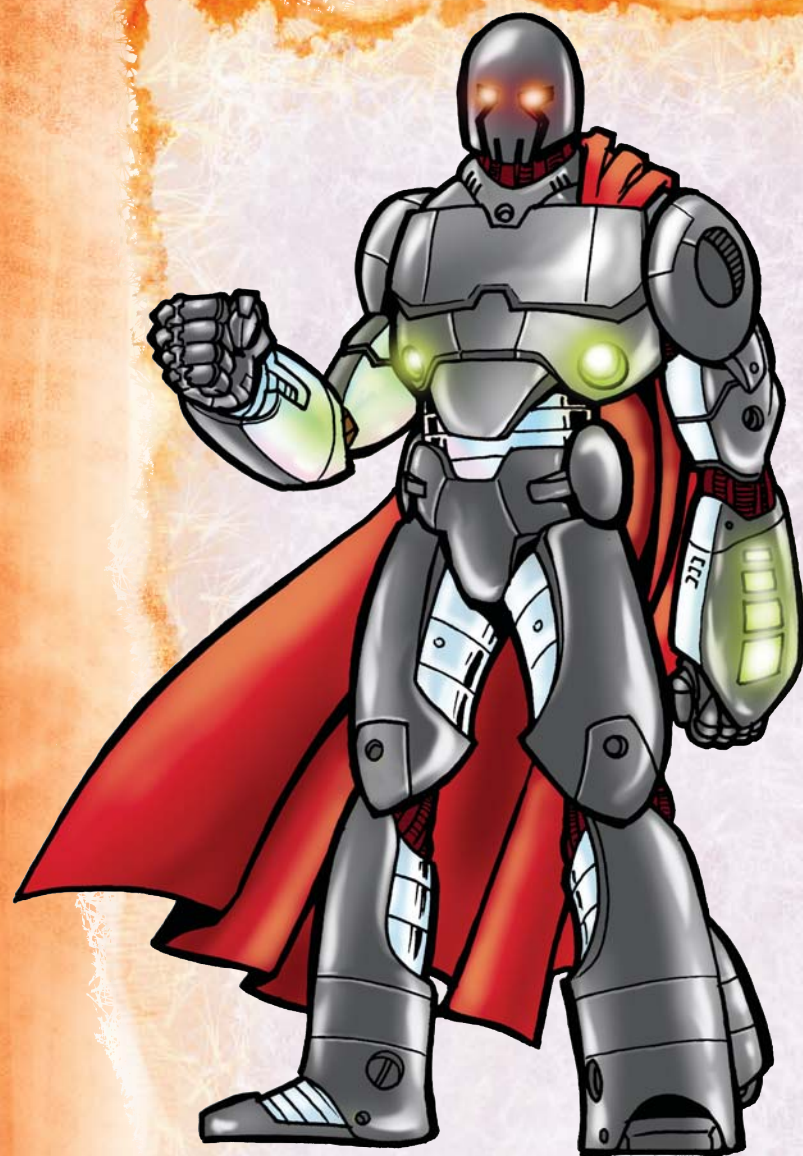
The King had managed to escape his home before it was destroyed via a teleportation tube. He emerged horribly wounded in the lair of one of his many enemies, Hydra. Hydra traded him to Dr. Destruction, but surprisingly, the two gradually came to share a grudging respect. The Aquarian was freed, and the two were actually working together on a master plan to defeat the V'sori forever when Destruction died.

King Meros knows the power of the V'sori and the diabolical cleverness of the world's supervillains. He took up Destruction's identity for just that reason. He knew the villains of the Earth would follow one of their own much more readily than a "hero."

The Aquarian has slowly pieced together the origin of the invaders and re-discovered the ancient story of Ch'thadra. Armed with this information and Dr. Destruction's master plan, Meros believes he can defeat the aliens and save the world.

If he can just find the right team of villains to help him pull it off. It's a complex question. The cell he chooses must be ruthless and clever, but also desire some amount of atonement for their misdeeds, for their quest will almost certainly require sacrifice.





DR. DESTRUCTION/KING MEROS

Race: Atlantean

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d12+2, Vigor d12+2

Skills: Fighting d10, Guts d10, Intimidation d10, Knowledge (Tactics) d10, Notice d10, Persuasion d10, Shooting d10, Stealth d8, Swimming d10

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 17

Edges: Aquatic, Arcane Background (Super Powers), Extra Power Points, Low Light Vision, Telepathy

Hindrances: Heroic

Gear: Dr. Destruction's armor and weapons.

Super Powers:

- **Animal Control:** All sea life
- **Awareness:** Danger Sense.
- **Armor:** Armor +8, Heavy Armor, Device (power armor, Slow Activation). (Dr. Destruction's Armor).
- **Attack, Ranged:** Range 12/24/48, Damage 6d6, AP 10, Knockback 1d4", Medium Burst Template, Device (rifle). (The Destruction Ray).
- **Attack, Melee:** Damage 4d6, AP 5, Knockback 1d10", Focus, Device (gauntlets). (Power Gauntlets)
- **Broadcast:** Manipulation, More Range (1000 miles), Device (handheld computer).
- **Darkvision:** Device (helmet).
- **Mind Control:** Mind Wipe
- **Mind Reading:** Mind Rider
- **Minions:** 5 Neptune Guard (see below).
- **Super Attribute:** Strength +4 steps, Vigor +4 steps
- **Super Edge:** Charismatic
- **Teleport:** More Range (+24" mile), Device (power armor).

Dr. Destruction is none other than King Meros of Atlantis. King Meros was a powerful hero in his own right, but combined with the devices of Dr. Destruction has become one of the most powerful beings on Earth.

However, that is not enough. He knows that he needs Omega to fulfill his plans to drive off the V'sori, and so keeps up the evil personage of Dr. Destruction so that he can keep the supervillains in check. He knows that he plays a dangerous game, but it may be the last hope for Earth.

THE NEPTUNE GUARD

In addition to Dr. Destruction's cache of weapons, armor and other ingenious devices, King Meros also has at his command the Neptune Guard, his own personal bodyguards that escaped with him during the destruction of Atlantis. They act the part of his minions and are utterly loyal to Meros.

Treat the Neptune Guard as standard Minions, but they have access to heavy armor and weapons, including nullifier guns and shackles.

ATLANTIS

Set deep beneath the waves of the Bermuda Triangle, the ruins of the once great city of Atlantis rest on a great shelf of rock near the bottom of the sea floor. An intimidating ring of V'sori ships illuminates the city's crumbling ruins, their penetrating beams casting a spectral light on the deserted streets and shattered marble buildings.

Fearful of the magic they do not understand, the V'sori refuse to enter the ruined city in force, but they do mount regular patrols to ensure nothing is amiss amidst its war-torn buildings and temples. Despite the near complete destruction of the city, several of its great enviro-domes remain. These domes of magically-hardened glass once dotted the city like glowing jewels. They were created just prior to the sinking of Atlantis to ensure the safe-keeping of delicate works of art and magical experiments deemed too fragile to risk exposure to the open sea. Many temples also enjoyed the protection of enviro-domes, their treasures and relics maintained in a perfect state by the domes' artificial atmosphere. Now only a handful remain intact.

Only a handful of these domes survived the K'tharens' savage barrage, but those that did were spared further attack by V'sori officers too cautious to risk further loss of valuable booty. Instead, K'tharen kill-teams rooted out any Atlantean survivors hiding within the domes and safe-guarded their treasures for their greedy masters.

Created and sustained by magic, Atlantis still retains a measure of its former power. One of the reasons the aliens haven't moved into the city is because this power occasionally manifests itself in random bursts of energy that spawn freak accidents, equipment failures, and deaths. The V'sori's innate distrust and fear of magic has slowed their ability to analyze just what is going on in Atlantis. When the Atlanteans left, they placed a curse on the city that helped to shield its remaining secrets, including the existence of intact teleportation tubes. The curse specifically targets the V'sori and their alien allies.

GM's can use this curse to aid their players if they get into a tight spot while exploring the ruins of Atlantis. The curse may manifest in any number of ways: weapon misfires, falling debris, clouds of dust or murk, or even attacks by tentacled sea-creatures.



CHAPTER FOUR: SECRETS OF STAR CITY

The earth of *Necessary Evil* is a world of intrigue, action, and violence. The nexus of this tale is mysterious Star City, built by a space god and home to strange aliens, enigmatic precursors, and more super-powered beings than any other spot on earth. What happens here in Star City determines whether the V'sori are defeated—or the reluctant fighters of Omega meet their final doom.

STAR CITY & THE OVERMIND

The greatest mystery the players haven't been told is just why the V'sori didn't devastate Star City. It's been hinted that they're curious about the place and its odd origin, but there's far more to it than that.

Star City was on the Overmind's list of places to bombard, and a few missiles did strike Eastpoint. The moment they impacted however, the Overmind suffered an onslaught of massive agony! Images of Star City flashed in his head so he had no doubt of the pain's source. Ch'thadra mentally ordered his minions to call off the Star City assault and the pain subsided instantly.

The Overmind waited anxiously for attacks elsewhere to cause him pain—thinking perhaps the Earthers had defenses he wasn't aware of—but nothing happened. Finally, all the other major cities of the world were smoking ruins, and their governments had capitulated or been destroyed.

The Overmind quickly turned his attention to Star City. He had no desire to go there physically—it could be a trap—so instead he placed his most loyal and cunning minion in charge, Warlord Grypon.

Since that day, Grypon has learned that Star City is some sort of giant transmitter for psychic energy, and that it was built by the god of the Proteans. The problem is that the V'sori didn't pay much attention to the Proteans when they destroyed their planet, and in truth didn't even know some of them had made it to Earth. Their "flight first" response didn't earn much respect from the Overmind, so they were dismissed as just another of the paltry species that had so easily fallen before the V'sori Empire.

Killing individual citizens in Star City causes the Overmind discomfort, but it is manageable. Mass carnage is almost unbearable however, so he has ordered Grypon to respond with surgical precision against rebellious humans—rather than attacking with overwhelming and indiscriminate force as is usually done.

Grypon searches ceaselessly for the answers to these and other questions. He is loyal to the Overmind, but can't help realize the power he holds in his hands. If the order to destroy Star City were given, it would almost certainly kill the Overmind as well, perhaps elevating Grypon to the rank of Shocklord.

WARLORD GRYPON

Grypon directs V'sori activities from Beachhead, where the V'sori have turned their invasion point into a stronghold. He has at his disposal an impressive amount of V'sori armor and infantry, although he is restricted in what he can do with them by Ch'thadra's orders.

Grypon keeps track of any superhuman activities in Star City in an effort to unlock the secrets that Ch'thadra seeks. Omega activity is a bit aggravating to him, and so Grypon is slowly building up a database of their methods and members. As the magnitude of Omegan activities increase, so does Grypon's interest in the cells responsible. Over time, Omegan cells can expect to see strike teams and assassins sent by Grypon that are specially tailored to counter the unique super-powers of the villains they fight!

Although Grypon does not hesitate to eradicate powerful Omegans, he would prefer to take them alive so he can interrogate them for intelligence on Omega

and, more importantly, find more information on the Proteans and their enigmatic god. Any prisoners of Grypon that have outlived their usefulness can expect to be tortured to death, dissected by V'sori scientists, or made into "super-drones" by enterprising V'sori researchers.

STAR CITY GAZETTEER

What follows is a map of Star City with all the important locations featured in the Savage Tales set of adventures. Each of the numbered locations on the map are referenced in the respective city sections, which in turn give you more detailed information and the references to the Savage Tales.

The locations referenced in the gazetteer are far from exhaustive! Add your own locations as required - after all, Star City is a large community filled with aliens and superhumans - anything is possible!



V'SORI WARLORD GRYPON

Grypon is a tall, well-built V'sori. He is utterly loyal to the Overmind—for now. If he ever does betray Ch'thadra, it will be with a sudden stroke so powerful there is no chance it could backfire on him.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Intimidation d8, Investigation d8, Knowledge (Science) d10, Notice d10, Persuasion d8, Shooting d8, Swimming d10, Taunt d8

Pace: 6; **Parry:** 6; **Toughness:** 10

Hindrances: Curious, Loyal, Murderous (Minor)

Edges: Combat Reflexes, Command, Inspire, Natural Leader

Gear: Personal Combat Armor (Armor +4, Heavy Armor), Blaster Pistol (Range 12/24/48; Damage 3d6; AP 5; Heavy Weapon)

Special Abilities: Aquatic, Psionic Mastery, Telepathy

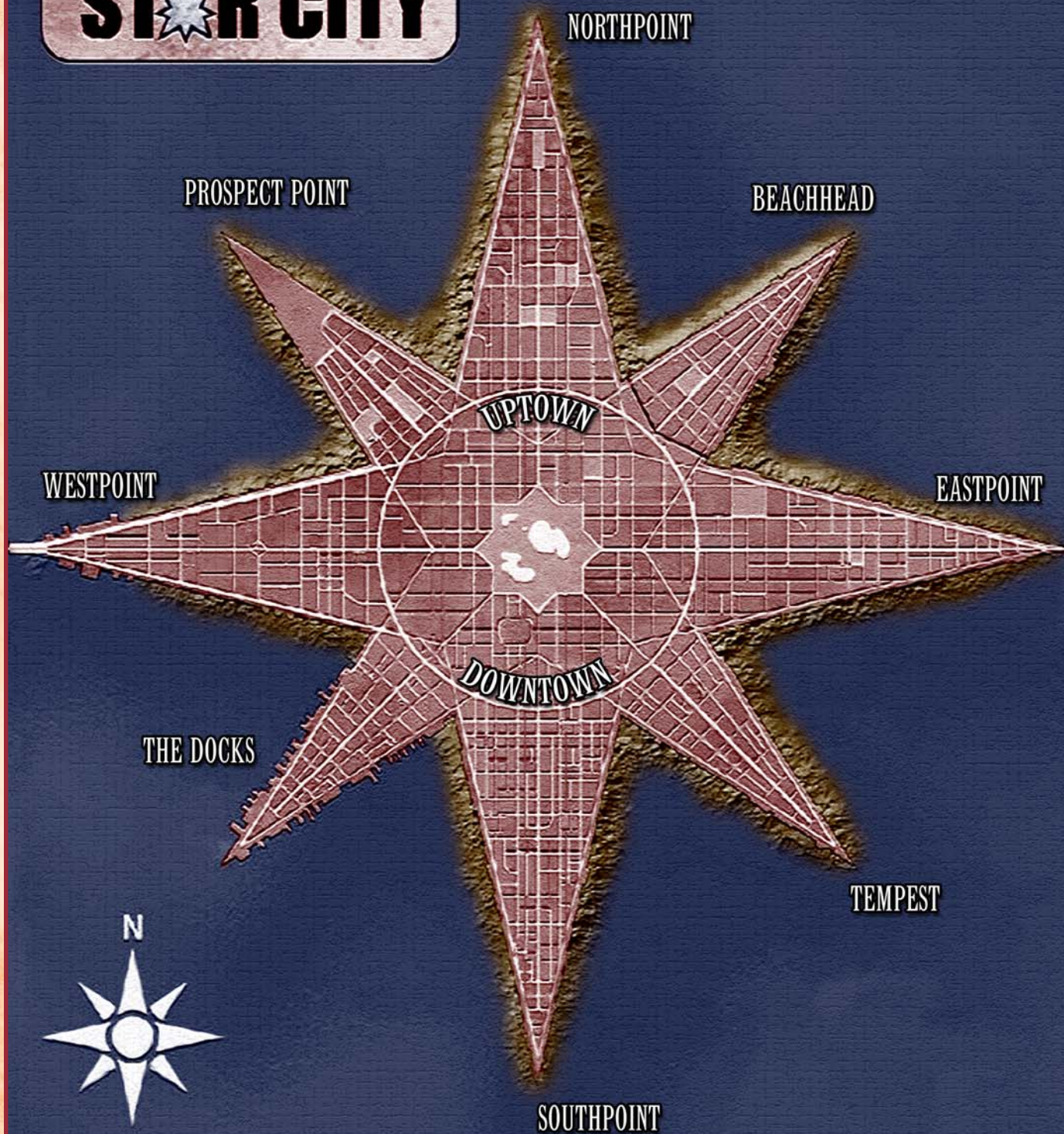
Super Powers:

- **Attack, Ranged:** Range 12/24/48; Damage 6d6; AP 10.

- **Force Control:** Force Field, Maneuverable, Medium Template, (d12+4 Strength).

- **Mind Control:** More Minds (x3), Can control minds with opposed Smarts roll. -1 penalty per mind controlled.

STAR CITY



NORTHPOINT

Northpoint is the much vilified home to many humans who have gone over to the V'sori in order to preserve their safety and way of life. Northpoint is comprised of a series of upper-class suburbs and gated communities.

Since Perez and other community leaders are viewed as targets by human rebels and Omega, Northpoint is frequently patrolled by SOCorp Operatives. Anyone attempting to make trouble in Northpoint will have to deal with a number of SOCorp police vans screaming their way. Even superhumans have learned to fear SOCorp when they come in force.

ONE GOOD COP

Lila Jackson came from a long line of police officers. Her father was a cop, and his father was a cop, and so on down the line. When the aliens came, everything changed. Lila went from being a cop in Star City to a freedom fighter, until agents of Dr. Destruction approached her to infiltrate Jerry Perez's new elite SOC force. Lila applied and was accepted, and now works behind the scenes to undo the work of the aliens and their human sympathizers. She could prove a valuable ally to anyone needing inside information on the SOC's next moves in Star City. Lila is a short, athletic African American woman with short black hair and light brown eyes.



LILA JACKSON (OMEGA DOUBLE-AGENT)

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Knowledge (Bureaucracy) d6, Notice d8, Persuasion d6, Shooting d8, Stealth d8, Streetwise d6

Charisma: +2; **Pace:** 6 **Parry:** 6 **Toughness:** 8 (4)

Edges: Attractive

Hindrances: -

Gear: Personal Combat Armor (Armor +4, Heavy Armor), Blaster Pistol (Range 15/30/60, Damage 3d6, DT, Heavy Weapon).

1. BRIARWOOD ESTATES

Home to Star City's human sympathizers, including Star City's mayor, Jerry Perez. Perez is a middle-aged Hispanic man with salt and pepper hair. He is always impeccably dressed, whether it be a three-piece suit or the latest designer casuals from the trendiest shops. As the most visible human in the new V'sori government he is well paid and has grown accustomed to living a posh life in the public eye. He knows how big a target he is for any resistance so is rarely seen without at least a few SOCorp bodyguards near by.



JERRY PEREZ (STAR CITY MAYOR)

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d6, Guts d8, Knowledge (Bureaucracy) d10, Notice d8, Persuasion d10, Shooting d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy (Minor)

Edges: Connections (V'sori)

Gear: Blaster Pistol (Range 12/24/48; Damage 3d6; AP 5; Shots 20; Heavy Weapon).

2. SOCORP HEADQUARTERS

SOCorp, under the direction of Mayor Perez has based their operations in Northpoint, mainly to protect the most powerful and influential citizens of Star City.

The SOCorp headquarters is a small fortress that houses close to fifty operatives at any one time. They have an impressive armory (partially funded by the Northpoint elite) and have a small fleet of armored vehicles at their disposal, including armored YA-1 flying cars.

Typical SOCorp Operatives and Elites can be found on page 140.

3. GLENWOOD OVERPASS

This is the hiding place of the psychotic hero The Hammer of Justice. He stays under the overpass between his forays of hunting down and killing supervillains.!

SOCorp is actually aware of his presence in this part of Northpoint, but as long as he restricts his activities to hunting down and killing villains they are okay with him being there!

More information on the Hammer of Justice can be found in the Savage Tale *Vendetta* (page 104).

BEACHHEAD

The V'sori base houses the K'tharen strike squads as well as a number of Warlords and Battle-Masters. Over 1000 drones are present and somewhere around 144 fins, depending on what's going on at any given time.

1. COMMAND CENTRAL

Warlord Grypon works in the compound as well, though he spends most of his time testing the soil of Star City, its atmosphere, and its people (he has a dozen test subjects in captivity at any given time). Warlord Grypon has a dead Protean, though he has yet to decipher any truly useful information from its flesh.

Besides Warlord Grypon, around 30-50 V'sori scientists assist him in his work (though they know nothing of the Overmind's unfortunate link to Star City), dissecting corpses, analyzing samples, and entering data into the alien's incredible supercomputers.

2. THE STAR CITY AQUARIUM

What is the secret of Beachhead's alien recreation facility? Indeed the old Star City Aquarium is used for alien R&R, but a much more sinister business transpires in its lower levels. V'sori scientists are conducting unrestricted experiments on human subjects in an attempt to create a new hybrid race more suitable to serving the V'sori in aquatic environments. If successful, this process would be far less expensive than producing drones in the long-term, and would

result in more reliable, less dangerous slaves capable of fulfilling needs other than combat or heavy lifting.

The Aquarium Project, as the V'sori have come to call it, is housed in the lowest levels of the Star City Aquarium, in several old storage areas. When the aliens settled in Beachhead they built sophisticated laboratories, a partially submerged holding facility, and personal quarters all well out of sight of prying eyes. The project has met with some success so far, producing the first generation of New Humans capable of functioning at great depths, with "built-in" controls that make them more subservient. They still have a good deal of work ahead of them before their new slave race is ready for wide scale use.

Ten healthy New Humans currently exist, kept in captivity in one of the project's many research cells.

NEW HUMANS

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Notice d4, Swimming d8

Charisma: 0; **Pace:** 6; **Parry:** 2;

Toughness: 6

Hindrances: —

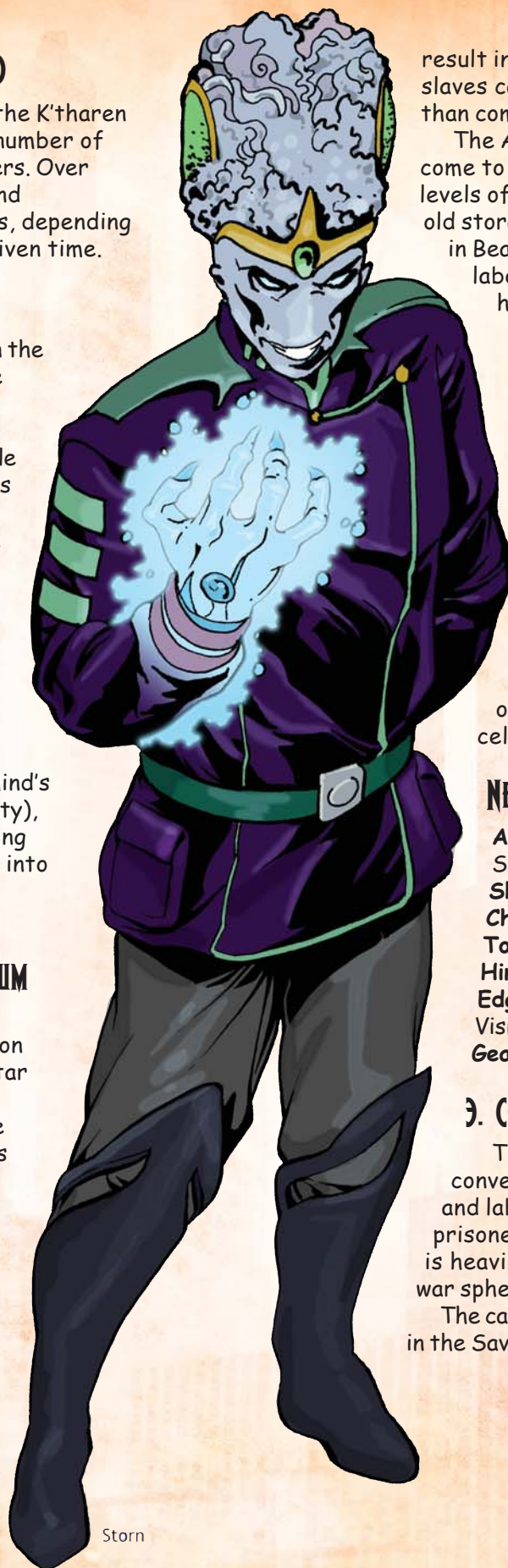
Edges: Aquatic (Pace 8), Low Light Vision

Gear: None.

3. CONVERSION CAMP

The V'sori maintain a smaller-scale conversion camp, a combination prison and laboratory made for converting prisoners into faceless drones. The place is heavily guarded by Fins, drones, and war spheres.

The camp is the target of an Omegan Strike in the *Savage Tale The Rescue* (page 122).



Storn

EASTPOINT

Eastpoint is mostly as described in the player's section, but is a bit more volatile than hinted at there. The blue-collar workers who make up most of this section's population quickly settled back into doing their jobs when the V'sori promised not to blast them and their families to atoms. Hatred fumes beneath their complacency, however, and is fanned constantly by Richard Lyons, the head of the so-called "Eastpoint Insurgents." It may seem peaceful to the V'sori but Eastpoint is a powder keg ready to blow into full scale revolt.

Grypon waited too long for an excuse to kill Lyons, and now fears that should something happen to him, Eastpoint will explode in rebellion. Normally unconcerned with the affairs of "fleas," Grypon cannot risk such an incident because allowing it to grow would only encourage more rebellions, and putting it down in force might cause serious injury to the Overmind.



RICHARD LYONS

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Knowledge (Tactics) d8, Notice d6, Persuasion d8, Shooting d8, Stealth d6, Streetwise d8

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 8

Edges: Charismatic, Command

Hindrances: Loyal

Gear: Ablative Armor (Armor +2, Heavy Armor), Plasma Pistol (Range 12/24/48, Damage 3d6, Shots 12, DT, Heavy Weapon).

I. BENNY'S PUB & POOL

Benny's Pub & Pool is a dark, smoky establishment where the workers of Eastpoint come together to relax after a hard day's work, drinking cheap beer and playing pool.

It is also the secret meeting place of the Eastpoint Insurgents. Benny has a hidden backroom where Richard Lyons coordinates the Insurgents, gathering information on V'sori weakpoints and stockpiling arms for a future rebellion. Benny and Richard are always on the watch for V'sori spies, and don't risk exposing themselves to any supers unless they have run a thorough background check on them. However, earning the trust of Benny and Richard might be well worth the Omegan's time as they are extremely resourceful contacts with a great deal of power at their disposal.

2. STAR CITY NAUTICAL MUSEUM

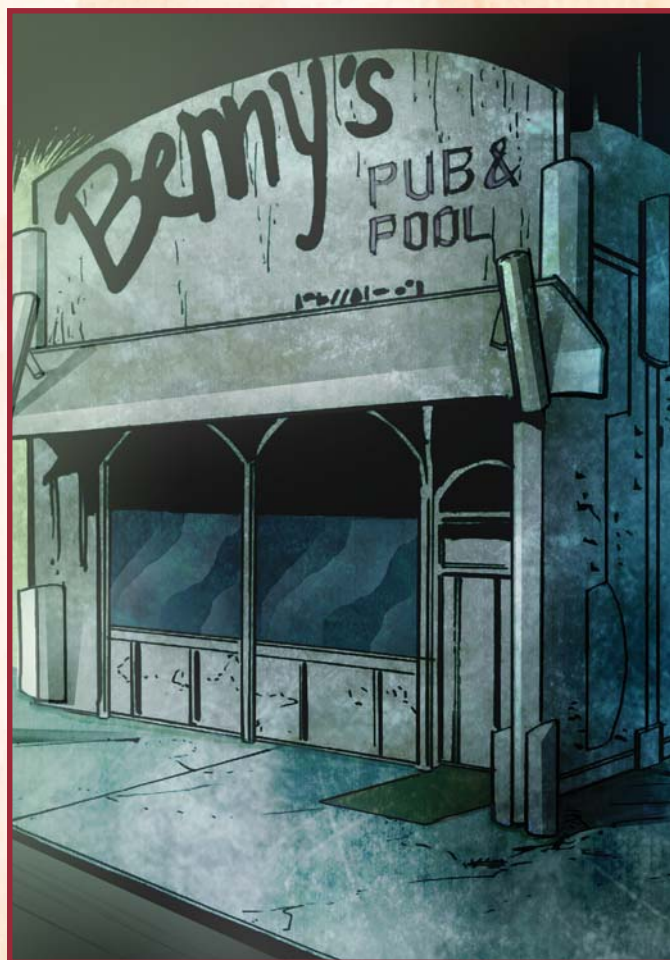
Once one of Star City's major tourist attractions, this half-sunken building lies in ruins. At one point it housed a nautical history spanning from early sailing ships to modern day cruise ships. It is closed indefinitely, but is currently being used as the hideout for the murderous Atlantean Cult of the Red Moon. See the *Savage Tale Blood Cult* (page 111).

3. SOHO TENEMENTS

This series of tenements is home to the one-time Omega informant Laslo Locke. He's featured in the *Savage Tale A Day in the Life of a Hero* (page 118).

4. PRISON CAMP

The V'sori have a prison camp located in Eastpoint, used to hold subversives and other traitors to the V'sori regime. This becomes a target of an Omegan strike in the *Savage Tale The Alien Objector* (page 130).



TEMPEST

Tempest is a rough part of town—or so it appears. The gangs that cover this district are actually part of a very subtle neighborhood watch program run by Jenna Jakes—aka the Watcher.

Jakes' power is one of seduction and manipulation, so she's managed to pull together not only those gangers who might actually want to help, but those who are a bit more "reluctant" as well.

Jakes also acts to protect someone she knows as "the Inventor," supposedly a weaponsmith who assists Omega. In face, the Inventor is yet another guise of Dr. Destruction himself, for Tempest is where he makes his home.



JENNA JAKES (THE WATCHER)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Notice d6, Persuasion d10, Shooting d8, Stealth d6, Streetwise d8

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Loyal (Dr. Destruction)

Edges: Very Attractive

Gear: Z-belt (Armor+1), Blaster Pistol (Range 12/24/48; Damage 3d6; AP 5; Shots 20; Heavy Weapon).

Super Powers:

- Awareness
- Chameleon: Voice.
- Heightened Senses: Eagle Eyes.
- Mind Reading.



1. CHING CHO'S CHINESE RESTAURANT

Actually a native of Taiwan, Ching Cho and his family (maternal grandmother, wife and two daughters) immigrated to the United States in 1977.

After running a successful restaurant in Boston, Ching decided to expand his horizons to Star City when space became available in the mid 1980's. Ching chose the Tempest area because rents were cheap at the time, and he believed that the power station and related operations in the neighborhood would provide him a steady stream of business. He was right. Just as in Boston, Ching's restaurant blossomed and soon business was booming. Unbeknownst to him, Ching's good fortune was not entirely due to good business savvy. Ching Cho possesses low-level super power akin to Fortune that "guides" good things his way.

Little does anyone (including Ching) know that his basement hides one of many secret entrances to the complex base of Dr. Destruction.

2. DR. DESTRUCTION'S SECRET LAB

The original Dr. Destruction blocked off a portion of the Tempest sewer and converted it into his Star City base many years ago. This became his primary safehouse after he created Omega, and was the site where he nursed a mortally wounded King Meros back to health.

There are several entrances, including through the sewer system itself, a secret tunnel that leads directly into the sea, and beneath the toilet in Ching Cho's Chinese Restaurant. (Ching is not in on the secret.)

The laboratory is relatively large, but the equipment makes it feel extremely cramped. It is stocked with just about anything the player characters might need, but they should never actually wind up here. King Meros doesn't share the location of his secret base with anyone—even his most trusted servants in Omega—as the V'sori are well-known mind-readers.

SOUTHPOINT

Southpoint was a social experiment gone awry, the result of a prisoner relocation and release program that placed non-violent, mainly drug-related offenders in government-funded tenements. Without proper supervision and follow-up programs, the one-time prisoners became easy pickings for the neighborhood's criminal element, and soon fell back into their old ways. Drugs are by far the neighborhood's greatest problem, with perhaps half the adults in the community addicted to alcohol or some sort of narcotic.

EZ WAY OUT

The V'sori realized an opportunity here and took it. Warlord Grypon introduced a new drug called "EZ" into the streets and made it widely and cheaply available. The drug gives a mild high and has no particularly overt side-effects—unless taken by someone who has Protean blood in their system. To these folks, EZ is a catalyst that quickly brings out their superpowers, but also makes them violent as well. One good push and a user becomes a rabid super-villain. Those with Protean blood who do not realize their true potential still gain incredible strength and vigor, and are referred to as "dregs" by those who must face their psychotic wrath.

TYPICAL DREG (5-10)

The dregs travel in packs of five to ten, attacking anyone who might seem to have more than them, and that they think they might have chance to overwhelm.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d10, Knowledge (Southpoint Tenements) d8, Notice d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Edges: Combat Reflexes, Improved Frenzy

Hindrances: Bloodthirsty

Gear: Pipes (Str+2), Chains (Str+1, Reach 2).

SOUTHPOINT SLASHERS

If the Omegans ever go looking for trouble in Southpoint, they're likely to find it with the Slashers. Another quisling gang of the V'sori are the Southpoint Slashers, they earned their place in the V'sori regime by ratting out any supers they came across, heroes or villains. In return, the V'sori gave them access to a stockpile of vibro-blade weapons so they could carve out their own little fief in the mean streets of Southpoint.

Use regular Dreg stats for the Southpoint Slashers, but give them all vibro-blade weapons and their leader appropriate vibro-blade combat Edges.

THE FAMILY

While the Slashers would like to think they rule Southpoint, this is simply not the case. The Family is a large organized crime gang who had their fingers in the operations in Southpoint long before the V'sori came along. Since the V'sori started filling their neighborhood with dregs and Slashers, the Family has been doing their part to stir up trouble for the invaders and put control of Southpoint back into the right hands - those of the Family, of course!

The Family has a large stockpile of pre-invasion weapons, which they've outfitted with HeroKiller ammo. They are skilled, ruthless, and don't take guff from nobody. Omega may think they could prove to be a useful ally, but the Family has had their fill of supers of any flavor.

Use veteran Quisling Gang stats for the Family, and make sure they all have HK ammo for their weapons. During special operations they may have access to other required high-tech weapons, such as fusion grenades and the like.





1. SAFE-HOUSE

Beyond the despair of the tenements, Southpoint's rubble-strewn streets conceal a number of resistance safe-houses and hideouts. Several Atlantean fugitives hide out in a boarded-up fast-food joint near the last row of Southpoint's tenements. This listening post has proven vital in Dr. Destruction's operations against the V'sori. The safe-house is run by a female Atlantean named Sarna, a tall, lovely, blue-skinned woman who looks to be in her early thirties.

She has aided Omegan operatives in the past, and her safe-house could make a good place for Omegan teams who are on the run to find a respite.



SARNA (ATLANTEAN OPERATIVE)

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8, Knowledge (Star City) d10, Notice d8, Persuasion d6, Shooting d8, Stealth

d8, Swimming d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Edges: Aquatic, Nerves of Steel, Low Light Vision, Telepathy

Gear: Personal Combat Vest (Armor +2, Heavy Armor), Blaster Pistol (Range 12/24/48; AP 5; Damage 3d6; Heavy Weapon).

2. PRISON COMPOUND

This is another of the many V'sori prison compounds located around city. This one is featured in the Savage Tale plot point *Jail Break!* (page 82).

3. THE SLEEPER'S LAIR

This old warehouse is the base of another Omega Resistance Cell. They will eventually meet their demise through violent betrayal in the Savage Tale *Beware the Sleeper* (page 101).

4. COLONEL CLONE'S LAIR

This old dilapidated apartment building holds the entrance to the underground lair of the infamous Colonel Clone! See the Savage Tale *Colonel Clone's Legacy* (page 106).

5. THE FIGHTING CLUB

The Fighting Club is a private, hidden club run by the V'sori Warlord D'arb for his own amusement. Here he pits low-powered super-humans against aliens and each other! The Fighting Club is described in more detail in the Savage Tale *Alien Bloodsport* (page 116).

6. HAZEL CANNERY

The Hazel Cannery was a large-scale business in Southpoint that closed shortly after the V'sori occupation. It is now a secret V'sori lab known as "The Doghouse" where they genetically engineer a breed of canine capable of sniffing out super-human energy signatures! The details of this can be found in the Savage Tale *The Dogs of War* (page 122).

7. OMEGA UNDERGROUND HOSPITAL

The Omegas run an underground hospital here, used to treat their agents and resistance fighters after conflicts with the V'sori. They have to scrounge for medical supplies whenever possible. More on this is discussed in the Savage Tale *The Red Cross* (page 131).

THE DOCKS

The Docks are much as described in the player's section, though the amount of smuggling that goes on there is much higher. Warlord Grypon allows this to occur because he knows breaking it up will only disperse the smugglers outside the watchful eyes of the many spies he has stationed there.

GANGS: THE LONGSHOREMEN

Prior to the Invasion, the Longshoremen were part of one of Star City's strongest labor unions, securing job security, benefits, and competitive pay for their members. The initial alien attacks paralyzed Star City's economy, placing thousands of businesses and workers on the brink of financial ruin. Once the V'sori won the war and settled in to rule the planet, their leaders turned to their time-honored tradition of letting the conquered govern themselves. Part of that entailed keeping order and controlling black market smuggling at the docks.

Wise V'sori leaders saw the Longshoremen as a tool to both maintain order along the docks and instill terror in those merchants still unwilling to do business in a post-invasion world. The most aggressive and cruel members of the union were "encouraged" to succeed, and these men and women understood just who they owed their success to. Very soon the Longshoremen were busting heads and braking down doors for the V'sori, a draconian security force in workmen's coveralls. Anyone along the docks who wanted to do business had to clear things with the Longshoremen. Of course, certain members were willing to look the other way if the price was right. Even the mighty Will the Fish recognized their power, and has since cultivated a complex system of bribes, paybacks, and reciprocity to continue doing business on the Docks.

Lead by current Union Boss Greta Wilcox, the Longshoremen stand ready to bust heads and influence people for their alien masters. Not generally entrusted with much high-tech gear, the Longshoremen make up for this deficiency with sheer numbers and brutal tactics. The gang currently numbers three hundred members, with most being experienced brawlers. Use the statistics for Quisling Gangers (page 138).

I. FARMER'S MARKET

The farmer's market is held near the docks, where fresh shipments are opened and sold. It also is the operating area for smuggling operations.

Willy the Fish is by far the harbor's most prolific smuggler, and he has cut a deal with Jerry Perez and

Warlord Grypon for certain delicacies. But there's far more to Will the Fish than that: the Fish is actually a Protean who crashed on Earth during the Tunguska Blast!

Perez and Grypon see the Fish as little more than a slick opportunist at the moment, but they watch him closely. Should he stick his neck out for a needy group of Omegans, his cover could easily be blown. This is explored in full in the *Crossbreeds* Plot Point (page 90).

2. V'SORI NAVAL OUTPOST

The V'sori keep an eye on the docks from this small naval outpost. They maintain a small garrison of six Fins, six drones, two Barracuda mini-sub and a couple of sub mechanics. The outpost later becomes the target of an Omega strike in the *Savage Tale Trouble at Hydrobase 11* (page 103).

3. WAREHOUSE 23

Dr. Destruction maintains his own secrets among the detritus of the Docks. Warehouse 23, not far from the quiet of the little-used Pier 9 port, houses a pair of moth-balled Atlantean mini-submarines that could be made available to the erstwhile criminal masterminds operatives should they need them.



WESTPOINT

Westpoint is a massive sprawl of factories, water treatment plants, and electrical relays.

Rumors abound that the V'sori can "listen" through the power lines and taint the water with drugs to make people docile.

1. THE GENERATOR

At the center of the tangle is Star City's generator, created by the Outsider in 1985. The generator is a tall column of black stone about three stories tall surrounded by eight black stones set into the earth at each compass point. Relays tap directly into these stones and provide limitless power to Star City. Attempts to channel this power more than a mile outside of Star City have inexplicably failed.

Surrounding the generator are a number of turbines that refine and export measured voltage to the rest of the island. The generator is constant, but the machinery surrounding it is slowly falling apart under the V'sori's supervision. This degeneration of equipment is only sped along by the alien's technology which drains electricity at a fantastic rate. It's not that they couldn't build more efficient machines—they just don't feel the need as long as there are more planets to exploit.

Note: Game Masters should occasionally emphasize power outages. If the villains build a hideout, they should certainly invest in a generator at some point (which are closely watched by the V'sori for this very reason). Hospitals, police headquarters, and other official buildings always have emergency generators to protect them from power outages and surges.

Any outage of more than a few hours generally results in looting, particularly in Southpoint, the Docks and other rowdy sections of town.

2. THE WATER PLANT

The water plant is also here, created by the Atlantean scientist Dr. Vesova in 1986. The miraculous plant—since duplicated around the world—takes water directly from the ocean, channels it through a series of desalinizing chambers, and turns the waste—including pollutants—into a super-concentrate that can be safely burned with no ill side-effects.

3. INDUSTRY SHOPS

The Industry Shops reopened in spite of tremendous losses. Since then the shops have enjoyed a renaissance of sorts, blessed with more freedoms than any of the malls in the greater Star City metropolis. These freedoms were bought and paid for by the

merchants of the Industry Shops, with numerous bribes going to Star City Mayor Jerry Perez, who used his influence with Warlord Grypon to relax security restrictions at the Shops. This has allowed them to keep later hours of operation, relax the presence of alien patrols, and restore the ambiance of the shopping area to pre-invasion levels of swank. Perez just wanted a place to shop—and to bring in incredibly high sales taxes—since he gets a cut of all the city's official revenue.

This relaxed atmosphere has also made the Industry Shops a hotbed of resistance activity centered largely around two stores: the Handyman, an upscale hardware store; and Heroes, a collectibles outlet concentrating on superhero items.

4. THE HANDYMAN

Dorothy Summers has run the Handyman for over ten years. She was one of the first entrepreneurs to arrive in Star City after it was declared safe for settlement.

She considers herself one of the "founders" of Star City, of a sort, and has never stopped fighting the alien invasion. The backroom of her store is a virtual emporium of weapons, explosives, and captured alien technology.

Dorothy is fairly cautious in who she sells to. Those who seem intent on excessive collateral damage don't get far here. She's also worked with Dr. Destruction on numerous occasions, and is his usual source for his trademark commlinks.



DOROTHY SUMMERS

Summers is a portly Caucasian woman in her late forties.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Guts d8, Knowledge (Business) d8, Knowledge (Star City) d8, Notice d10

Charisma:0; **Pace:**6; **Parry:**5; **Toughness:**5

Hindrances: Vow (Evict the V'sori).

Edges: Alertness, Charismatic

Gear: None.

5. HEROES

Mild mannered Mitch Powers wasn't always a crippled shopkeeper. In fact, he was once a superhero himself, the one-time bearer of the mantle of the Hippocratic Oath!

As the Hippocratic Oath, Powers could heal almost any injury, but in a bitter turn of irony, he was savagely

wounded trying to save Champion when he was obliterated in New York City. His legs were incinerated and left little more than charred match sticks.

The Oath was left with a choice, and micro-seconds to make it. He could channel his healing energy into Champion, or he could save his own life. He chose the latter.

Though Champion's fate seemed sealed, Mitch has yet to forgive himself for putting himself before others. And not just any "other," but the legendary Champion himself.

Mitch wandered for a while, drinking and drugging himself into oblivion. He was wasting away, nearly dead in the slums of Southpoint when a young boy, Eugene Freeman, literally saved his life. Eugene brought "the cripple" food and read him comics every day to keep him company. As Mitch slowly recovered his senses, he realized that the true power of heroes wasn't their super-abilities, but their ability to inspire those around him.

Mitch recovered and eventually created Heroes to keep inspiring people. He knows the V'sori will destroy his shop if he ever becomes too active, so he keeps his actions very quiet. Dr. Destruction knows his identity, and has called on him to save mortally wounded heroes on several occasions. Neither does this lightly however. Both men know that it is far better to let a few villains die, even those in the service of Omega, if it means protecting Oath's powers for those few who are critical to the final battle.



THE HIPPOCRATIC OATH

Mitch Powers is a balding black man in his late thirties. He's quiet, unassuming, and usually avoids eye contact. Only when he's using his powers does his inner strength truly shine through his otherwise meek demeanor.

Attributes: Agility d4, Smarts d8,

Spirit d12,
Strength d4, Vigor d8

Skills: Driving d6, Fighting d8, Guts d8, Healing d12, Knowledge (Business) d8, Knowledge (History) d10, Notice d6, Streetwise d6

Charisma:0; **Pace:**4; **Parry:**6; **Toughness:**6

Edges: Arcane Background (Super Powers), Healer

Hindrances: Disability—Paraplegic (4" Pace in wheel chair, 2" Pace without wheel chair)

Super Powers:

• **Healing:** Revive, Rejuvenation, Restoration.



G. CHICK'S CAFE

Rumor has it proprietor Chick Abel once fought the aliens with everything he had, but now the fight is gone from him. For the most part, his fabled neutrality policy is accurate, and his only true allegiance is to his club and his employees.

What most folks don't know is that Chick was once an agent of the Central Intelligence Agency.

Remnants of the CIA still operate in the US, and Chick is patiently waiting for the day they contact him again. In the meantime, he doesn't want to take any chances that might jeopardize his security. Abel repeatedly refuses requests for aid from Omega. He allows resistance members to meet in secret at his club, but he does not allow them to trade contraband weapons or documents on the premises.

7. INNOV-8 RESEARCH

This high-tech science lab was taken over by the V'sori to be used for their purposes. It is the target of an Omegan strike in the Plot Point Turncoat (page 94).

PROSPECT POINT

This elevated point of land is the most secure place on the entire island for the V'sori. Here they are surrounded by large concentrations of their fellows, including a veritable army of drones, patrolling SOCorps, and a K'tharen strike team. High-security walls, auto-targeting lasers (for aerial threats), and hidden infrared sensors round out the community's defences from the occasional superbeings.

1. ROLLING HILLS GOLF CLUB

Warlord Grypon makes his home in the Rolling Hills Country Club. Grypon keeps his lieutenants and scientific teams close by as well so that they can discuss their findings as needed, and so that he can keep a close eye on them.

Additional barracks for the other alien troops have been built next to the main country club building, and the outdoor tennis and basketball courts have been converted into landing areas for the various craft that



shuttle in and out of the base. The facility is a model of alien efficiency and security.

The club also houses a sinister secret - it is where the remains of the Outsider's robotic enforcer, the Cosmic Robot, is buried! See the *Savage Tale Robotic Doom* (page 113).

2. ATLANTIC GENERAL HOSPITAL

Prospect Point has the best equipped hospital in Star City. Atlantic General Hospital is maintained and allowed to prosper through the direct intervention of Mayor Jerry Perez. Perez wants the best care for himself, his family, and those loyal to him. He's even managed to get Warlord Grypon to have some of the aliens high-tech "super" devices placed in a special wing in the hospital. The most impressive of these is a cellular regenerator (see below). Unfortunately, only the V'sori know how to operate the machine.

The hospital's current director is Dr. Cynthia Martin, a woman both grateful and resentful of the alien presence in Prospect Point. She appreciates the security of the massive alien military presence in the area, but resents the fact they are in her city at all. She often quarrels with the Mayor about her desire to take on more *pro bono* medical cases from the city's poorer neighborhoods.

The Machine: The cellular regenerator can heal any crippling injury, permanent or otherwise. A V'sori scientist must operate the machine however, so the only way to make use of it is by force, a superpower such as *mind control*, or a turncoat (such as Dr. Aden, see page 94).



DR. CYNTHIA MARTIN

Dr. Martin is striking Latino woman in her mid-thirties; she has dark brown hair and piercing gray eyes.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Guts d8, Knowledge (Medicine) d10, Knowledge (Hospital Administration) d10, Notice d10, Swimming d6

Charisma:+2; **Pace:**6; **Parry:**4; **Toughness:**5

Edges: Attractive

Hindrances: Pacifist (Major)

3. DR. DEVOLUTION'S LAIR

The hidden lair of Dr. Devolution lies in the posh Shadyside suburb of Prospect Point. More about Dr. Devolution's lair can be found in the *Savage Tale Midnight in the Garden of Dr. Devolution* (page 114).

UPTOWN

The rich and powerful of Star City still cling to the hope that the aliens will grow tired of the earth and leave. Those who pledged themselves to the V'sori try to maintain their lives as they were before the invasion. Those who refused, lost everything.

A rare few of those who went along with the aliens now risk their fortunes—and indeed their lives—by helping Omega. They occasionally grant money, information, and resources to Dr. Destruction's agents through their various businesses and contacts.

1. MCGLOTHLIN PARK

McGlothlin Park covers a vast stretch of wooded area within the city limits, crossing into the environs of the Downtown area. Concealed amongst its picturesque greenery is a group of rebels who never stopped fighting the alien occupation. The Blake Street Phantoms were the only criminal gang to call the highly corporate neighborhood of Uptown home, and when the invasion came they took their operations to the trees of McGlothlin Park. Now the Phantoms launch occasional raids from the park, striking at V'sori or human sympathizer patrols whenever they get the chance.

Phantom Ganger (5-10): Use Quisling Ganger stats from page 138.

2. STAR CITY UNIVERSITY

The seeds of the student unrest at Star City University were sown during the early days of the invasion when a young man named George Dexter watched a Fin savagely murder his girlfriend. The stress of watching a loved one die unleashed Dexter's latent super-human powers and allowed him to take immediate vengeance on the marauding alien. But it wasn't enough.

Dexter survived the invasion and went underground where he later helped set up and maintain a network of resistance fighters on SCU's

campus. Since things have calmed down, Dexter has made contact with other resistance cells around the city and created a large network of fighters against the alien occupation. His work has attracted the attention of Dr. Destruction, who has considered using Dexter and his campus crusaders to keep the aliens occupied and shield the existence of larger operations. For his part, Dexter, who now calls himself the Revenger, will not allow his group to be used as pawns or sacrificed needlessly. Of course, Dr. Destruction isn't likely to tell him he's a decoy either.



THE REVENGER

Dexter is a tall, athletic Caucasian man with reddish brown hair. In his normal civilian guise he wears thick, black horn-rim glasses that he doesn't really need. As the Revenger, Dexter wears a red bodysuit with a black utility belt. The suit has a half-mask that helps to hide his true identity.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12+2, Vigor d10
Skills: Climbing d8, Driving d10, Fighting d10,

Guts d8, Intimidation d8, Notice d6, Swimming d8

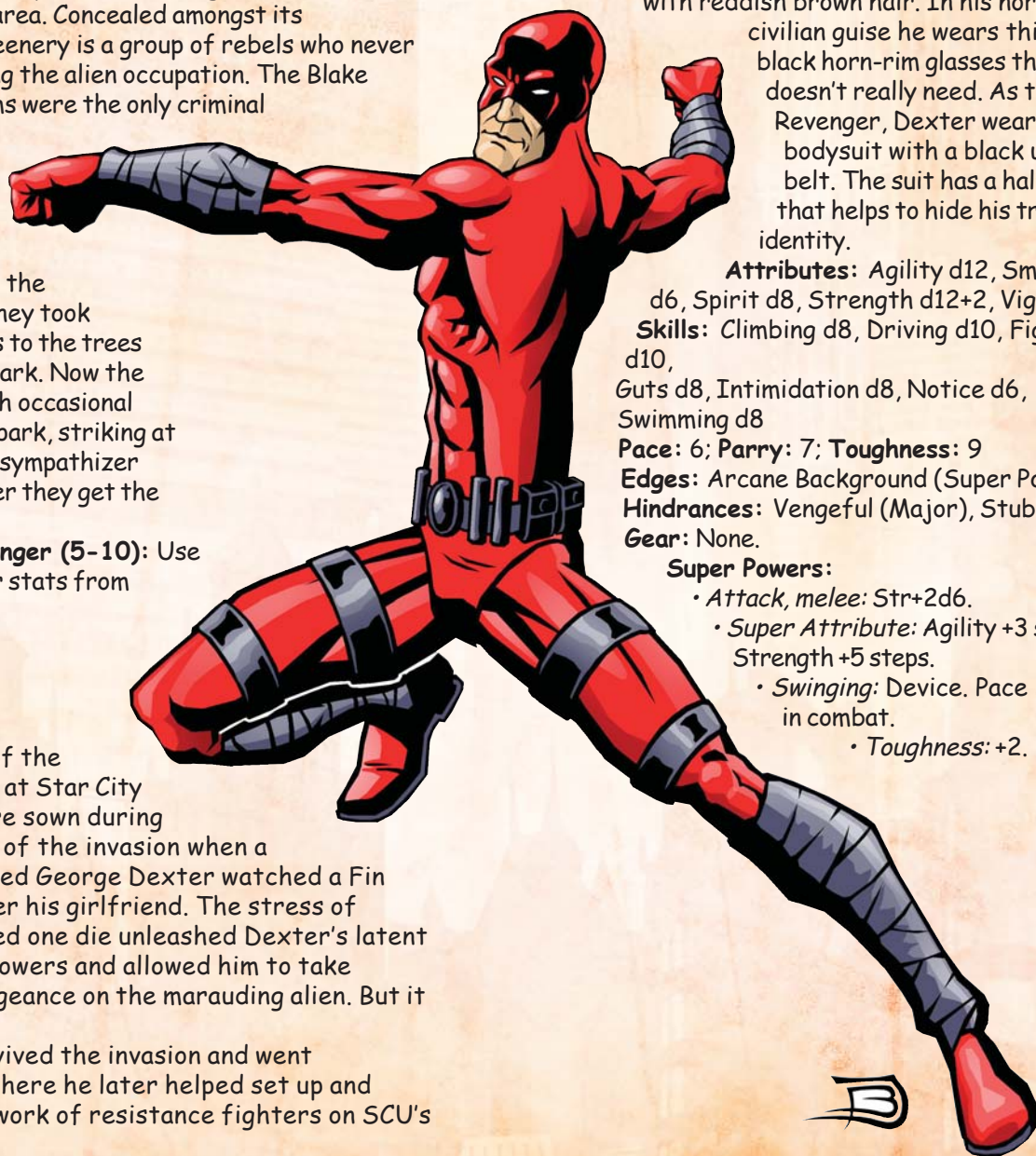
Pace: 6; **Parry:** 7; **Toughness:** 9

Edges: Arcane Background (Super Powers)

Hindrances: Vengeful (Major), Stubborn
Gear: None.

Super Powers:

- **Attack, melee:** Str+2d6.
- **Super Attribute:** Agility +3 steps; Strength +5 steps.
- **Swinging:** Device. Pace 20, 10 in combat.
- **Toughness:** +2.



DOWNTOWN

The Mag-Lev winds its way through the dark and dingy streets of Downtown Star City, providing a high-tech contrast to the dark stone and gothic architecture of this gloomy district. V'sori drone patrols often ride random trains, dissuading attacks on the line, and allowing for the efficient transport of the city's denizens to and from work and home.

1. THE TRADING POST

Although Willy the Fish (see **The Docks**, above) has his hand in many of the markets located in the Downtown area, he is not the only player in Star City's criminal underground. Among the gaggle of petty thugs who lay some small claim to territory in the Downtown black markets, Morrie Smalls is the most successful. Smalls owns a pawn shop called the Trading Post, but it is merely a front for his black market operations. Morrie is an expert fence, and possesses hundreds of contacts in Star City.

Smalls makes an excellent contact for an Omega cell in need of information, an obscure clue, or the identification of a rare or unusual item. Smalls is on good terms with Willy the Fish, and the two have sent business to each other over the years.



MORRIE SMALLS

Smalls is a short, wiry Caucasian man in his 60s. He wears tattered cardigan sweaters and tweed pants, and dry-washes his hands nervously while talking or examining an item.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d4, Guts d8, Knowledge (Criminal Underworld) d12, Knowledge (Star City) d10, Notice d10,

Charisma: -1; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Edges: Connections (Criminal Underworld, major)

Hindrances: Quirk (Nervous, minor)

2. STAR CITY ARENA

George Weston, the mysterious owner of the Star City Sentinels was none other than Dr. Destruction himself in one of his many civilian guises! When destruction died and the Aquarian took his place, he realized it would be advantageous to maintain the George Weston persona. Luckily, Dr. Destruction had already built several robotic duplicates of his Weston identity. One is kept in reserve, while the other maintains the day-to-day duties of running Weston Industries' financial and social empire.

Dr. Destruction will not hesitate to use Weston's empire to convey messages or render aid to a resistance cell in need, and the Sentinel games are a good way for him to keep track of what several prominent V'sori warlords and their human sycophants are up to.

3. CULT OF THE SPACE GODS

The secret lair of the Cult of the Space Gods is located in the old National Trust bank. More information on the Cult can be found in the *Savage Tale Cult of the Space Gods* (page 100).

4. GALAXY HIGH-RISES

Galaxy High-Rises is one of the more upscale apartment complexes in downtown. It is home to the retired hero American Anvil, partner to the now-infamous Hammer of Justice. American Anvil is detailed in the *Savage Tale Vendetta* (page 104).

5. STAR CITY PUBLIC LIBRARY

With funding cut dramatically since the V'sori invasion, the Star City Public Library is in a sorry state. The librarian, David Wentworth, may be able to help the villains in the *Savage Tale Blood Cult* (page 111).

CHAPTER FIVE: ADVENTURES

At its core, *Necessary Evil* is a game about resistance fighters battling an alien occupation of the Earth. Player characters form a cell of super-humans, most of them ex-villains, who strike back against the alien oppressors using whatever means available.

Your villains' particular story is its own, and is defined by the characters personal motives, goals, and actions. The rest of the villains' adventures are chosen by the team, with the details filled in by the Adventure Generator on the following page. Occasionally, "set piece" adventures called Savage Tales pop up. These are detailed later in this chapter, and provide far more depth than the typical mission.

Some of these Savage Tales are critical to reaching the conclusion to *Necessary Evil*. These are called Plot Points, and are referred to as Episodes. Certain Plot Points can only be "unlocked" when characters reach a certain Rank and have fulfilled the previous Plot Point. The required Rank is noted beside the Savage Tales on the Adventure Generator.

STARTING OUT

The very first Episode brings the party together, and should be the first adventure you run. This introduces them to Dr. Destruction, and forms them into an Omega Cell. After that the GM can generate new mission options by rolling on the Adventure Generator.

ADVENTURE GENERATOR

Each character's CommLink provides access to the V'sori Military Activity Profile or V-MAP. V-MAP supplies a group a list of missions that can be taken by any member of Omega. Each session, the GM can roll up or choose 3 available missions that will show up on their V-MAP.

Recovery: Omega needs some kind of special equipment, valuable resource, or unique item that is difficult to obtain.

Reconnaissance: Information is power, and Omega needs power. The information may be in hard copy, on a computer, or in someone's mind.

Recruitment: Omega needs new recruits, and some of them don't always believe they need Omega! The team must nab a promising resistance fighter before she runs afoul of the V'sori, or perhaps they must convince an unwilling individual that the alien way is the wrong way.

Sabotage: There is a certain important device, weapon, location, etc. that is important to the V'sori, and destroying it would prove quite the coup for Omega. Sabotage missions usually require some degree of stealth and/or firepower.

Search and Destroy: Omega needs to find and eliminate a major danger to their organization, likely a group or person that threatens their activities.

ADVENTURE GENERATOR

MISSION TYPE (D6)

- 1 Recovery 1
- 2 Recovery 2
- 3 Reconnaissance
- 4 Recruitment
- 5 Sabotage
- 6 Search and Destroy

LOCATIONS (D12)

- | | | | |
|---|------------------|----|-------------------|
| 1 | Factory | 7 | City Intersection |
| 2 | Laboratory | 8 | Park |
| 3 | Detention Camp | 9 | Office Building |
| 4 | V'sori Base | 10 | Restaurant |
| 5 | Sewers | 11 | Store/Mall |
| 6 | Monorail Station | 12 | Truck Convoy |

OPPOSITION (2D6)

- 2 Special
- 3-4 V'sori
- 5-6 Fins
- 7-9 Drones
- 10-11 Heavy
- 12 Very Heavy

Rogue Supervillain, Hyper-Drones, Infiltrators, G'roks
 Warlord, Battle-Master, Solo, with Fin Soldiers and Drones
 1 K'tharen Commander per 10 Fins
 3 K'tharen Troopers per 10 Drones
 Roll twice, ignoring any result less than 5
 Roll three times, ignoring any result less than 5

RECOVERY 1 (D20)

- 1-10 Standard Mission
- 11-12 Colonel Clone's Legacy **106**
- 13-14 Robotic Doom **113**
- 15-16 The Safe **134**
- 17-18 Ep 2: The Underground Irregulars (N) **85**
- 19-20 Ep 4: The Hanged Man (S) **88**

RECOVERY 2 (D20)

- 1-10 Standard Mission
- 11-12 The Red Cross **131**
- 13-14 Midnight in the Garden of Dr. Devolution **114**
- 15-16 Parallel Lives **118**
- 17-18 Ep 5: Crossbreeds (S) **90**
- 19-20 Ep 6: Raiders of the Lost Temple (S) **92**

RECONNAISSANCE (D20)

- 1-10 Standard Mission
- 11-12 Beware the Sleeper **101**
- 13-14 The Trouble at Hydrobase 11 **103**
- 15-16 A Day in the Life of a Hero **118**
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SAVAGE TALES OF THE OMEGAN RESISTANCE

The following Savage Tales of the Omegan Resistance allow the game master and players to jump right into the world of *Necessary Evil* and take the battle to the alien invaders. The first nine tales form the key "Plot Points" of the *Necessary Evil* story, eventually bringing the game's overall storyline to a satisfying conclusion.

Following the first nine adventures are another group of more than twenty tales written for play at whatever point the Game Master desires. They can be mixed in before, after, or between the events of the Plot Point adventures, or substituted in where a Game Master sees fit.

There are enough Savage Tales in this chapter to create a long-running comic book series starring your players characters, with the Game Master acting as writer, editor, and publisher (eat your heart out Mr. Lee!).

PLOT POINT SUMMARY

Episode 1: Jail Break

The heroes must rescue an Omegan named Mindjack from a V'sori prison.

Episode 2: The Underground Irregulars

The Omegans have to contact the undergrounders and find a lost power terminal created by a villain known as Terron. If successful, they hook up a power relay that allows Dr. Destruction to power up a bank of super-computers that reveals the location of Atlantean teleport tubes.

Episode 3: The First Family

A surviving member of the president's family may hold the key to the location of a key objective in the struggle against the aliens. Dr. Destruction's old rival, Hydra, the Mutant Mastermind maintained a hidden base where the objective still lies undiscovered. The team must rescue the first family from the clutches of their alien captors and secure the location of the base in order to move onto the next phase of Dr. Destruction's grand plan.

Episode 4: The Hanged Man

Destruction and his Omegans now know the location of Hydra's base, but they must first win the support of an unlikely ally, then overcome the base's alien occupiers to get to the objective: a damaged teleport tube that could allow the resistance increased access to the resources needed to win the war.

Episode 5: Crossbreeds

The damaged teleport tube must be repaired to further Destruction's ultimate plan, but doing so requires special equipment not easily found. Enter Willy the Fish. The Omegans try to strike a deal with the black marketer while avoiding the security net cast by V'sori patrols, but the Fish has a secret of his own that could reveal the heretofore unknown origins of super-humanity on Earth.

Episode 6: Raiders of the Lost Temple

Having proved their mettle and secured the parts necessary to repair the teleport tube, Dr. Destruction uses it to send the villains on a quest for a mystical artifact known as the Crown of Atlantis. Transported to the fabled sunken city, the Omegans must travel the ruined city dodging Fin patrols and magical guardians to acquire the Crown.

Episode 7: Turncoat

The Omegans must snatch a sympathetic V'sori scientist from an alien research facility while faking his death. Tough choices must be made as Destruction asks the team to massacre everyone else in the facility to cover the scientist's disappearance.

Episode 8: Assault on Satellite 15

Intelligence provided by the V'sori scientist reveals the secret behind the coordination of the drones that make up the bulk of alien armies. A massive alien satellite orbiting the Earth broadcasts a powerful signal that controls the drones, and destroying this satellite throws the enemy forces into confusion, crippling their ground troops.

Episode 9: And A Villain Shall Lead Them

With the alien forces in disarray, Dr. Destruction launches a series of Omega assaults around the world, triumphantly revealing himself in Star City. But the triumph is fleeting, as the aliens unleash their secret weapon, a mutated Champion who savages Destruction and his villainous allies just as the PC Omegans arrive. Now it is up to them to stop the rampaging Champion, and finally discover the true identity of the battered Dr. Destruction.

Episode 10: Return of The Outsider

The enigmatic Outsider returns at the moment of the Omegans' triumph, spiriting them and a team of alien warriors to the moon to fight a gladiatorial battle that decides the fate of the Earth! If the Omegans win, the Earth is saved, but if the aliens prevail, the Outsider allows them to destroy the Earth!

EPISODE ONE: JAIL BREAK!

Sometime in the last two days, the aliens slapped you in irons. Nullifiers, to be precise. You were wreaking havoc in Star City when the aliens performed one of their random sweeps. Some of you were spotted by dumb luck, others were ratted out by someone who has a very bad day coming sometime in the near future.

You were transferred from one holding facility to another, and finally put on this M'buna, a weird alien transport ship that's currently zipping down Central Avenue. Most likely, they're heading for one of those big Man O' Wars to take you off world. Rumor has it they like to dissect folks with super-powers to see what makes 'em tick.

At least you won't suffer alone. There are a few other capes in here as well. Some you recognize. Some you don't. You're all in the same boat now though.

Let the villains introduce themselves now. Some of them may have already been working together—taking advantage of Star City's current condition to plunder its survivors. Others may be completely new to the supervillain scene, or perhaps even minor superheroes who managed to escape the first V'sori attack.

Either way, they're all in the same boat now. Let each player tell the group about his character—as much as they'd be willing to admit anyway. Each villain should also tell you what he was doing when he got captured in the sweep.

Just as the last player finishes his story, move on to the main event.

Suddenly the M'buna flies into the air! It flips end over end, sending you tumbling into the other captives. The world is a jumble of color and cursing before you finally come to rest. The M'buna is ripped wide open and you see blood and smoke everywhere. A massive explosion rocks the wreck, killing the Fin guards as they stagger forth. You're stunned, trying to gather your senses, but the nullifiers keep you weak and useless.

Then a familiar figure strides through the smoke holding a massive gun. There can be no

mistaking the famous form of Earth's most powerful supervillain—Dr. Destruction!

"You want to live?" Destruction asks.

Those who nod agreement are yanked up out of the carnage and shoved roughly into the smoke. A number of green-suited masked minions quickly escort the villains—still bound by the nullifiers—into a waiting Anti-grav personal carrier. Those who do not take the doctor up on his offer are left behind without a second chance. Minutes after Dr. Destruction's carrier zip away, a K'tharen strike team arrives and roughly throws any remaining prisoners into another M'buna. (Don't worry—player characters are given a second chance to be rescued and join the gang).

Destruction's minions zip several miles north. On the way, the villain explains himself while his minions slap small lumps of clay and tiny receivers onto each villain's nullifier manacles.

"You might think I rescued you because I'm in awe of your amazing powers. You'd be wrong. You can all be cut into flank steaks on a V'sori examination table for all I care.

"No, I rescued you for two reasons. The first is because it draws the fins away from my real target. The second is because I can always use a new Omega cell. If you want in, and can prove yourself to me tonight, you're in. If you're not interested...well, let's just say you will be."

At that, Dr. Destruction slams a button on the wall. The back hatch opens, and each of you plummets out of the carrier and into the darkness below.

"You've got precious few seconds before you hit the ground. Since I've touched each of you, I can now communicate telepathically at the speed of thought. One of your few seconds will be gone by the time I finish my offer. I suggest you think fast.

"There's a prisoner in the holding pens named Mindjack. You might have heard of him—he pulled the Amij Diamond job last summer. He's in there somewhere, and I want him. If you agree to break him out and bring him to the center of the camp ALIVE—I'll bust open your nullifiers so you can survive the fall. If you tell me to go stuff myself, I can only say that I hope you hit a Fin on your way down.

"Find Mindjack, bring him to the center of camp. I'll pick those who survive up after I deal with any remaining V'sori that fly in. It won't end there though. I can find you

wherever you go now. I can help you and show you how we can defeat the invaders who took over our playground, or I can point you out to them like wounded prey to a hound.

It's your choice.

You have 7 seconds."

Start counting from 7 down to 1. Anyone who doesn't agree hits the ground with an active nullifier and dies. It's harsh, but these are villains we're talking about after all.

Those who do agree watch the little receiver on their manacles flash once, then the plastic explosive detonates and shatters the nullifier. Their powers return, and they land smack on top of the main building. Fortunately, even for weaker villains, the roof is made of tin and breaks the villains' fall, so they're quickly able to pick themselves up and get to work.

THE COMPOUND

The compound has a tall (12') outer chain-link fence and one gate with a well-lit guardhouse and a prison barracks.

The team's dramatic landing into the roof of the main prison instantly draws the lights and alarms of the remaining guards. Fortunately, the K'tharens were drawn out to the scene of the M'buna attack, so all that's left are a dozen drones.

Four drones are inside the prison. They are completely taken aback the first round and get no action. Eight more drones come rushing from the barracks on the second round. Deal all the drones in normally on this round.

The prisoner cells are pitiless concrete cubes with iron bars that look more like a kennel than a modern prison. Normal humans cannot break out of these simple cells—particularly in the short time they're usually housed here. Superhumans are nullified and so are even less likely to break out than the humans.

Each cell door is locked, and the key is on the person of a K'tharen guard who just left camp in the strike team. The villains must either break the doors open with brute strength or use some sort of power that affects the locks.

The cell walls and doors have a Toughness of 20(10), and the locks have a Toughness of 30(15). Picking the lock electronically suffers a -8 modifier. This penalty drops to -2 for the other cell doors after the first lock is opened since the character now has the hang of it.

At the moment there are 22 humans inside various cells along with Mindjack.

The drones fight to the death to stop the rescue,

but more Fins won't arrive for at least ten minutes. The villains should have little trouble defeating the drones and running to the center of the compound for pickup before any K'tharens show up.

Drones (12): The Drones are divided up into a group of four who start in the prison guardhouse, and eight who were in the barracks when the villains "landed."

COMPLICATIONS

Mindjack is easily spotted in the third, right-hand cell. Sitting in the cell directly opposite him is a young woman with odd spots on her face and hands—a mutant of some sort no doubt. The moment the villains crack Mindjack's cell open, the woman speaks in a Latin accent.

My name is Valerie Ramirez. You are an Omega cell, no? Take me with you. I promise you won't regret it.

Valerie won't offer much more unless it's obvious she won't get sprung. She starts by promising wealth, but is quick to jump to anything else the villains seem interested in. Only if she's really desperate does she tell a partial truth—that she's an important member of a vast resistance movement below Star City. (In fact, she's the leader, but won't admit this now.)

MORE COMPLICATIONS

If any of the villains have loved ones or dependents, they could be in one of these cells as well—requiring the character to spend time opening another pen.

Of course, all the other captives begin promising the moon and stars in exchange for their freedom as well. A Common Knowledge roll guesses that about a dozen additional people (besides the team and Mindjack) can fit in Dr. Destruction's carrier. There are 22 captives all told, however. Hard choices must be made. Valerie Ramirez quickly volunteers to stay behind. If she can just get to a sewer entrance she'll be fine, she says.

Mindjack: Mindjack is dizzy and delirious, with or without his nullifier. If he is healed and his nullifier removed, he happily joins in a little payback.

He won't say why Dr. Destruction rescued him unless somehow threatened with believable force—or about to die. If either of these occurs, Mindjack simply says that the generator is beneath Star City. That's all he knows, so that's all he tells.



Tall and lean with sandy blond hair and hazel eyes, Mindjack always seems to be in the wrong place at the wrong time. His cheery disposition and devotion to Dr. Destruction's cause makes him well-liked among his fellow Omegans, however.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Notice d8, Shooting d6, Stealth d6, Taunt d6

Pace 6, Parry 7, Toughness 5

Edges: Arcane Background (Super Powers), Danger Sense

Hindrances: Bad Luck, Heroic, Loyal

Super Powers:

- *Attack, Ranged:* Range 12/24/48, Damage 3d6, MBT. Mind Blast)
- *Deflection:* -4 to incoming ranged attacks. (Kinetic Distortion Field)
- *Super Attribute:* Agility +2 steps.
- *Telekinesis.*
- *Telepathy.*

THE PRICE OF LOYALTY

After Episode One, the villains may decide to stick together, stay in touch, and continue helping Omega. If not, that's okay—they are "bad guys" after all. They're contacted again though, whether they like it or not, and perhaps even blackmailed into aiding Omega if necessary. Dr. Destruction isn't above ratting out a villain he feels will turn on him. A few close calls with a Fin assault squad should convince a villain he'd best join up.

Yes, that means the group might be forced to work together, even though they're plotting to kill each other, Dr. Destruction, the world, etc. That's fine! In fact, it's more than fine. This is *Necessary Evil*, after all, not the "Justice Guild." These are villains we're talking about. Most are probably thieves if not kidnappers, murderers, or even terrorists.

Hopefully, working together and gradually being forced to do good—whether they want to or not—will also reform these characters. They may still be petty and mean in personality, but their actions in saving the world just *might* eventually offer them a second chance. Or at least a shot at atonement for their past misdeeds.

ESCAPE!

Once the team reaches the center of the compound with Mindjack, Dr. Destruction's carrier swoops back in for pickup. The doctor sneers and acts upset if additional captives were brought along—"Look at the villains playing the hero! How disappointing. I don't suppose you bothered to check if any of them are actually useful?"—But in truth is thrilled these new operatives chose to save additional lives.

The carrier takes off as quickly as it landed and soars off into the night sky.

Anyone who cares to pick a fight with Dr. Destruction for his little trick is more than welcome (see his statistics on page 62). His six minions are in fact Neptune's Guard in disguise, armed with nullifier guns and are quite clever and utterly ruthless when reacting to hostile Omegans.

EPILOGUE

The carrier touches down in one of the many tough neighborhoods of Southpoint. The hatch opens and Dr. Destruction points to an abandoned warehouse.

"I thank you for your service tonight. You performed better than I thought you would. I suggest you come up with a team name for yourselves. You're an Omega cell now, whether you want to be or not. I'll be in touch."

AFTERMATH

If the scenario goes badly and Mindjack isn't rescued, Dr. Destruction sends the team to the original source—a former henchman who worked for a villain named Terron. The villain lives in a dirty apartment somewhere in Star City, and when found, relays the same information to the Omegans as he did to Mindjack. Of course, a team of five Fins is watching the henchman now as the V'sori have pried the lackey's identity out of Mindjack (but not the message, which he manages to repress), and ambushes the heroes as they leave his squalid apartment.

The information itself is simple and somewhat enigmatic. Terron had a secret power terminal somewhere beneath Star City. Neither the henchman nor Mindjack knows exactly where—just that it was hidden deep within the maze-like caves and sewers running underneath the city. The villains have no idea why this information is important to Dr. Destruction.

EPISODE TWO: THE UNDERGROUND IRREGULARS

A few days after Mindjack's information is relayed to Dr. Destruction, another pre-recorded message comes over the team's comm-links. (If any of the villains didn't keep their comm-links, new ones are brought to them by messenger.)

"The information you brought me reveals that there is a power source located deep beneath Star City that the aliens haven't discovered. I need access to that power source for my own purposes.

"Finding it won't be easy, however. It was created by the villain named Terron some years ago, and its exact location died with him. It is my firm belief that the Undergrounders who live beneath the city know its location. Persuading them to share this information is another matter.

"You'll need a very heavy piece of equipment to make the power terminal useful to me. You'll find it in the warehouse where I left you. Be sure one of you can carry it, or find another way to transport it."

Dr. Destruction has discovered that the amazing computers of the superhero team known as Alpha Force are still functional, but need a major source of power. The equipment stored in the Crespy warehouse is a power relay that beams that power directly to other relays (planted by other cells), and finally into Alpha Force's super-computers.

The relay weighs over 600 pounds, and looks like some kind of generator encased in a rusty iron frame. A thick but very short power coupling rests on a hook on one side, ready to be plugged in somewhere—presumably to Terron's power terminal as it does not fit any standard connections. A single telescoping titanium rod is also visible in the machine's top, recessed in a deep tube. It seems obvious this rod will expand at some point—most likely when the device is powered up.

A character with a high-tech background who spends at least two hours analyzing the device can make a Repair roll to realize it's purpose is to collect and beam raw energy in a very narrow beam. He also realizes anyone who "touches" the beam would almost certainly die.

THE SEWERS

There are three ways into the caverns beneath Star City, all beginning with the sewers. Possible entry points are secluded manhole covers, enlarged drainage pipes, or deserted pump stations. No matter which point of entry the team chooses, they eventually end up in a series of damp, muck-encrusted brick and stone passages that wind beneath the city proper.

Each hour the villains wander the sewers, allow them to make Notice rolls at -6. When someone succeeds at this roll, the team has found a passage out of the sewers and into the hidden caverns (see below).

Each hour spent wandering the sewers, draw a card. On a face card, the villains encounter a number of g'roks, horrid lizard-like monsters that have infested the sewers for many years.

- **1d4 G'roks:** Mean and hungry. See page 136.

THE CAVERNS

Once the Omegans have found their way out of the sewers and into the caverns, they are quickly spotted by the Undergrounder's scouts. The scouts quickly pass the information back to their leader, Valerie Ramirez. If Valerie was rescued by the team during the Jail Break scenario, she immediately sends the scouts back to escort the villains to her.

If the villains left Valerie to her own devices in the prison camp, they are watched but left unaided. They'll have to capture and intimidate an undergrounder into taking them to the secret base. This isn't an easy task as the undergrounders are very loyal, but these are supervillains after all, and they should eventually be successful. Once at the secret undergrounder base, Valerie leads an attack against them by a large number of undergrounders (around 50), while the rest flee into the tunnels. Val can be talked out of a fight if someone bothers to try—in fact, she prefers it—but only reveals the location of Terron's terminal if the villains successfully threaten her, or preferably, do something for her people (such as bringing them a truckload of food, weapons, clothes, etc).

If the Omegans are completely unaided by the undergrounders, whether by force or friendship, they'll never find Terron's terminal; the cave and sewer network beneath Star City is just too vast, and Terron went out of his way to hide it. This mission hinges on diplomacy—or intimidation—to succeed.

UNDERGROUNDER (5 GROUPS OF 10)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d8, Shooting d8, Tracking d6
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Loyal
Edges: Alertness
Gear: Various weapons including some blasters (about 1 in 10), poles (Str+1; Parry +1).

TERRON'S TERMINAL

Terron's geothermal energy terminal is now only accessible through a narrow drainage hole leading upward. The characters must expand the hole out more to move the relay up the slippery slope into the chamber. The undergrounders can help if necessary.

At the top of the hole, the team sees a brightly lit and very warm chamber. At the dead center is a massive, tower-like device, crackling with purple energy. Several large entrances are visible around the chamber's perimeter, but all have been collapsed by careful demolition.

Littering the floor between the drainage hole and the massive terminal at the center of the chamber are a number of dead g'roks. As they approach, the Omegans spy the author of the g'roks' demise—one of Terron's trademark robots! An 8' tall iron monstrosity with large scythe-like hands and thick, spiked legs. As soon as anyone moves up out of the hole, the robot comes to life and attacks.



GUARDIAN ROBOT

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+4, Vigor d12+2
Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d6, Tracking d8
Pace: 10; **Parry:** 7; **Toughness:** 15
Edges and Hindrances: Ambidextrous (attacks with both hands each round).
Special Abilities:

- **Construct:** +2 to recover from being Shaken; does not suffer from Wound penalties, immune to disease and poison.
- **Fearless:** The robot is immune to Fear and Intimidation.
- **Hardy:** If the creature is Shaken, further Shaken results do not cause a wound.
- **Heavy Armor +4:** Advanced polymer shell.
- **Scythes:** Str+4, AP 8, Reach 2.

- **Size +2:** The guardian robot is over 8' tall and very heavy.
- **Weakness (Deactivation):** A Repair roll at -6 shuts the robot down, but only after a successful grapple attempt is made to reach the automaton's back, where its control panel is located.

AFTERMATH

Repairing the geothermal power terminal brings Alpha Force's dormant computers to life long enough for Dr. Destruction to make several important discoveries. This happens "off camera," but word reaches the Omegans via text messaging a few hours after the job is complete.

When power is restored to the Alpha Force base, Dr. Destruction uses the information within to "ping" a teleportation tube in Atlantis, discovering that it is still operational. A further investigation allows him to discover that a much closer tube, one possessed by an old enemy, is also active but damaged and too dangerous to use. Its exact location remains unknown for now, however.

EPISODE THREE: THE FIRST FAMILY

After his death in the wake of the V'sori betrayal, the U. S. President's family went underground, assuming a fugitive lifestyle. In the ensuing years, his wife Julia, daughter Jana, and granddaughter Mary moved from safe house to safe house, always one step ahead of the pursuing V'sori agents. Each narrow escape cost the fugitives dearly, leaving them with fewer and fewer bodyguards. Finally, after settling in yet another safe house, they were betrayed by an opportunistic gang leader looking to make a deal with the local V'sori Warlord.

When a Fin hit-squad descended on the bolt-hole where they were staying, the fugitives were taken unawares and captured. Before the last Secret Service Agent was killed however, she sent a coded message to a friend in the resistance telling him the president's family had been taken.

During this time, Dr. Destruction had been searching for a damaged Atlantean teleportation tube somewhere near Star City. His old enemy (or rather, the Aquarian's old enemy), Hydra, the Mutant Mastermind, stole it from Atlantis years ago with the aid of the Hydronaut and it was never recovered. But Hydra stole something else in the intervening years—the heart of the President's daughter! In late 1999, Hydra kidnapped

the president's daughter, held her for ransom, then inexplicably released her several weeks later.

The Aquarian never realized it until he was going through files after assuming the mantle of Dr. Destruction. It was little more than a scribbled note on a piece of wrinkled paper, but it meant everything now:

2/04/1999

Interesting find while scanning first family for possible cloning operation later this year. President's granddaughter shares same DNA profile as Hydra. Would never have thought to crosscheck it, but it was something about her eyes... The girl might know the location of Hydra's secret base.

THE RESCUE

When the news was passed on to Dr. Destruction's contacts that the first family was in alien custody, he knew quick and decisive action was needed to rescue them. Not only did he want to avoid their executions as a further example of V'sori superiority, but he also needed to know if Jana Wilson knew the location of Hydra's secret base—and a working Atlantean teleport tube.

Thanks to a spy, Dr. Destruction has learned the hostages are currently being held at a former state police station on the outskirts of a mainland city. In just a few hours, however, the V'sori Warlord who captured them will finish preening for his masters and take them directly to a Man O' War battleship parked in low-earth orbit. Once there, the family will endure final questioning before their execution is broadcast around the world. It may be nearly impossible to rescue the family once they've left the temporary holding site.

THE HOLDING COMPOUND

The V'sori holding compound is located in a heavily guarded state police barracks along the main highway on the outskirts of the city. Two V'sori aircraft, a M'buna and a Manta are parked outside of the facility and guarded by six Drone warriors. No other security devices are in place around the facility. The V'sori warlord in charge, Shavak, is relying on secrecy to protect his catch until he blasts off for the Man O' War in just a few hours.

Shavak plans to deliver the prisoners on his own M'buna, parked outside, rather than calling in a larger escort which might attract unwanted attention. This leaves Shavak with only three guards, as the M'buna cannot hold more than six passengers.

The Omegans have to make a decision about how and when to hit the compound. All they know is that

time is short, and the prisoners could be moved at any moment. The hostages are currently being held in one of the police barracks' old holding cells.

If the Omegans stake out the compound and watch for a few minutes rather than bursting in straight away, they are rewarded by the emergence of a pair of Shavak's personal Fin bodyguards out to do a final preflight check on his M'buna. They wear heavy, highly decorative armor which denotes their importance to anyone who makes a Common Knowledge roll. Incapacitating the Fins and the drones guarding the ships, then donning the drones' armor, could fool Shavak long enough to get the Manta airborne with the prisoners safely inside it. Other options exist as well. A skilled gadgeteer could rig some kind of remote control override of one or both ships, seizing control of them after they take off. Or some team members could create a distraction while others go for the hostages.

If the villains go the more direct route and hit the compound straight away, they're in for quite a fight. Aside from the six Drones guarding the ship, another six patrol the compound's interior halls, along with six K'tharen troops (the M'buna's flight crews and guards), Shavak, and four of his elite K'tharen bodyguards.

Despite the assault, the V'sori try not to harm the prisoners unless it seems certain they'll lose them, at which point Shavak orders their immediate execution.

- **Drone Soldiers (12):** See page 135.
- **K'tharen Troopers (6):** See page 137.
- **Shavak's Elite K'tharen Bodyguards (4):** Use standard Fin profiles with the following changes: Agility d10, Heavy Armor +3, and Toughness 14.
- **Shavak:** see below.

If the battle begins to go badly, Shavak may use his warp shunt to escape. If this occurs, the Omegans can expect to see him again in the next *Savage Tale, Episode Four: The Hanged Man*.



SHAVAK (V'SORI WARLORD)

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d8, Investigation d8, Notice d10, Persuasion d6, Shooting d8, Swim d10, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 10

Special Abilities: Aquatic, Low-Light Vision
Telepathy

Edges: Command, Charismatic

Hindrances: Murderous

Gear: Personal Combat Armor (Heavy Armor +4), Blaster Pistol (Range 15/30/60, Damage 3d6, DT, Heavy Weapon, AP 4), Vibro-Sword (Str+4, AP8, Heavy Weapon), warp shunt.

Super Powers:

Attack, Ranged: Damage 3d6, AP 4, Cone Template. (Mind Blast).

Stun: Medium Burst Template, Smarts roll at -2 or be Shaken. (Synapse Shock).

AFTERMATH

If Jana Wilson is saved, she reveals the location of Hydra's secret base directly to Dr. Destruction. Rescuing the president's family is a big boost to the morale of the entire North American resistance movement as well.

Should the unthinkable occur and one or more of the First Family perish in the attempt, at least preventing their public execution lessens the loss for the resistance.

EPISODE FOUR: THE HANGED MAN

With the information gleaned from Jana Wilson, Dr. Destruction now knows the location of Hydra's secret base. Unfortunately, the First Lady blames superhumans for failing to save her husband and her world. This bitterness has driven her to the breaking point, and knowing that her own granddaughter Mary is the progeny of a superhuman has only made her more angry. While in Shavak's captivity, she secretly tried to make a deal with the V'sori Warlord by telling him the location of Hydra's secret base.

The V'sori struck hard and fast, and Hydra was killed. Dr. Destruction raged, but knew his plan must go forward - even if he has to sacrifice a few former villains to do so. The pre-recorded call comes in on the comm-link as usual.

"I have another assignment for you, Omegans. First, contact a former V'sori battlelord in Southpoint; his location and details on his situation have been uploaded to your commlinks. You may be able to convince him to aid you in your real quest: Penetrate the fortress of Hydra, the Mutant Mastermind and recover a particular device for me. It looks much like a silver and blue phone booth, but is much, much more, I can

assure you. Hydra's base has already been taken by the aliens, so you'll need to approach with caution and cunning. It would be best if the lab were destroyed. Hydra had quite a number of experiments I'd rather the V'sori not get their hands on. It's also imperative they don't know what you took."

THE ASSAULT

The team is given orders to assault the fortress of one of Earth's greatest villains, Hydra, the Mutant Mastermind. Hydra supposedly died several days ago after the location of his base was revealed by First Lady Julia Wilson in Episode Two. Now his mountain-top fortress has been occupied by Shavak, the V'sori Warlord who captured the First Family. Shavak has taken over Hydra's laboratory and is busy working on unlocking the secrets of its many experiments. The villains must find away in through the V'sori forces and retrieve the object for Dr. Destruction.

THE TELEPORTATION TUBE

The primary objective of the mission is to recover Hydra's teleport tube (though the team won't know its purpose, and neither does Shavak). The device is roughly the size of a phone booth, but due to the ultramodern materials used in its design, weighs only 150 lbs. It is durable, with a Toughness of 12 (Heavy Armor). Its bulk size makes it awkward to carry but the team should be able to manage.

OLD SCORES

Successfully assaulting the base of a powerful V'sori Warlord without also bringing down the ire of the entire eastern seaboard invasion force will not be easy. No matter how quick and careful the team is, someone at the mansion may get a message out asking for aid, and that aid comes in the form of a large V'sori Reaction Team. However, Dr. Destruction has learned that Shavak has no shortage of enemies among his own people.

Several weeks ago he intercepted and decoded a V'sori military communiqué announced the public shaming and demotion of a special operations Battlelord named Ikaran. Ikaran had just been demoted from field work to riding a desk in a communications relay station somewhere in Star City's Southpoint section of town. Through subtle inquiries Destruction has surmised that Ikaran may be willing to cooperate with the Omegans if it means revenge against his rival.

The team is sent to try and convince Ikaran to use his intimate knowledge of the V'sori base and sabotage skills to blackout the area around the bunker, allowing a strike team to get past the defenses and grab the teleport tube with minimal resistance.

His communications bunker is located on the top floor of an old tenement in Southpoint. A trained warrior, Ikaran has little problem fighting off the Dregs who sometimes attempt to gain access to his station. The V'sori have spread such stations all around Star City and many other cities to ensure communications with the orbiting invasion fleet are never interrupted. Although he handles the Dregs with ease, he now struggles mightily with his desire for revenge and his belief that the invasion of Earth was unwise.

Destruction tells the Omegans that the best time to approach the solitary V'sori is around midday. The communications bunker occupies the corner of the tenement's 30th floor, a heavily armored room masked by the crumbling exterior of urban decay. Ikaran greets them armed to the teeth and very interested in knowing how they found his little relay station. If the team plays it right, it shouldn't come to violence; Ikaran is no fool and has been expecting more aggressive contact from Destruction for some time now. If it does get nasty Ikaran is a capable fighter, GM's can use the standard V'sori BattleMaster profile from page 141.

If the Omegans are convincing, Ikaran agrees to "black out" Shavak's base on a signal from the

villains. He asks only that before they kill him, they show the Warlord a small silver pendant. It is the symbol of Ikaran's disgrace and his demotion. Shavak instantly will know who helped to author his doom.

THE HYDRA'S EYRIE

The Mutant Mastermind's base is a palatial mansion built into the side of a sheer cliff located about 25 miles south of Star City on the mainland. A single, lonely strip of badly paved road off the main highway provides the only easy means of access to the mansion. This roadway is secretly guarded by robotic V'sori warspheres, which engage any unauthorized individuals or vehicles passing along it. As soon as any hostilities break out, the team may want to signal Ikaran to begin the blackout. At that point only orbital visual scans can give them away.

- **War Spheres (10):** See page 136.
- **Drone Soldiers (12):** See page 135.
- **K'tharen Troopers (4):** See page 137.
- **Shavak (V'sori Warlord):** Use Shavak's profile on page 87 if still alive. Otherwise, page 140

HYDRA LIVES!

Despite the broadcast reports of his death, Hydra is still alive! He's being held captive by Shavak, who periodically forces him back to work in his diabolical and wondrous laboratory. When Hydra isn't being



tortured for information, he is kept in suspended animation in a super-tough (Toughness 16, Heavy Armor) plastic chamber filled with a strange greenish liquid. Rescuing him adds a valuable but unpredictable ally to the Resistance.

AFTERMATH

Capturing the teleport device and destroying Shavak's base scores a lot of points with the Omegan Resistance, but earns the team the bitter enmity of their alien foes. More importantly, the V'sori now begin to develop a profile of this pesky team of superhumans, and perhaps develop specific countermeasures for them as well.

If the tube isn't recovered, Dr. Destruction sends them in again and again until they are successful, perhaps even sending allies if needed. If the tube is destroyed, Dr. Destruction is able to secure another, but doing so costs him months of precious time.

EPISODE FIVE: CROSSBREEDS

LET'S MAKE A DEAL

When they first arrive in the Farmer's Market, a cloaked figure steps from the shadows and offers one of the Omegans a deal on a fine piece of "jewelry." The man's slightly bluish skin-tone mark him as an Atlantean-Human Hybrid. What he's selling is ancient Atlantean medallion. He initially wants \$10,000 for it, but he can be negotiated into parting with it for half that. Characters possessing appropriate Knowledge (Occult) or Knowledge (Archaeology) skills can roll at -4 to see if they can spot the item's inherent value (actually well over \$50,000). Any villain possessing a magical background may make a Notice check when holding the medallion to sense its power.

This item is a Medallion of the Priests of the Atlantean Temple of the Four Seas, and possessing it is very helpful in Episode Six. The hybrid selling it came across the find while attempting to nurse a runaway Atlantean back to health. When the Atlantean eventually died, the hybrid began selling off his gear for fear he might be caught with them and branded a member of the Resistance.

Assuming the heroes were successful in recovering the teleportation tube, Dr. Destruction contacts them again a few days or weeks later.

"I've finished my examination of the device you brought me. It's broken but can be repaired with a few odd parts the V'sori don't allow to be sold on the open markets.

"Go to the Farmer's Market by the Docks and make contact with a female operative named Hardcore. You'll know her when you see her. She'll take you to someone who can provide what we need."

In order to find the parts necessary to repair the recovered teleport tube, the Omegans must deal with black market boss Willy the Fish. Since the invasion, the massive underworld crime lord has used his once-mighty criminal empire to establish a thriving Black Market in weapons, medicine, and high technology. Despite his personal greed, he has aided the Omegans at great cost to his own criminal empire on several occasions, and is rumored to be a super-human himself.

FARMER'S MARKET

The team must first make contact with a superhuman named Hardcore. Even before the invasion, she worked for the Fish as an enforcer, cracking the heads of supers who tried to muscle in on her boss' smuggling rackets. Hardcore has made the transition to black marketer and occasional freedom fighter quite well, and has arranged to meet the team at a local open-air market in the city's warehouse district.

Spotting the enforcer isn't difficult. She's tall, beautiful, and wears a skin-tight black outfit that marks her as one of Willy's agents. She also knows what the villains look like, so little time is wasted confirming identities. Hardcore quickly guides the team out of the market area and through a maze of alleys and backstreets that litter the warehouse district.

THE TRUTH ABOUT THE FISH

Willy the Fish is indeed a super-human, but the true source of his powers is nothing anyone might expect. The Fish is a Protean, one of shape-shifting aliens who came to Earth in 1908 amidst the chaos of the Tunguska blast. It is his people who are the true progenitors of earth's superhuman population, and Willy himself has always taken a fatherly outlook on his descendants.

Now more than ever, he and the rest of earth's remaining Proteans believe it is critical to aid what's

left of the planets superhumans against the V'sori conquerors. Until recently he had been unsure of the true motives of the Omegan resistance, but the events of the past several weeks (the raid on the alien prison camp, the rescue of the presidents family, and the recovery of the Mutant Masterminds teleport device) have convinced him the Omegans can be trusted.

Once his spies let him know that the Omegans had recovered the teleport tube, he knew that they would eventually come to him for assistance in repairing it.

AN AUDIENCE WITH THE FISH

After traveling through more than two miles of winding alleys, warehouses, and backstreets, Hardcore leads the team to a dilapidated warehouse on the outer edge of the district. The group is quickly given entrance and lead through a further maze of crates, boxes, and rundown equipment to a backroom. There, surrounded by menacing bodyguards, sits Willy the Fish in a leather recliner.

Willy seems to truly enjoy the company of the Omegans if they're at all sociable, and tries to engage them in pleasant conversation about everything but the desired technological components. He asks about their individual powers, when they first realized they were special, and their exploits before the invasion. He seems extremely warm and almost fatherly during the talk, referring to various team member alternately as "my child" or "my brother."

When finally pressed about the components, Willy gestures casually to an unmarked crate in the corner of the room: *"All I possess relating to Hydra's purloined device is contained within that box. I have been holding it in safekeeping since the invasion."*

THE TRAP! (OR NOT)

If the villains left no witness at Hydra's Eyrie, Fish gives them the crate, bids them farewell, and leaves. That's the end of that.

If the V'Sori know who attacked the Eyrie, however, they think the desperate rebels were looking for weapons or materials to sell on the black market. They've been watching suspected markets, and identify the team as they contact Hardcore.

In this case, just as Fish is about to turn over the parts, the roof to the warehouse bursts in. A Fin strike squad mounted on a pair of Barracuda repulsorlift craft descend into the warehouse. A full dozen Fins, supported by another dozen Drones on foot blasting through the outer walls and attacks.

This is an overwhelming show of force, as Willy is quite literally a big fish for the V'sori to catch.

It's likely that resistance is futile. If so, getting the crate out is the most imperative course of action. Willy realizes this if the heroes don't, and decides to make the ultimate sacrifice. He leaps into battle, using his Protean powers to shape-shift into any number of strange beasts, then battles savagely against the startled Fins.

"Run my children!" the Fish shouts. "Do not let my sacrifice be in vain, for it is my blood that pulses through your veins!" If given a chance, Hardcore and one of the Fish's bodyguards try to commandeer a Barracuda and escape, perhaps even grabbing their boss and hauling them away as bait if possible. More likely, however, Willy the Fish is chum.

- **War Spheres (12):** see page 136.
- **Drone Soldiers (12):** see page 135.
- **K'tharen Troopers (12):** see page 137.



HARDCORE

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+1, Vigor d12

Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d6, Notice d8, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 10

Edges: Arcane Background (Super Powers), Improved Combat Sense, Power Points

Hindrances: Vengeful (Major), Stubborn

Super Powers:

- **Armor:** Armor +2
- **Attack, Melee:** Damage 2d6, AP 5, Knockback.
- **Regeneration:** Natural Healing roll 1/hour.
- **Super Attribute:** Str +2 steps, Vig +2 steps.



WILLY THE FISH

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d8, Notice d10, Persuasion d6, Streetwise d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Edges: Connections (Underworld), Wealth

Hindrances: Wanted (Major)

Special Abilities: As a Protean, Willy possesses a number of racial shape-shifting abilities that mimic super-powers: *Ageless*, *Altered Form*, *Chameleon* (Inanimate Object, Voice), *Copycat*, *Regeneration* (Fast Regeneration),

WILLY'S BODYGUARDS (3)

These fellows are tough, loyal, and competent.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Guts d8, Notice d6, Shooting d8

Pace: 6 **Parry:** 6 **Toughness:** 7

Edges: Frenzy

Gear: Blaster Pistol (Range 15/30/60, Damage 3d6, HW, AP 4), Combat Vest (Armor +2, Heavy Armor)

AFTERMATH

If all goes well, Dr. Destruction sends a courier to pick up the crate. Through a series of drops, both false and otherwise, the contents eventually get to him. Within a few weeks (or months, depending on your personal time-table), he has an intact teleport tube. His operatives now have an easy gateway into the fabled city of Atlantis.

EPISODE SIX: RAIDERS OF THE LOST TEMPLE

The villains have now earned Dr. Destruction's trust—if not his actual admiration. His next



assignment takes them to the heart of old Atlantis at the bottom of the Atlantic Ocean. The adventure begins when a courier brings a man-sized crate to the cell's hideout (or one of the villain's lairs if they have no common base). Inside the crate is the mysterious device the heroes recovered from Hydra's lair—the now-functional teleportation tube. A note is attached.

"Step inside and press the red button. It will teleport you one at a time to Atlantis to another tube like this one. Don't worry, you'll be able to breathe. Make your way to the Temple and find the Crown. When you have it, return to where you entered and press the blue button. Signal me when you have returned so that I might arrange to have the Crown brought to me."

THE CROWN OF ATLANTIS

The teleport tube is linked to a larger device in the crumbling ruins of Atlantis. From there the villains must make their way to the Atlantean Temple of the Four Seas and recover an artifact known as the Crown of Atlantis. The Crown is a key that summons the Atlantean "Lost Legion." An Atlantean who makes a Common Knowledge roll (hybrids roll at -4) remembers a bed-time story about a legion of Atlanteans who went into a deep sleep, there to slumber until the sunken city called upon them to return and save them from some future threat. Some even say the legend of King Arthur returning to England is based on this Atlantean tale.

Dr. Destruction believes the myth is true, however, as he has discovered the ancient Atlanteans had developed a form of suspended animation. Atlantean legends claim the key to awaking these legions is the Crown of Atlantis, though it does not say where the sleeping warriors are actually kept.

THE TEMPLE OF THE FOUR SEAS

The Atlantean temple is a large ziggurat located in the heart of what once was Atlantis' religious district. The V'sori bombs utterly destroyed much of the upper structures (those that actually could be seen sitting on the sea bed), but much of Atlantis remained intact with streets and buildings in airtight, honeycombed caverns hundreds of yards beneath the sea floor. Although these areas were spared total destruction, V'sori and K'tharen strike-teams made sure they were not unscathed, sweeping through and blasting anything that moved and even a great deal that did not.

The streets of the religious district are littered with debris, but were long ago stripped of the dead

by hungry Fin patrols. Nothing lives in this area except for the unlucky Fins delegated to watch over it. Two patrols of eight Fins each make regular sweeps through the three square mile quadrangle of tangled wreckage to ensure they didn't miss any tasty morsels.

Each Fin patrol is bivouacked in an opposite corner of the quadrangle. Amidst all the destruction and debris, the only building that still stands unscathed is the Temple of the Four Seas. Its mighty, twelve-foot high, gilded-doors show barely a scratch, and feature strange, whirling carvings which seem oddly familiar. Observant characters (Notice -2) note bits of Fin battle armor and broken weapons cast about the steep stairs of the temple. Psionic or magic team members are filled with a sense of dread upon approaching the stairs. Something strange stirs within.

WHO GUARDS THE TEMPLE?

When the Atlantean priests realized their city was doomed, they acted in desperation to save their temple. Working together, a small group of priests wielding ancient and powerful magic summoned the essence of a great beast of the Elder Realms, then projected it into a swarm of simple beetles. The common temple pests became a quasi-sentient swarm of super-powerful insects that haunts the temple's corridors and grounds, slaying any living thing that approaches it. Only a priestly medallion of Atlantis spares a trespasser from harm.

If one of the characters from the **Crossbreeds** scenario bought the Atlantean Medallion, he or she can pass by the Guardian unmolested. Unfortunately, other team members are not protected by this aura.

The Medallion begins to glow with a warm yellow light when the team approaches within 150 yards of the Temple. The character carrying it is filled with a sense of calm and power.

- **Temple Guardian:** see below.



TEMPLE GUARDIAN (ELDER SWARM)

The Guardian cannot leave the Temple of the Four Seas, and cannot attack foes possessing the Medallion of the Atlantean priests.

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d8, Vigor d10

Skills: Fighting d12, Notice d10

Pace: 8 **Parry:** 8 **Toughness:** 9

Special Abilities:

- **Bite:** The guardian does 2d10 Heavy Weapon damage to everyone in a Medium Burst Template
- **Armor +2:** Tough carapace.

- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** Pace 8"
- **Swarm Abilities:** Parry +2; cutting and piercing weapons do no damage. Area effect weapons work normally, and a character can cause Str damage each round by stomping.

SQUEEZE PLAY

About the time the team confronts the Guardian, one of the K'tharen patrols wanders by. The other Omegans must hold off the K'tharens while their comrade enters the temple and secures the Crown. If the battle with the Fins lasts over four rounds, they call for the other patrol of eight. In this case the second patrol shows up at the beginning of round five.

- **K'tharen Troopers (2 groups of 8):** Page 137.

SECRETS REVEALED

Within the temple are strangely familiar whirling scripts and sculpture. A Smarts roll reveals a link with the V'sori language and style.

On the wall is a star map and the opposite wall is graced with images of two groups of humanoids similar in basic appearance, but differing greatly in style and weaponry. A picture of a great battle with one group wielding magic and the other high-tech blasters is near another panel showing the planet earth depicted in a view from space. It seems clear that this is the story of a people who at one time in the distant past fought a great civil war, then parted, with one faction left for the stars, while the other remained on earth.

This confirms the much speculated link between the Atlantean and V'sori cultures.

Resting on a pedestal in front of this grand mural is a beautiful golden crown adorned with blue gems the color of the sea. The moment it is touched, a low wailing comes from a rear antechamber.

THE MAD PRIEST

One of the priests that summoned the elder spirit to guard the temple stayed behind to make sure that the creature did its job. The last year has not been kind to him, however. Sequestered within the temple walls with only the hellish swarm to keep him company, the poor penitent has gone raving mad! He attacks whoever enters the temple, medallion or no!



MAD ATLANTEAN PRIEST

Race: Atlantean

Attributes: Agility d6, Smarts d12, Spirit d10,

Strength d4, Vigor d6

Skills: Fighting d6, Guts d10, Intimidation d10, Notice d10, Spellcasting d12+2, Swimming d8

Charisma: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Bloodthirsty, Death Wish, Delusional

Edges: Aquatic (Pace 8), Arcane Background (Super Powers), Low Light Vision, Telepathy.

Gear: Priestly Medallion.

Super Powers:

Super Sorcery: 20 points.

AFTERMATH

Once the Crown has been secured, Dr. Destruction can move forward with the next phase of his war on the V'sori. He summons the Atlantean army from limbo and convinces them to remain in hiding until the time is right to strike.

EPISODE SEVEN: TURNCOAT

Like all sentient races, the V'sori are not completely united. One of them, a scientist named Aden, is violently opposed to the invasion, and has quietly earned himself a place in the a research unit on earth. From there he slowly gained contacts in the resistance, and has asked to be "freed". If he is, Dr. Aden promises a wealth of valuable information to Dr. Destruction.

The aliens have set traps for Omega before, so Dr. Destruction is wary. Still, if there's any chance Aden is telling the truth, he must risk it. His plan is simple. The Omegans snatch Dr. Aden and make it appear as if he were killed so that the V'sori do not attempt to find him afterwards. The action starts with another pre-recorded message.

"Not all V'sori believe in the invasion. We've had secret talks with a V'sori scientist for sometime. If we can extract him from his lab—and make it look like he died in the raid—he can reveal many secrets of the invaders without attracting undue attention.

His lab is located in The Docks, as shown on your V-Map. Hit it. Hard. Take Aden alive. He'll lie on the floor with his hands over his head the moment you strike. As for anyone else in the lab, kill them. Kill them all."

These are not orders the Aquarian—in the guise of Dr. Destruction—likes to give, but he knows it is a necessary evil.

THE LAB

The V'sori laboratory is fortunately small and some distance away from any large concentrations of aliens. There are complications, however. Aside from Dr. Aden, there are three other V'sori scientists, and one human! The latter is a toady named Derek who has been working as a janitor at the lab. One of the scientists is an arrogant fellow who decides to fight back. The other two crouch down and attempt to shield themselves from attack. One of them, Dr. Aden, lies on the floor and places his hands over his head.

The team has roughly five minutes before a silent alarm brings a K'tharen strike squad. During that time they must figure out what to do with the additional prisoners. The decision may weigh heavily on the Omegan's conscious—they are becoming heroes these days, after all.

- **War Spheres (12):** see page 136.
- **Drone Soldiers (12):** see page 135.
- **K'tharen Troopers (5):** see page 137.



V'SORI SOLO ADEN

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d8, Investigation d8, Notice d10, Persuasion d6, Shooting d8, Swim d10, Taunt d8

Pace: 6; **Parry:** 7; **Toughness:** 11

Edges: -

Hindrances: -

Gear: Personal Combat Armor (Armor +4, Heavy Armor), Blaster Pistol (Range 15/30/60, Damage 3d6, Heavy Weapon, AP 4), Vibro-Sword (Str+4, AP8, Heavy Weapon)

Special Abilities: Aquatic, Low-Light Vision, Telepathy

Super Powers:

- *Mind Control*

AFTERMATH

An hour after the Omegans return to their usual base of operations, a second team shows up to take possession of Dr. Aden. From there the scientist is moved on to other teams and safe houses until Dr. Destruction is sure he wasn't followed.

A few weeks later, Dr. Aden's information leads to a plan that might topple the aliens forever.

EPISODE EIGHT: ASSAULT ON SATELLITE 15!

Key information provided by Dr. Aden has revealed that the aliens' drone warriors are remotely controlled by a massive satellite space station. Simply destroying this satellite is not enough however, as the drones would continue to carry out the last commands broadcast to them before its destruction.

This mission calls for the Omegans to lead a small team of operatives into the satellite and broadcast a shutdown command. At that point, the satellite can be destroyed so that this last signal cannot be remotely changed by V'sori technicians. The V'sori have other means of broadcasting drone commands, but none so powerful or encompassing as the satellite transmission.

Once the drones have been turned off, the team can signal Dr. Destruction, who launches dozens of separate attacks on alien targets around the world. He also unleashes the lost Atlantean army he has held in reserve for the past few months.

TO INFINITY AND BEYOND

Another team has already hijacked a V'sori shuttle. The team is transported to the craft hidden somewhere in the forests of Star City. There they are met by Dr. Aden and what appears to be two other V'sori—but are soon revealed as Atlanteans.

Aden has told Dr. Destruction all he knows, and now accompanies the player characters on this mission to help translate and bluff their way past any patrols. The disguised Atlanteans give the villains an excuse to land at the satellite (see below).

The trip takes about four hours. As the shuttle approaches Satellite 15, Aden bluffs his way past the perimeter security patrols (a pair of Mantas). Humans have not yet mounted a single attack in space so the pilots are somewhat lax.

THE BLUFF

Once the shuttle lands, the two phony V'sori act as the Omegan's jailors. Aden claims they are en route to the Man O' War but their shuttle has developed mechanical difficulties. Once docked, they try to continue the deception as long as possible while the Omegans sneak out and head for the transmission control room.

The satellite itself is built like a hollow ring, with compartmentalized areas for operations (the

control room), docking, crew quarters, storage, a commissary, and engineering. The satellite's main power source lies in a hub at its center that is connected to the outer ring by a series of access spokes—circular metallic tubes about 4" in diameter. It is in the power core that team members must place timed explosives once the transmission signal has been changed.

Before this can be done however, the Omegans must storm the central control room and change the signal. This requires a Repair roll at -8, or -4 if Dr. Aden is present.

The outer walls of the satellite are reinforced and armored. Nothing short of the power core exploding can hurt the satellite. The villains won't know this so it may affect their actions, but it won't affect the garrison who will use everything at their disposal.

SUPER FINS

Satellite 15 is manned by a team of five V'sori technicians, and guarded by a contingent of only three Fins and ten War Spheres. The K'tharens are very special warriors, however. They are among the first fruits of V'sori research into the origins of super-powers. Each Fin has been augmented with a suite of superhuman abilities making him the equal of most any terrestrial super.

The moment the Omegans' deception is revealed, the Fins attack.

- **War Spheres (10):** see page 136.
- **Super-Fins (3):** see below.



SUPER-FIN GO'GOR

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Driving d6, Fighting d10, Guts d8, Intimidation d10, Notice d8, Shooting d10, Swim d10, Throwing d8

Pace: 7 (28); **Parry:** 7; **Toughness:** 13

Gear: Fin Combat Suit (Armor +2, Heavy Armor)

Special Abilities: Aquatic (Pace 10), Armor+2, Bite/Claws (Str+2), Improved Frenzy, Military Training (+2 Shoot, no move), Size +2.

Super Powers:

- **Attack, Melee:** Damage Str+2d6, AP 15. (Super-Speed Strikes)
- **Regeneration:** True Regeneration (1 wound/round).
- **Speed:** 4 x Pace (-1 to hit), Pummel.



SUPER-FIN D'NEG

Attributes: Agility d8, Smarts d6, Spirit d12+1, Strength d12+2, Vigor d10

Skills: Driving d6, Fighting d10, Guts d12+1, Intimidation d10, Notice d8, Shooting d10, Swim d10, Throwing d8

Pace: 7; **Parry:** 7; **Toughness:** 13

Gear: Fin Combat Suit (Armor +2, Heavy Armor)

Special Abilities: Aquatic (Pace 10), Armor+2, Bite/Claws (Str+2), Improved Frenzy, Military Training (+2 Shoot, no move), Size +2.

Super Powers:

- **Deflection:** -4 to incoming ranged attacks. (Gravity Well)
- **Force Control:** Strength d12+4, Bind, Force Field (Toughness +4), Maneuverable. (Gravity Control).



SUPER-FIN PY'ROS

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Skills: Driving d6, Fighting d10, Guts d12+1, Intimidation d10, Notice d8, Shooting d10, Swim d10, Throwing d8

Pace: 7; **Parry:** 7; **Toughness:** 13

Gear: Fin Combat Suit (Armor +2, Heavy Armor)

Special Abilities: Aquatic (Pace 10), Armor+2, Bite/Claws (Str+2), Improved Frenzy, Military Training (+2 Shoot, no move), Size +2.

Super Powers:

- **Attack, Ranged:** Range 12/24/48, Damage 5d6, AP 10, Medium Burst Template, Fire. (Fire Blast)
- **Damage Field:** Damage 2d6, Medium Burst Template, Fire. (Fiery Aura)

AFTERMATH

Once the broadcast signal has been shutdown, a V'sori fail-safe is enabled and an un-coded message is displayed on the holo-display of the alien computers: "Drone disabled, Champion Ultimatum enabled." Once this cryptic message has been broadcast, the V'sori computers go dark.

Once Satellite 15 has been eliminated, drones around the world go "offline" en masse. When Dr. Destruction gets the signal, his Atlantean allies make their move, attacking the now shorthanded V'sori on different fronts. If possible, Destruction himself awaits the return of his favorite Omegan strike team before personally taking the battle to the V'sori.

EPISODE NINE: AND A VILLAIN SHALL LEAD THEM!

If this episode were truly a comic, the splash page might read "Dr. Destruction revealed! The final assault on the V'sori! Earth's fate hangs in the balance! This issue everybody dies!" Well, not really, but this is the sense-shattering climax of *Necessary Evil*.

Three hours and forty minutes after destroying the V'sori broadcast satellite—20 minutes from returning to Star City—the shuttle's monitor is able to tune into earth's broadcast network. The heroes see reporters all over the world covering fierce fighting between the V'sori and Omegans, heroes long thought lost, and millions of common, everyday citizens.

Ten minutes later, the Omegans are able to tune into Star City's Channel 8, where they see the following broadcast.

"This is Sam Ramey with Channel 8 News here in Star City. The long-rumored leader of the human-Atlantean resistance, Dr. Destruction, has just taken out the V'sori command post here in Star City. Once feared by the world, Dr. Destruction is now Earth's greatest champion. Some say—wait, he's about to speak."

"Greetings, fellow liberators. Today is a great day for the Earth. Thanks to a group of Star City Omegans, the aliens drones have been deactivated, allowing Omega cells all over the world to strike at the invaders."

Other teams have delivered the coup de grace. We discovered the secret of Atlantean teleport tubes some months back, and figured out how to attune them to similar devices in the V'sori space-fleet. As we speak, the Atlanteans themselves are fighting aboard these vessels, cracking the back of the V'sori empire forever."

This is your day, Omega. This is Earth's day. This is our—"

Dr. Destruction is suddenly interrupted by a massive thundering sound. He turns, but then fades from view as a massive wall of smoke, dust, and earth rolls over the camera. The screen fills with colored bars and emits a low whine. The broadcast has been lost.

THE CHAMPION ULTIMATUM

Just as the Omegans in Star City were finishing up the last of the V'sori protectors, a powerful figure was awakened in a deep underground laboratory. The figure bursts up from the earth, showering the battlefield with dust and dirt.

The villains' shuttle arrives over Star City just in time to see the figure rocket up out of the explosion. There can be no mistaking the distinctive blue and red costume of Earth's most-powerful hero—Champion.

But this isn't the Champion thought slain in the V'sori attack. This Champion is covered in odd wires and pulsing tubes. His skin is pale with mottled green patches. His once-flowing blue-black hair is patchy and thin. And his once-kind eyes are now glazed and dead.

Champion was the greatest hero of the Earth's most powerful super-team, Alpha Force. He was blasted when the V'sori betrayed humanity, but his super-tough body was simply too strong to be vaporized by the attack. Recognizing his potential, the V'sori scientists took the broken hero and re-made him, pumping him full of powerful drugs and bio-psionic implants to assure his loyalty to his new masters.

Despite these many fail-safe, the V'sori have up to this point been leery of using the ultra-powerful slave for fear he might somehow regain control of his senses. Once the drone control signal was terminated, however, the "Champion Ultimatum" was brought online. Finally activated, the now mad super-man attempts to slaughter the Omegans and protect his new masters.

THE FINAL BATTLE?

The moment the dust clears, Champion dives straight for Dr. Destruction and pummels him into the ground right in front of the startled news crew. Only Champion emerges from the crater. He looks around briefly and flies directly toward

another group of Omegans and begins slaughtering them mercilessly as well.

At that exact moment, the V'sori reserve arrives. A dozen Fin strike teams zip in on M'buna transports and lay into the struggling Omegans.

The player characters must now step up to the plate. Champion won't be defeated by anyone else—most of the villains here tried for years to kill him and failed. The other Omegans can handle the Fin strike teams however, if someone can keep Champion off their backs.

Exactly how this goes down depends on your villains, but should involve lots of car-throwing, earth-shaking, building-shattering action.

Champion can be drawn off by taunting him. He's too far gone to suffer any actual game effects of Taunts, but tries to power-drive anyone in line of sight/hearing who succeeds at a Taunt at -2 (not an opposed roll in this case). Of course, surviving Champion's attack is another matter altogether. (The best way to defeat him is by using a captured Nullifier.)

The villains might try pulling out the tubes and other hardware stuck in Champion's body (an opposed Agility roll). The first time this occurs, he's Shaken, but the programming is too deep and the drugs won't wear off for many days, so he keeps fighting.

Saving Champion: Several small shreds of the old heroic Champion remain locked deep in his subconscious. Characters possessing powers like Telepathy might be able to get into the fallen hero's mind and bring his real persona back to the fore. However, doing this while he's kicking the snot out of the group won't be easy. At least two raises are required on any roll to penetrate Champion's broken mind. This only gets the character in, and a further check has to be made (also requiring two raises) to calm the hero down and reawaken his old self.



Storn



CHAMPION SUPER-DRONE

Attributes: Agility d12+1, Smarts d6, Spirit d10, Strength d12+4, Vigor d12+1

Skills: Fighting d10, Guts d10, Persuasion d6, Notice d8, Shooting d12, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 16

Edges: Arcane Background (Super Powers)

Hindrances: Weakness (Gamma Rays).

Super Powers:

- *Attack, Ranged:* Range 12/24/48, Damage 4d6, AP 10. (Laser Eye-Beams)
- *Attack, Melee:* Damage Str+4d6, Focus, Knockback d10", AP 10.
- *Extra Actions:* 1 extra action/round.
- *Flight (Sonic Speed):* -8 attack penalty.
- *Super Attribute:* Agi +2 steps, Str +4 steps, Vigor +2 steps. (Alien Vitality)
- *Toughness:* +8 Toughness. (Impenetrable Skin)

DR. DESTRUCTION

Should anyone tend to Dr. Destruction, they find him lying in a crumpled heap at the bottom of the crater. He's unconscious and of no help, but his mask is shattered and half-off as well. The villain who finds him gets a Common Knowledge roll to recognize the chiseled features beneath as none other than the Aquarian. How the villain handles this discovery—that the leader of Omega is one of the supervillains' greatest foes—should be interesting indeed. Suffice to say that a villain who wants to finish Dr. Destruction in this helpless state can do so at this time, regardless of his superpowers.

AFTERMATH

The moment Champion is defeated, something very strange happens. The player characters are fine, but the entire world around them is completely frozen in time. Chunks of dirt hang in the air, Champion's blood arcs like a frozen fountain, and Omegans from other cells stand awkwardly in the middle of punches, kicks, and blasts.

Moments later, there's a bright flash of light. The villains see nothing but pitch blackness for a few long moments and feel a low rumble, then their vision clears and they find themselves standing in a nightmare.

Proceed directly to the next Plot Point and the true finale of *Necessary Evil*.

EPISODE TEN: RETURN OF THE OUTSIDER

After much analysis and deliberation, the cosmically powered Outsider, the architect and builder of Star City, has decided to return to Earth and intervene in the struggle for the planet. But whose side will the godlike scientist take? The alien V'sori, who have known of his legend and whispered of his power for thousands of years, or the upstart humans of Earth, who once battled the Outsider so fiercely he allowed them to defeat him just to study the repercussions?

The Outsider has decided to make a game of his decision, a contest between the champions of Earth and the most powerful and resourceful warriors of the alien invaders. Read the following aloud:

Your vision finally clears and you find yourself in a bizarre, moon-like world. The air is breathable however, if a bit cold. To your amazement, the moonscape is covered with the bones of gigantic, alien creatures hundreds of yards long!

Even more curiously—if that's possible—is that standing thousands of feet tall and several miles distant is the instantly-recognizable form of the Outsider, the so-called space god who created Star City.

The Outsider looks at you on his left, then looks somewhere else on his right before simply fading from view.

The object of this last test is to defeat the other team that has been summoned here—a team made up of V'sori and their K'tharen lap-dogs. The villains won't know the identity of their foes right away, of course, as they're several miles distant.

The Outsider also summoned the greatest of the two sides, Dr. Destruction and Champion. If a player character killed the Aquarian while he was unconscious, he's still here—he's just dead. The space god cares little if one team "handicapped" itself.

All of the living contestants—the villains, Dr. Destruction, Champion, and the aliens—are completely healed of their wounds and at full capacity in Power Points (for those with other Arcane Backgrounds), ammunition, and so on. (Player character villains who were killed in the last scene are *not* brought back to life, but are present as the Outsider had chosen his champions when the fight with Champion began.)

BATTLE ROYALE

Moments after the Outsider fades away, a Notice roll at -4 spots a dreaded form flying up into the dark sky—Champion. The Omegans can either attempt to battle him right away by attracting his attention or flying up to meet him, or they can hide in the massive skeletons until they've come up with a plan. (The latter should be automatic this time to give the heroes time to converse.)

Aside from Champion, the identity of the V'sori team is up to you. The best option is to choose those foes who escaped them before, including treacherous humans, noteworthy Fins, and of course actual V'sori.

The V'sori team sends Champion to find their rivals while they begin preparing a defense inside a massive skull. Champion shouldn't find the villains unless they want to be found though—his senses aren't quite what they used to be.

The V'sori could be drawn out, but since no one here needs food, water, or even sleep, there's no real reason for them to abandon their defensive position.

THE END

Once all of one team is defeated, the battle ends. If the aliens win, the Outsider returns them to Earth and returns Satellite 15 (page 95) to working status, recreating it completely if it was destroyed. The drones are back under V'sori control. The Omegans have been dealt a serious setback, but they know their opponent's weakness and may be able to take it out a second time.

Assuming the player characters win however, they are transported back to the melee in StarCity where everything still hangs suspended in time. Champion lies where he was defeated the first time, as does Dr. Destruction. The player characters also resume their last pose, but bear no wounds, neither of this battle or the one on the strange moon. With Champion

defeated, the remaining Fins run for it while the V'sori surrender. Most importantly, the Outsider expands the effect that protects Star City to the entire earth. The Overmind recalls all of his forces as soon as he discovers that any attack on earth or its inhabitants causes him pain.

WHAT NOW?

Picking up the pieces after the final assault is not easy. Dozens of pockets of alien resistance still exist around the globe, but with no drone support, the V'sori and K'tharens are only prolonging the inevitable. Player characters must now make hard choices about where they want to go from this point.

Do they resume their illegal activities and let the world's militaries finish the aliens? Or do they step up and become the

earth's next generation of heroes? There are other alien menaces out there, and plenty of villains still intent on destroying or ruling the world now that the V'sori threat has passed. There aren't many "white hats" left to stop them this time though, so the world's saviors must now decide whether to accept destiny—or return to their lives of crime.

MORE SAVAGE TALES

Presented in the next pages are more Savage Tales a GM can weave into his series. These tales can be interspersed between the Plot Point adventures presented above, or used to build a stand-alone campaign of your own design. You should *always* tailor Savage Tales to your own personal game and your player's characters.



Storn

Adding even little touches—such as changing a rival we've created into someone one of your own design—can make all the difference in the world.

CULT OF THE SPACE GODS

A cult of humans calling itself the Children of the Space Gods is committing acts of terrorism against innocent humans around the city. Omegan intelligence operatives also believe that the V'sori are using the cultists to infiltrate local resistance cells and destroy them. The team is asked to strike at the cult in their urban headquarters, taking out the ringleaders and enforcers.

The cult is heavily armed with alien technology, and is rumored to have a drone squad at its disposal. The leader of the cult is an alien hybrid named Davros, a master psionicist said to be able to control targets at range. They make their base amongst the ruins of an old bank building in the partially devastated Downtown area of the city.

- **Drones (6):** see page 135.
- **Human Cultists (3-5 per character):** see below
- **Davros:** see below.

HUMAN CULTISTS

Whether desperate or deranged, this rabble follows Davros as their prophet and conduit of the Space Gods.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6, Shooting d8

Pace: 6 **Parry:** 6 **Toughness:** 8

Gear: Blaster Pistol (Range 15/30/60, Damage 3d6, Heavy Weapon, AP 4), Fin Combat Suits (Heavy Armor+2)



DAVROS

Bald, with pale blue skin, Davros is an eerie looking man of indeterminate age. He is the unhappy product of an unapproved assignation between a V'sori advanced scout and a human woman. His mother was taken from earth decades ago for study by the V'sori. Her pregnancy saved her life and made Davros the subject of both much interest and much scorn by his alien progenitors. When his tremendous psionic potential was discovered his treatment improved and he rose through the ranks of V'sori society into the Scientist Caste. He bears a great disdain and unreasoning hatred for the people

of Earth, taking great pleasure in exterminating them whenever possible.

Race: Half-Atlantean

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d8, Investigation d8, Notice d10, Persuasion d6, Shooting d8, Taunt d8

Charisma: 0; **Pace:** 6 **Parry:** 6 **Toughness:** 6

Edges: Arcane Background (Super Powers), Power Points, Telepathy

Hindrances: Bloodthirsty, Murderous

Gear: Blaster Pistol (Range 15/30/60, Damage 3d6, Heavy Weapon, AP 4)

Super Powers:

Attack, Ranged: Damage 3d6, AP 10, Cone Template. (Mind Blast).

Stun: Large Burst Template, Smarts roll at -2 or be Shaken. (Synapse Shock).

Telekinesis: Range 24, Strength d12+2.

BANK ON IT

The Cult of the Space Gods is based in an old bank. Davros' lab and quarters are located in the building's safety deposit box area. The boxes have long since been looted of obvious valuables, but the cult has completely overlooked a number of stock certificates, bank notes, and other "paper" funds. A clever villain could slowly pass these notes with a little forged paperwork (Common Knowledge at -8 for most). Each batch requires a roll, takes about a month of game time, and nets the villain a cool \$250,000. Failing the roll could cause some trouble for the Villain if he gets caught trying to pass forged documents.

AFTERMATH

Crushing the cult frees many of the city dwellers from its dark influence and cuts off the stream of turncoat human infiltrators into the resistance movement. If Davros manages to escape, it also earns the Omegas his undying enmity and he will try to track them down to settle the score.

BEWARE THE SLEEPER

The V'sori know someone powerful has organized the resistance, but they don't know who or where he might be. To root him out, the V'sori created the Sleeper. The Sleeper was once a two-bit supervillain named Edwin "The Chameleon" Rawls. Rawls is an unlikable fellow, and was double-crossed by fellow villains almost every time he teamed up with them.

Rawls hatred of the heroes who caught him, the system that imprisoned him, and the prisoners who victimized, runs even deeper.

When the V'sori came, Edwin didn't see an alien invasion—he saw the chance for a fresh start. His early attempts to become a V'sori pawn failed, but after Omega emerged and began to make a difference, a cagey V'sori realized the opportunity Rawls' presented and managed to track him down.

After intense and painful augmentation, weeks of "personality training" to allow him to better fit in with teammates, and lessons in stealth and espionage, Edwin Rawls reentered the world as the Sleeper. His task is a simple one. Infiltrate Omega cells and find a direct link to their leader. If it becomes obvious the cell will not present that link after a few weeks, the Sleeper is to set up a trap for his teammates that wipes them out.

Rawls' true personality is a moody, gloomy loner. He's able to change his outlook with the use of powerful narcotics given him by his alien overlords. The drugs, and his training, make Rawls a funny, lovable rascal who has charmed his way into a dozen cells so far. On rare occasions when his drugs wear off, or those odd times between dosages, Edwin slips back into his usual demeanor. If caught taking these drugs, Edwin admits they're antidepressants and makes up some sob-story explanation.



THE SLEEPER

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10, Knowledge (Omega) d8, Notice d8, Stealth d12

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Hindrances: Mean, Quirk (no real identity)

Edges: Arcane Background (Super Powers), Power Points

Super Powers:

Armor: Armor+2, Heavy Armor. (Tough Skin)

Attack, Melee: Str+1d6, AP 10 (Spear Hands).

Chameleon: Inanimate Object, Voice.

THE SLEEPER AWAKENED!

Dr. Destruction orders the team to investigate the hideout of another cell that has recently gone silent. Their base lies somewhere amidst the slums of Southpoint. When the team arrives at the seemingly abandoned warehouse, the place is smoking and ruined, the scene of a recent battle. The remains of a dozen dead drones lie amidst those of four seemingly dead villains. A closer investigation

reveals that one of them yet lives, a small, slightly built man that one or more of the PCs may recognize (Smarts checks at -2) as the villain called The Shifter. Wounded in the shoulder, the Shifter still breathes. The Shifter comes to when touched by the PCs, telling them his team was attacked by a V'sori kill team.

THE AWFUL TRUTH

The Shifter is the Sleeper, and he had just finished murdering his "teammates" with the help of a drone kill team when he heard the PCs show up. Having sustained real injuries during the fight and in no shape to flee, the cagey killer simply continued in his roll as the Shifter. He'll implore the PCs to aide him, promising to reveal the location of a V'sori ammunition dump to them and asking for their assistance in destroying it. "My teammates would have wanted nothing more," he'll say bitterly, playing up the pathos of the moment.

THE DOUBLECROSS

If he can gain the PCs' confidence, he'll arrange a hit on the V'sori ammo dump, but of course also makes sure that an alien ambush force (5 Fins and 2-4 Drones per PC) is there to welcome them. He's willing to wait several weeks and kill any number of alien operatives to prove his trustworthiness, and his story as the Shifter checks out under light scrutiny. Heavy interrogation may cause him to snap - he'll try to kill his interrogators if he thinks he can take them, or flee to safety if outnumbered.

AFTERMATH

Eliminating the Sleeper puts a dent in the aliens' subversive operations in and around Star City and the East Coast. He had done more damage to the Omegan cause than a battalion of V'sori drones. Although one agent is gone, who is to say that the aliens don't have more sleepers out among the populace, waiting to be awakened to serve their star-born masters?

RETURN OF THE MONOLITH!

Dr. Destruction wants the Omegans to seek out the long-retired super-villain called the Monolith and recruit him into the resistance. The Monolith's real name is Dr. Karl Antaeus, and his last known address was in a Buddhist monastery in Kobe, Japan. It is Destruction's hope that the Monolith's tremendous strength and ability to cause earthquakes by affecting

nearby fault lines can be used as a powerful weapon against the many V'sori bases scattered about the globe.

MORE ON THE MONOLITH

Karl Antaeus could become a 10' tall golem of earth and stone, and in addition to tremendous strength, possessed an ability to affect nearby fault lines, triggering earthquakes if a fault line was present. Sadly, he was also a rabid environmentalist, and his powers drove him over the edge into a full-fledge eco-terrorist.

More than a decade ago, after being defeated and captured by Champion and the Alpha Force, Monolith pledged to live out the remainder of his life in solitude and abandon his powers. In exchange, Champion vowed to take up the environmental causes the Monolith believed were critical to the survival of the world's ecosystems. Antaeus swore never to transform again. Even when the aliens ravaged Japan he held back.

THE MONASTERY

The Buddhist Monastery is located somewhere on the outskirts of Kobe, Japan, in the midst of a small forest. The monks who guard its grounds are a martial, highly protective lot. They admit absolutely no outsiders to see Antaeus. Since he arrived at their doorstep ten years ago, Kobe has not suffered a single seismic incident. They fervently believe the natural order intends that Antaeus remain with them, and they fight to keep it so. Although several members of the order speak English, no amount of negotiation convinces them to let the Omegans pass.

TWO FIGHTS

The monks oppose any trespassers beyond the monastery's front gates with force. Ten of them are highly trained martial artists and face-off against the team on the monastery's front grounds. This does not go unnoticed by Antaeus, and the appearance of super-humans at his sanctuary asking to see him is enough to awaken the dark voice of the Monolith within. Once the team has finished with the monks, Monolith bursts from the monastery's front gates and attacks!

- **Monks (10):** see below.
- **Monolith:** see below.

MONKS (10)

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Knowledge (Zen) d8, Notice d6

Pace: 6; **Parry:** 7; **Toughness:** 10

Edges: Combat Sense, Frenzy

Special Abilities:

- **Armor +2:** Martial training.
- **Ki Strike:** Str+1d6 Damage, Heavy Weapon.



MONOLITH

When Antaeus transforms into the Monolith for the first time in nearly a decade, his powers reawaken an old fault-line in the general area of the monastery. It's not enough to do widespread damage, but it levels the building and makes for an interesting super-brawl. The quake begins once Monolith enters the fight and lasts until he's rendered unconscious. During the quake, all ground-based characters must make difficult (-2) Agility checks each round or be knocked prone. Monolith is immune to this effect.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+1, Vigor d12

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d8, Persuasion d6, Shooting d8, Stealth d6

Charisma: 0; **Pace:** 6 **Parry:** 7 **Toughness:** 14

Edges: Brawny

Hindrances: Gimmick (Secondary Form)

Super Powers:

- **Armor:** Armor +4, Heavy Armor. (Rocky Skin)
- **Attack, Melee:** Str+2d6, Crunch, Reach 4 (Stalagmite Attack)
- **Attack, Ranged:** Range 12/24/48, Damage 4d6, AP 10. (Earth Shards).
- **Burrowing.**
- **Earthquake:** Earthshake, Trigger.
- **Matter Control:** Earth up to 100lbs, Bind (Earth Control).
- **Size Change:** Size +2.
- **Stun:** 12" Range, MBT. (Earthquake)
- **Super Attribute:** (Str +2 steps, Vig +2 steps)

CHEEZ IT! IT'S THE ALIENS!

The seismic activity attracts the attention of nearby V'sori forces. If the fight lasts more than five rounds, an alien patrol arrives. The patrol includes two drones per villain. Five rounds after the patrol arrives, a K'tharen strike team (12 Fins) is sent in as reinforcements. More arrive if needed every ten rounds thereafter.

- **Drones (2 per villain):** see page 135.
- **K'tharens (12):** see page 137.

CURING THE MONOLITH'S MADNESS

The Monolith can only be a useful weapon against the V'sori if he can be controlled. Developing a mechanism to bleed off his excess seismic energy could restore the chemical imbalances in his brain and make him more controllable in his altered form. Inventing such a device would require a Weird Science or Gadgeteering roll at -8. Or, someone from Dr. Destruction's camp could provide the device. It could come in the form of a diadem, wrist-band, or capsule that would have to be placed on the raging man-rock's person in order to work.

AFTERMATH: THE MONOLITH'S DESTINY

When the time is right Dr. Destruction hopes to unleash the Monolith's earth-shattering powers on two key V'sori bases located near fault lines along the west coast of the United States in California. Bases in the San Francisco Bay and Los Angeles metro areas control much of the aliens' West Coast logistics and supply operations. Literally thousands of tons of munitions, vehicles, and supplies are stored at these two bases. A significant seismic event orchestrated at the proper time would cripple the aliens' ability to react to assaults in the West Coast and Midwest corridors of the United States, as well as Western Canada.

When the Drones are shut down in Episodes 8 and 9, Destruction launches a series of worldwide Omega attacks around the world. Before the West Coast and Midwest wings of the Resistance are thrown into action, Destruction orders the Monolith to do his dirty work, inducing a pair of massive quakes that shatter the V'sori's carefully built military infrastructure. Of course, thousands of innocents may also likely die, and this fact pains the Aquarian, but in his guise as Dr. Destruction, difficult choices must be made to ensure victory, and this is but one of them.

THE TROUBLE AT HYDROBASE II

The Omegans must investigate the disappearance of an elite resistance strike-team. The team of five was sent via mini-sub to take out a V'sori base located over a mile beneath the waves of the Pacific Ocean. Although official communications from the base ceased shortly after the team arrived, the commandos (consisting of four humans and one Atlantean) haven't been heard from either. The only

sign of life is an intermittent distress beacon from the kill-team's minisub. The mission is twofold: find out what happened to the other team and make sure the base is knocked out of commission.

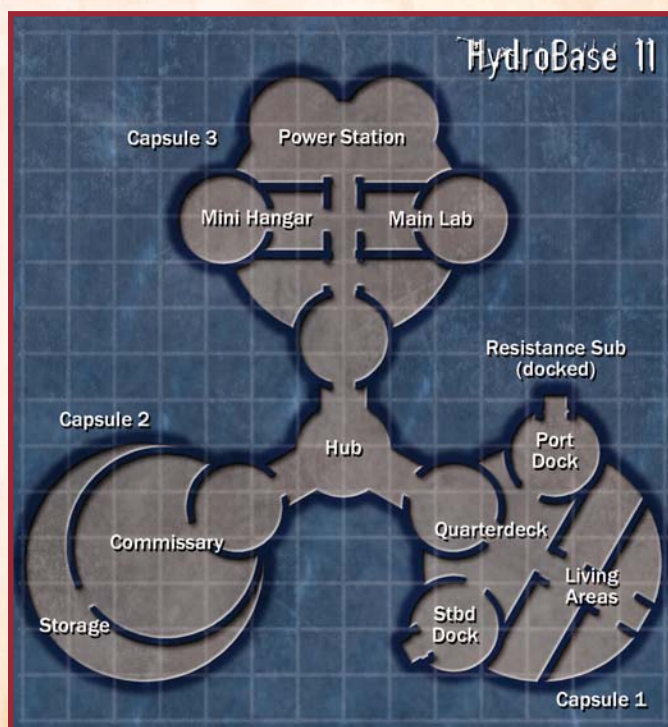
STEALING A SUB

Unless the team has a submersible vehicle at their disposal, the Omegans may have to steal an alien minisub in order to get to Hydrobase 11. Dr. Destruction can provide them coordinates to a known small hidden V'sori naval base where they can "acquire" suitable transportation.

Six drones, two V'sori sub-jockeys, and a quartet of V'sori mechanics are home at the base when the villains strike. If the Omegans are careful and strike swiftly, they can hammer the unsuspecting aliens before they have a chance to get off a distress call. Sloppy Omegans can expect a patrol of six Fins to show up if the battle lasts more than four rounds. Dispatching these reinforcements quickly will be key, as any further delay brings every V'sori element in the Docks down on the villains' head.

SECRETS OF HYDROBASE II

HydroBase 11 is a three-part, capsule-shaped laboratory sitting on the bottom of the Pacific Ocean. It features two docking stations, living quarters, commissary, power generator and a large research laboratory. The three capsules are connected by access tubes.



The V'sori scientists sequestered at HydroBase 11 were in the midst of conducting delicate and dangerous experiments when the resistance arrived. The V'sori were attempting to meld the genetic structure of a captured Protean with a mutated and highly dangerous K'tharen warrior. The interruption by the Omegans set off a tragic chain of events that left everyone aboard the small research facility, including the strike team, dead. Everyone except the genetic experiment. It's the one who did all of the killing.

THE MYSTERY

Signs of combat are all over the facility, but no bodies. Since the Proto-Fin absorbs its victims into itself, the only bits remaining of the bodies are streaks of blood and odd pieces of dropped clothing. Any investigation of the V'sori computers (requires V'sori language skill) reveals the terrible nature of the experiments they were conducting. Curious or scientifically-minded Omegans might want to save the V'sori's research data. Characters desiring this highly technical information must make a Knowledge (Computer) roll at -2 to save the research data to an alien data crystal.

The Omegans notice explosive charges attached to various sections of the facility as they investigate. These are the resistance's demolition charges. The timers were never set, but that can be done with a Demolitions roll. The timers can be set from 1 to 60 minutes.



THE PROTO-FIN

The horror's flesh has a malleable, mud-like quality that still retains some of the angular lines of its K'tharen "parent." It also possesses much of its previous form's cunning and intellect, but is essentially a feral animal.

Attributes: Agility d10, Smarts d8(A), Spirit d8, Strength d12+2, Vigor d12+1

Skills: Fighting d10, Notice d6

Pace: 6; **Parry:** 7; **Toughness:** 12

Special Abilities:

- **Aquatic:** Pace 10.
- **Claws/Spines:** Str+2.
- **Darkvision:** No penalties for darkness.
- **Fearless:** Immune to Fear and Intimidation.
- **Frenzy:** The proto-fin can make an extra attack every round at a -2 penalty
- **Genetic Infection:** See below. The creature can use this ability once per scene.
- **Heavy Armor +2:** Rubbery hide.
- **Regeneration (Fast):** The proto-fin can make a Natural Healing roll every round.

- **Shape Change:** The proto-fin can use the Altered Form (Elastic) super power.
- **Size +2:** The proto-fin is quite large, having "absorbed" many people.

MONSTROUS ABILITY: GENETIC INFECTION

This monstrous ability works like infection in Savage Worlds, but requires an opposed Vigor roll between the Proto-Fin and its victim. If the Proto-Fin wins and scores one raise, the target has been "impregnated" with the creature's genetic structure, and after a three-week gestation period, another Proto-Fin emerges from its host. This process is extremely painful and very lethal. Removing the creature before it gestates requires a Healing roll at -4. The resulting creature is an immature Proto-Fin slightly less dangerous than the one listed for this scenario.

AFTERMATH

Blowing up HydroBase 11 and the Proto-Fin gives closure to the resistance commandos who gave their lives trying to destroy it the first time around, and prevents a horrible menace from making it into the general population.

VENDETTA

A vengeful hero from the villains' past finally catches up with them. The hero's desire for revenge is so great that he refuses to allow earth's current predicament to dissuade him from his task. His long exile has driven him mad, or he is jealous that a "villain" is now being regarded by some as a hero. This hero is now gunning for the team, and does everything in his power to track them down and take them out.

THE HAMMER OF JUSTICE

The Hammer of Justice was a good man, and a better hero. The Hammer is a mutant possessing massive strength and the ability to manifest a crackling hammer of energy from either hand, the Hammer tangled with at least one of the villains during his illustrious career. His career was cut short in 1999 when the original Dr. Destruction managed to trap him in a limbo-like pocket dimension until just a few months ago when a energy discharge during a V'sori-Omega clash shattered his dimensional prison.

The Hammer's time in limbo did not treat him well, as he developed paranoid delusions that now cloud his reason. He blames the world's remaining villains for undermining the heroes and allowing them to be killed by the aliens. He has since hunted down and

slaughtered at least two other Omega cells and their associates, all the while killing any aliens who cross his path. He has gathered a fanatical group of human followers who look after his more mundane affairs and keep him one step ahead of his alien pursuers.



THE HAMMER OF JUSTICE

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Climbing d6, Driving d6, Fighting d10,

Guts d6, Intimidation d6, Notice d4, Swimming d6

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 15

Edges: Arcane Background (Super Powers),

Power Points

Hindrances:

Paranoia, Mean, Stubborn, Vengeful (Major)

Super Powers:

- **Ageless.**
- **Attack, Melee:** Damage Str+5+3d6, Crunch, Focus, Knockback 1d10", Device (maul). (Energy Hammer)
- **Super Attribute:** Strength +4 steps, Vigor +2 steps. (Super Strength)
- **Toughness:** Toughness +8.

HUNTING THE HAMMER

Unlike his predecessor, the current Dr. Destruction doesn't want to get rid of the Hammer of Justice, at least not yet. He believes the powerhouse hero might still be used as a pawn against the aliens, but he has to be brought in and re-educated. Barring this, his wild attacks may ultimately do more harm than good, and if he cannot be turned to Omega's cause he must be neutralized.

The task of finding and bringing the Hammer in (or

killing him if all else fails) falls to the PCs' cell. Destruction sends them this missive regarding their mission:

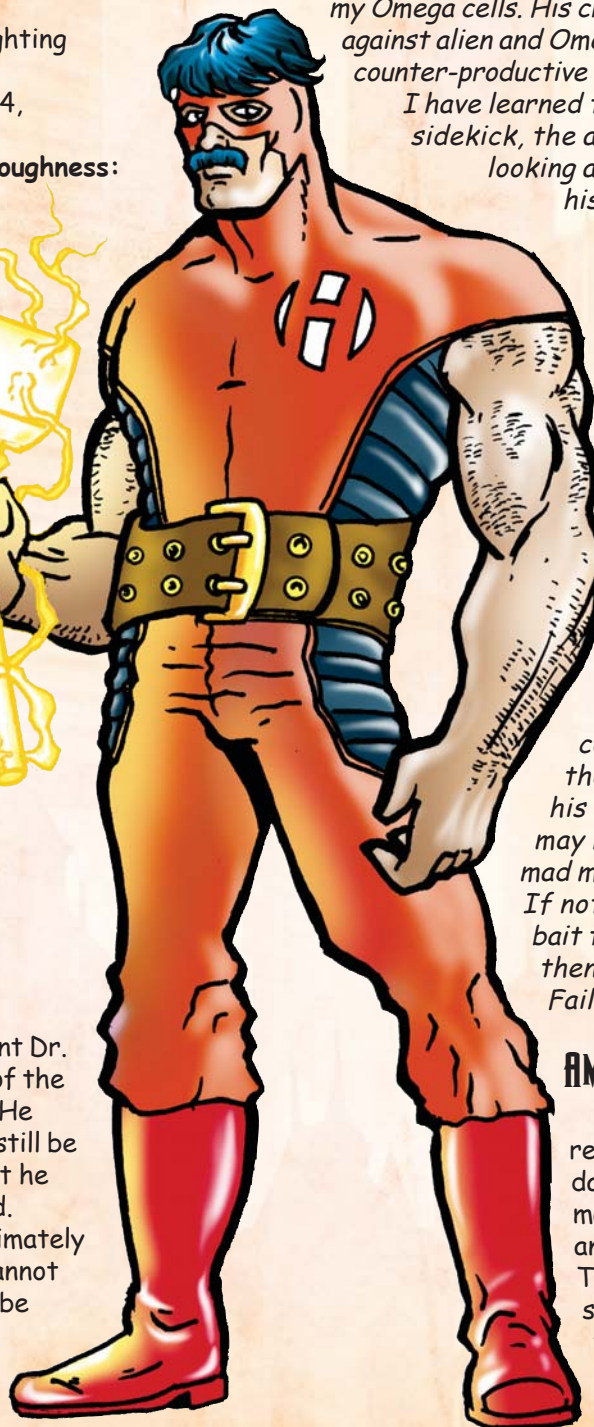
By this time word may have reached you of a rogue agent stalking the streets of Star City. I believe some of you have tangled with the Hammer of Justice at one time or another in your former careers. This experience makes you ideal candidates to bring the madman in for re-conditioning before he slaughters any more of my Omega cells. His crazed acts of carnage against alien and Omegan alike are ultimately counter-productive to our overall mission.

I have learned that the Hammer's ex-sidekick, the aged American Anvil, is looking after the man between his mad forays into the

city. The Anvil may be the only man who can reason with the addled avenger of justice, so your first move should be to find him. He lives somewhere in the Downtown area, and that may be where he is hiding the Hammer. If you can convince him that influencing the Hammer into cooperating with us is the best way to ensure his continued survival, you may be able to bring in the mad mutant without a fight. If not, use the old fool as bait to capture the Hammer, then bring him to me. Failing that, kill him.

AMERICAN ANVIL

American Anvil, now retired, has been spending his days in his Downtown high-rise managing his stock portfolio and re-living his glorious past. Then the V'sori came. Injuries sustained as a hero precluded the Anvil from using his once potent powers to defend the Earth, and thus he was



spared the fate of most heroes. When his old partner, the Hammer, showed up again seemingly from nowhere, the Anvil quickly tracked him down and realized something was dreadfully wrong. The Hammer's paranoia wouldn't allow him to trust his old partner fully, but he has accepted food and at least tried to listen to the Anvil's attempts to calm him.

The Anvil will be very distrustful of a group of ex-foes claiming to have his old partner's best interests at heart. It will take some convincing to get him to work with them to try and bring the Hammer around. Whether he agrees or not may largely determine the action of the tale's final scene. American Anvil is not likely to fight his old partner unless he is forced to; they share a long history.



THE AMERICAN ANVIL

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+1, Vigor d12+1

Skills: Driving d6, Fighting d8, Guts d6, Knowledge (Business) d8, Notice d6, Persuasion d8, Streetwise d6

Charisma: 0; **Pace:** 4; **Parry:** 6; **Toughness:** 16

Edges: Arcane Background (Super Powers)

Hindrances: Gimmick (Secondary Form), Lame, Old

Super Powers:

- *Armor:* Armor+8, Heavy Armor. (Metal Skin).
- *Altered Form:* Metal, Replenish. (Anvil Form).
- *Super Attribute:* Str +4 steps, Vigor +4 steps.

BY FRIENDS BETRAYED?

When he's not out killing people, Hammer spends his days hiding under the Glenwood overpass in the Northpoint section of town. If Anvil is with the villains, they'll have a chance to try some negotiation to bring the Hammer in peacefully. Otherwise, it'll be a brawl from the moment the Hammer sees them. Hammer raves like a madman as he throws himself into battle, calling the villains every name in the book.

AFTERMATH

If the team can subdue the Hammer without killing him and get him away before fight brings a V'sori patrol, Destruction has a new weapon in his arsenal. The Hammer could be used to aid the group during later missions, and of course could be held in reserve for the big final assault against the V'sori when the drones are deactivated. If the Hammer can't be reasoned with and doesn't go down easily, the Omegans may have little choice but to terminate him. His body could always be used for spare genetic parts.

COLONEL CLONE'S LEGACY

Years ago, a super-villain named Colonel Clone terrorized the world with his perfect duplicates of both heroes and villains. Only his premature death put an end to his nefarious schemes. Since then, hardly a second thought has been given to the fate of his secret laboratory and all the amazing cloning equipment contained therein. A recent attack on a V'sori stronghold by a super-hero known to be dead has brought up the possibility of Colonel Clone's legacy still being out there for the taking. During the attack the V'sori were noticeably disoriented by the appearance of the clone. If Colonel Clone's equipment could be found and put into use by the Omegans, it could give the resistance a considerable edge!

WHERE, OH WHERE HAS MY LITTLE CLONE GONE?

The approximate location of Colonel Clone's secret base should be known by one of the Omegans (perhaps as a result of a previous team-up with the dead clone master). This should point the PCs in the right direction. The evil Colonel's base is actually located under a decaying apartment building in Southpoint. In his civilian identity, Colonel Clone was a slumlord who owned the building as well as several other adjacent ones and lived in a ground floor apartment that gave access to his secret underground lair.

Since his death, the building has been mostly abandoned, occasionally used by indigents as a sanctuary from the hard streets. It was one of these unfortunates who accidentally wandered too near the entrance to the secret lair and awakened the cloned hero who was responsible for the recent attack on the V'sori base. The frightened fellow, even if he could be located, can provide no useful information, as he was inebriated at the time.

Arriving Omegans may notice that the building is in horrible disrepair, but upon closer inspection a solid metal floor can be seen that under the cracking and broken floorboards. This floor is a full three inches thick. The only access into the underground lab is located in Colonel Clone's old apartment, number 1. A strong metal trapdoor with an electronic keypad is exposed on the bathroom floor. It can be opened by entering the proper sequence (known only to the Colonel himself) or by brute force (Toughness 7, Armor 5). If the door is not opened by correct use of the keypad, the automatic defenses of the subterranean lair are activated. Any tampering with the keypad other than entering the correct sequence may also be enough to awaken the underground base.

MY ENEMY - MYSELF!!

After descending the metal ladder under the trapdoor, the Omegans find themselves in an antechamber that is pristine metal and has only one door leading out. This door is solid metal and needs to be forced open (Toughness 7, Armor 5). Immediately after this door is opened, the Omegans are faced with a much larger chamber with rows of coffin-sized metal and glass cylinders arrayed against the left and right walls. A mist coalesces in each tube, preventing any identification of their contents. Four of the cases lay open, however, and standing in the room's center are four clones. Two of the clones are exact duplicates of two random Omegans (use the Omegans' stats exactly as they are, minus any recently acquired abilities - these clones were created years ago) and the other two are super-heroes known to be dead (use the sample characters from the Archetypes section for their stats). They waste no time in attacking the intruders in an effort to drive them from the base.

WILL THE REAL COLONEL CLONE PLEASE STAND UP?

If the awakened clones are overcome, a final obstacle still stands in the way of the Omegans - Colonel Clone himself! Or at least copies of the original. The remainder of the secret base is a maze of corridors and small chambers containing more of the clone tubes. Unfortunately, the other clone cylinders are all filled with copies of Colonel Clone! There are a total of 24 of them, and they awaken in groups of four, all trying their best to prevent the villains from reaching the main cloning apparatus chambers.

COLONEL CLONE(S)

Attributes: Agility d6, Smarts d12+1, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d6, Knowledge (Genetic Engineering) d12, Notice d10, Shooting d8,

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Mechanical Genius

Hindrances: -

Super Powers:

- *Ranged Attack:* Range 12/24/48, Damage 2d6, AP 10, Nonlethal, Device (Clone Gun).
- *Super Attribute:* Smarts +3 steps. (Genius!)

Clones continue to awaken at fifteen-minute intervals until all have been defeated or their cloning cylinders are deactivated or destroyed.

THE CLONING CHAMBER

At the heart of the secret base lies the legacy of Colonel Clone - his incredible cloning machines. With only a small sample of DNA, these machines can grow a near-perfect duplicate of anyone, complete with any powers and memories the original possessed at the time the DNA was taken. The process takes about one week to complete. Any attempt to awaken and use the clone before it is fully-grown results in the clone's disintegration into dust. Colonel Clone's genius also allowed for the imprinting of memories into the clones before their completion. This is how the Colonel was able to create clones that believed they are the real things. The central cloning chamber contains the cloning machines themselves, massive computers and weird science devices that weigh several thousand pounds each. Also located against the walls are some of the cylinders for growing the clones. All but one of these is empty. The final tube contains another copy of Colonel Clone, who awakens when this room is first entered. It behaves in an identical manner to the other Colonel Clones.

AFTERMATH

The cloning apparatus is intact and working, but is not easily portable. It can be moved without damaging anything if proper care is taken. All of the equipment is very sensitive and may be irreparably damaged if not handled cautiously. If the cloning machines are damaged, only the strange genius of Colonel Clone can repair them properly. Although one of his many clones could do the job, it is extremely difficult to persuade one of them to do so.

The cloning apparatus requires the use of a special genetic goo that is used to form the eventual clone. There is only a small stockpile of the goo available in special stasis containers, enough for exactly three clonings. The goo is irreplaceable, the secrets of manufacturing it known only to the original Colonel Clone.

The clones created by the apparatus are near-perfect. They have exactly the same powers as the parent at the time of the last DNA sampling, but are slightly weaker or have slight physical or mental aberrations (for player characters lose one advance or gain a Major Hindrance). Dr. Destruction may be willing to use one of the precious remaining clone instances on a fallen Omegan villain, but they would have to have shown great loyalty and value to Omega, as Dr. Destruction has other plans for his limited clones.

PULLING THE PLUG

The Omegans must assault a research facility located near Hoover Dam, a mere 30 miles southeast of Las Vegas, Nevada. The aliens based near Sin City have been siphoning the dam's power for use in their own dastardly research and development projects. As a double incentive, a brilliant alien scientist is rumored to be working on a secret project in the area of this camp. Taking him out and halting whatever research is transpiring at the facility could aid the cause of the resistance and avenge the loss of the previous Omega cell that perished trying to complete this difficult mission. An excerpt from Dr. Destruction's mission briefing indicates the gravity of the team's task:

Las Vegas and Hoover Dam are a long way from Star City, but I don't trust any of the other remaining cells in the area with this mission. I don't know what the V'sori are cooking up in Vegas, but whatever it is it involves one of their chief warrior-scientists, a V'sori named Magon. My sources tell me he specializes in engineering weapons of mass destruction. I want you to pull the plug on whatever he's been working on and kill him.

The previous Omega cell sent to investigate were either captured or killed. I expect there is a very strong V'sori presence there, so scouting and stealth would be wise. Don't fail me like the last team did...

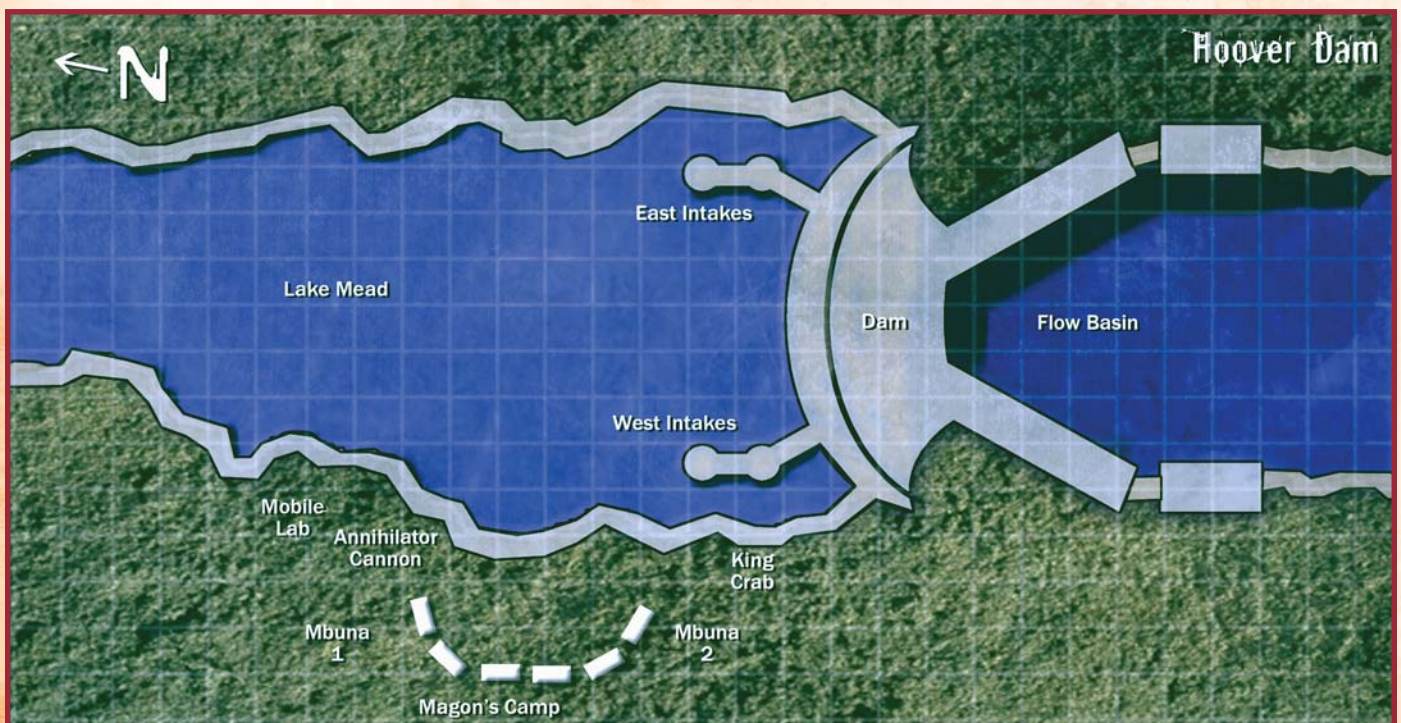
THE TRUTH ABOUT HOOVER

The Las Vegas Omega cell originally assigned this task never returned from its reconnaissance trip, so the team must exercise extreme caution in order to gather information without compromising the mission.

The reason for all of the tight V'sori security around the Hoover Dam is the mighty Annihilator Cannon. The cannon is an experimental device designed to destroy only organic matter, allowing the aliens to exterminate whole city blocks without destroying any of their precious infrastructure. The V'sori commander for the operation also happens to be one of the weapon's original developers. Doubly gifted with a mind for both science and war, Warlord Magon runs the Hoover Dam operation with an iron fist and is fervently focused. Power from the dam has been diverted to fuel the tooling and development of the cannon, and it is only a few days away from its first big test. Magon intends to use the device on Nevada's capital, Carson City, slaughtering every human within the city's borders with just one salvo!

SCOUTS

Stealth is key in determining what's going on near Hoover Dam. Warlord Magon's work is closely watched by higher-ups in the V'sori military, and any disturbance in the area of the dam may attract reinforcements in quick order. In addition to the large force of Fins at his disposal (5 per PC), Magon



employs dozens of drones to patrol the area around the dam and also relies on V'sori satellite sweeps of the area to catch anything the drones might miss on their routes. This was how the previous Omega team was caught, and a strong team of Fins was quickly sent to dispatch them with ruthless efficiency. Avoiding both the drones and the satellite scans requires considerable stealth or fantastic luck. The high security area covers a six-mile radius out from the dam itself. The actual cannon site is located along the western edge of the Lake Mead reservoir. This is where the Fins have set up the camp for their main forces.

Avoiding the Drone patrols on the approach to the camp requires two difficult (-2) Stealth checks, but the satellite sweeps are another matter entirely. The team must first determine that the sweeps are occurring (a -4 Notice check), and then avoid them somehow (two additional -4 Stealth checks to successfully reach the camp undetected). The airspace around the facility is choked with V'sori traffic, so aerial drops prove even more challenging. The team could try any number of strategies to circumvent the security: disguise, tunneling, scrambling the satellite scans, etc. Even sneaking in via the water will be difficult as the V'sori have even the river monitored.

THE CAMP

Magon's camp consists of half a dozen temporary barracks and a large mobile laboratory craft. The Annihilator Cannon sits to the left of the lab. The little group of buildings rests along the western shore of the Lake Mead reservoir, about 100 yards from the water's edge. Any human buildings that had been erected near the site have been leveled, and several piles of flattened rubble remain as testament to V'sori brutality.

In addition to the aforementioned ground forces, two M'buna and a King Crab are on standby! Obviously, a direct assault without some serious forethought or sabotage could prove fatal to the Omega cell. It is obvious that they are primed and ready for possible attacks from rebel forces, and are prepared to deal with them.

THE ANNIHILATOR CANNON

Magon wanted a weapon the local populace wouldn't realize was a weapon until it was too late, so the cannon was fashioned to look like nothing more than a large satellite dish. This connected to a big external power source fed by power cables that lead back to the Hoover Dam.

DESTROYING THE CANNON

Once in the camp the team needs to strike fast and destroy the cannon before Magon can summon additional help. The Annihilator Cannon is in a fragile state right now, unarmored and ripe for the taking due to Magon's need for easy access to its internal mechanisms. A plethora of V'sori craft are parked about the camp allowing the team an easy means of escape once the deed is done. The opposition is stiff, with five Fins for every villain, and Magon himself no slouch in a fight (use the standard V'sori Warlord profile). Once hostilities break out, each round after the first adds two drones to the fray.

Blowing up the cannon can be accomplished by targeting the cannon itself (Toughness 8) and scoring 6 wounds total. This will have not only destroyed the cannon, but prevented it's repair by any measure.

AFTERMATH

Once the Annihilator Cannon is destroyed, the team needs to get away. If they have no previous escape plan, several functional Barracudas and Stingrays are nearby for a quick getaway. If the mission has gone too smoothly, the GM might want to engineer a tense chase scene before allowing the group to escape.

FIRE FROM THE SKY

A small Omega commando team must destroy an alien satellite that is somehow able to train its death-ray on individual targets from miles above the Earth's surface. So far the satellite has vaporized several key members of the resistance.

THE MESSAGE

While watching a local V'sori-sponsored human news program, one or more of team sees a story featuring the death of a prominent super-villain (re: resistance fighter) named Lucius Clay, the Junk Yard Dog. The marauding Clay, a juggernaut of a man with an extremely bad attitude, was working over an entire Fin patrol near the Docks when a powerful beam of energy from the sky suddenly immolated him. "I guess this dog finally got his day, Sally," quips Jay Turcot, the sniveling sycophantic news reader to his lovely co-anchor.

Before she can respond with an equally banal rejoinder, the television suddenly fizzles out then flips over to an unknown frequency. The now familiar face of Dr. Destruction greets the startled Omegas:

I honestly don't know how you watch that garbage. However, it did help to introduce your latest mission. The V'sori have developed some kind of satellite death-ray they're now using to assassinate key members of the resistance at their leisure. Lucius Clay wasn't the first and he won't be the last unless you can find out where this satellite is and destroy it. Move it, Omegans, or you might be the next target...

With that the image fizzles out and returns the television to news cast, now on the obsequious Drew Sunday's weather segment.

FINDING THE SATELLITE

Finding the satellite is half the battle in destroying it. Inside assistance from one of a few previous V'sori turncoats could be vital in quickly locating the satellite. If this tale occurs after *Episode 4: The Hanged Man*, the team already has an ally in embittered V'sori communications officer Ikaran. He could be convinced to aid them again in locating the orbital path of the satellite. *Episode 7: Turncoat* provided the team with the services of disgruntled V'sori scientist Aden. He still possesses enough resources to get the Omegans the coordinates they need.



If left to their own devices, the team could attempt to hack into a V'sori computer network and find the information they need. If one of the team members possesses such abilities this would actually be preferable to relying on outside help from traitorous aliens. The location of the satellite is highly classified, and any hacking attempts to find it should be made at -4 using whatever appropriate skill or ability.

GETTING TO THE SATELLITE

The team needs to acquire some means to reach low-earth orbit. If they possess the resources themselves, that's fine. If they do not, stealing a V'sori ship is likely their only option. Any craft capable of even limited space flight is heavily guarded, and the GM can tailor the opposition for such a scene to his players' strengths and weaknesses. Warlord-lead drones are the most likely candidates for such guard duty. Five drones per PC provides stiff resistance. Orbital craft would be housed at the Star City airport, requiring stealth and precision to engineer a successful theft without also bringing the entire base security force down on high alert.

DESTROYING THE SATELLITE

Once in orbit and on course, destroying the death ray satellite before it destroys them proves a tough task for the intrepid Omegans. Skilled hackers (Knowledge (Hacking)) or PCs with appropriate powers could jam the satellite's targeting systems before it blows them from the sky, but this is a difficult (-2) task, and has to be accomplished at least twice before the team can get within visual distance to the orbiting death-dealer. Once they begin attacking the satellite, the Omegans have to make further jam rolls each round in order to keep the satellite from blowing the team and their stolen ship into space dust. If a jam roll is made, the satellite cannot fire that round.

ORCA ARMORED SATELLITE

Acc/Top Speed: orbital platform

Toughness: 15(2) Heavy Armor

Crew: none, computerized firing and course correction (see below)

Cost: V'sori only

Weapons:

- **H-1 Hammerfist** (Range effectively unlimited; Damage 5d10; Large Burst Template; AP 10, Heavy Weapon).
- **2 x Dual Light Lasers** (Range 75/150/300; Damage 3d8; ROF 3; AP 2; Heavy Weapon; turret mounted 360)

Notes: The Orca satellite comes equipped with a computerized firing system that possess a Shooting skill of d12+3. The Orca possesses intrusion counter measure shielding allowing its computer systems to resist attack or takeover (this is the -2 penalty to jamming and hacking described above). Furthermore, its elaborate security systems never allows the Orca to be more than stalled-it cannot be taken over or turned against its creators. The Omegans need to destroy it to stop it.

AFTERMATH

Destroying the death-ray satellite puts an end to the precision strikes on Omega and other resistance targets, and more importantly give the V'sori pause about deploying further such costly models without adequate assurances that they do not also meet the same fate. Some within the V'sori hierarchy argue that resources would be better spent on more hover tanks, drones, and other sea and ground-based elements.

BLOOD CULT

In the wake of the Atlantean diaspora that resulted from the destruction of their sunken city, a previously dormant Atlantean blood cult has been revived. A number of V'sori commanders and human collaborators around Star City have been found brutally murdered, and Dr. Destruction's agents in the city believe that the nature and style of the killings is the work of a revived Atlantean Cult of the Red Moon.

The Cult of the Red Moon believes the ritual spilling of their foes blood will awaken the Red God, a spirit of vengeance that will cleanse the Earth of the aliens. The Cultists are lead by an insane and powerful Atlantean magician. Dr. Destruction wants this man brought in for interview and examination, as his powers could hold the key to some greater advantage over the aliens. If Destruction can win the man's confidence and get him under control, his cult could prove another powerful weapon in the Omegan arsenal.

A TRIP TO THE LIBRARY

Finding the cult and its leader may not be easy, as they seem to melt into the shadows after each bloody raid. However, Dr. Destruction has learned that a human sympathizer at the Star City Public Library may be harboring the Cult, or at least have knowledge of their whereabouts. Star City Public Library is located in the dilapidated Downtown district amidst the fallen splendor of the once mighty financial sector. The library once specialized in serving the city's business



community, but now its funding has been slashed by a human government primarily concerned with placating the V'sori.

The only librarian left on staff is rare books specialist Donald Wentworth, an erudite Caucasian man in his mid-forties. Always fascinated with Atlantis and its lore, Wentworth has spent the better part of his life becoming an expert on the subject of the sunken city and its people. It was by luck two years ago when Wentworth was dodging a V'sori patrol while out after curfew that he ran into blue-skinned bum in a Downtown alley as he drunkenly dispatched two would-be attackers with crudely aimed bolts of eldritch might. Wentworth convinced the man that he was a friend by speaking to him in his native Atlantean tongue and helped him back to his apartment. There, after a shower and a shave, he recognized the man's tattoos and eldritch markings as those of an Atlantean Blood Priest. After helping the priest (who revealed his name as Samor) dry out and kick his alcoholism, Wentworth aided him in recruiting other Atlantean derelicts hidden among the city's alleys and docks. Much to Wentworth's dismay, Samor formed them into a ritualistic killing machine, and they began their reign of terror.

They currently base themselves amidst the partially sunken ruins of Eastpoint's Star City Nautical Museum. Wentworth knows this and can be convinced to share it if he believes Samor will be given a chance to mend his murdering ways. The librarian hates the aliens, but the Blood Cult has also killed many of their human servants, some unjustifiably. Not easily intimidated, Wentworth may talk if the right buttons are pushed.



DONALD WENTWORTH, STAR CITY LIBRARIAN

Tall, handsome Caucasian man in mid-40's, blue eyes, long gray hair pulled into ponytail. Wears jeans, button-down shirt and sweater vest.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Guts d8, Knowledge (Research) d12, Knowledge (Star City) d10, Notice d10

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Connections (Atlantean Blood-Cult, major)
Hindrances: Bad Eyes (minor)

SUNKEN LIBRARY

Samor and his cultists are holed up in the ruined two story nautical museum. The bottom floor is flooded with water reaching a depth of 5 feet in most places. The upper floor is in ruins, but provides plenty of cover. Samor is likely to attack anyone displaying a show of force and not ask any questions. He, his cultists, and his pet water elemental will attempt to destroy the upper floors causing the villains to fall into the water where the Atlanteans have the advantage.

ATLANTEAN CULTIST (10)

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Knowledge (Cult of the Red Moon) d8, Notice d6

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Hindrances: Bloodthirsty, Vengeful, Wanted

Edges: Aquatic, Frenzy, Low-Light Vision, Telepathy.

Gear: Consecrated Vest (+2 Armor, Heavy), Holy Blade (Str+2, Heavy Weapon).



SAMOR, PRIEST OF THE RED MOON

Samor has the typical blue skin of his race and black hair. He dresses lightly, but has red ribbons tied to his arms and legs to signify his status as a blood priest.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d6

Skills: Fighting d10, Guts d10, Intimidation d10, Knowledge (Cult of the Red Moon) d10, Notice d8, Spellcasting d12

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Gear: Consecrated Vest (+2 Armor, Heavy), Holy Blade (Str+2, Heavy Weapon)

Edges: Aquatic, Arcane Background (Super Powers), Low Light Vision, Power Points, Telepathy.

Hindrances: Bloodthirsty, Wanted.

SuperPowers:

- *Super Sorcery:* 20 points.

WATER ELEMENTAL

Attributes: Agility d12+1, Smarts d6, Spirit d10, Strength d4, Vigor d12

Skills: Fighting d10, Notice d6, Shooting d10

Pace: 8; **Parry:** 7; **Toughness:** 8

Special Abilities:

- **Crushing Grasp:** 2d10 damage, Heavy Weapon.
- **Ethereal:** Cannot be harmed by physical attacks.
- **Fearless:** Immune to Fear and Intimidation.
- **Water Blast:** 3d6 damage, Cone Template, AP 4.
- **Immunity (Water):** Immune to water-based attacks and drowning
- **Wall Walker:** Pace 8.
- **Weakness (Fire):** The Water Elemental takes normal damage from fire-based attacks (a flame thrower would do 2d10 damage).

AFTERMATH

If the team can bring Samor in alive they add another weapon to Destruction's growing arsenal. If they have to kill him and wipe out his cult, fewer aliens die in the short-term but Destruction's operations in Star City over the long haul may be less compromised. Either way the mess is cleaned up. If he's treated well by the Omegas, Wentworth can become a valuable ally in the areas of research and Atlantean lore.

ROBOTIC DOOM

A dangerous secret slumbers more than a mile beneath Prospect Point. When the Champion defeated the Outsider's robotic enforcer, he did so by blasting his ultra-powerful form into several dozen pieces, and was only able to do so after hundreds of earth-shattering blows had weakened his foe's robot. Many of those pieces, including the robot's skull-shaped head, were blasted miles apart, beyond the reach and

vision of the battered and broken Champion. In dealing with the aftermath of the Outsider's defeat, the pieces of his robotic destroyer were soon forgotten.

Sinking deep into the earth of Prospect Point, the various pieces of the once mighty cosmic robot still lived, and slowly began to move back toward each other, re-forming, repairing, and re-arming. Now the mighty robot has been completely re-formed, and it slumbers a mile beneath Prospect Point, waiting for the opportunity to serve its implacable master again, or perhaps waiting for the right circumstance to awaken its fury.



COSMIC ROBOT

Attributes: Agility d12+1, Smarts d6, Spirit d10, Strength d12+4, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d8, Throwing d8

Pace: 12; **Parry:** 7; **Toughness:** 18

Special Abilities:

- **Construct:** +2 to recover from Shaken, does not suffer from Wound modifiers, immune to disease and poison.
- **Energy Claws:** Str+4d6, AP 20.
- **Hardy:** does not take a Wound from a second Shaken effect.
- **Heavy Armor +8:** Metal Hide.
- **Improved Frenzy:** 2 Attacks per round.
- **Size+2:** 10 feet tall, 1000 pounds.

THE 19TH HOLE

As a former home of Star City's rich and famous, Prospect Point was also the location of one of their favorite playgrounds, Rolling Hills Golf Club. The 19th Hole was Rolling Hills' trendy bar and restaurant, perfect for entertaining clients after a bit of golf. Still used in that capacity by the V'sori's human servants, the aliens recently shut the 19th Hole down under mysterious circumstances. One of the kitchen workers also happened to be a spy for Dr. Destruction, and reported this to him several days ago. Since then the V'sori have brought in digging equipment and a large security team, and work seems to be concentrated on the Men's room of the restaurant. Although the restaurant is closed, the V'sori have allowed golf to continue at the club, almost as if trying to maintain a veneer of normalcy to cover up their clandestine dig.

SUSPICION

This is all too much for Dr. Destruction. He decides its time to send one of his best teams in to

find out what the aliens are digging for, even though he already fears he already knows the answer. He sends the PCs some black and white footage of the Silver Sentinel's famous battle over Rolling Hills with the Outsider's Cosmic Robot. After they've viewed the footage, they'll receive a call:

"The aliens are digging around the country club, specifically in the 19th Hole restaurant. I want to know why, but I already have my suspicions. If they can recover the pieces of the Outsider's robot and somehow reanimate it, they'll have a nigh-unstoppable weapon to use against us. There are no one powerful left enough to slug it out with this mechanical monster. If they have found that robot, I want it, or I want it destroyed before it can be rebuilt. I have arranged for an accident to befall a half-dozen members of the country club's grounds crew. They'll need to hire crewmen to replace them. I expect you all to get the jobs."

The team has to assume normal human guises and show up for job interviews the next morning. The nature of the previous crewmen's accident is not revealed unless curious PCs ask (truck accident). It's up to the GM to decide how detailed he wants the whole job interview scene to be, but it is an excellent chance for role-play and even a bit of comic relief.

GETTING CLOSE

As luck would have it, the new grounds crewmen are asked to work the 18th fairway at Rolling Hills the morning after they're hired. The crew consists of a total of a dozen men and women, so slipping away for a look at the 19th Hole won't be too hard. Appropriate stealth rolls should be made to approach anywhere within 75 yards of the restaurant, and the sounds of digging becomes apparent as anyone approaches.

Anyone getting close to the rear of the restaurant may see that the back wall has been removed and tons of earth have been piled around the perimeter of the building. Twelve drones patrol the area and a team of six Fin diggers work around a hole that measures more than twenty feet in diameter. Its depth cannot be determined from afar. A hovering grav-field generator floats above the hole, humming as a yellow cone of light shines down into the darkness. A V'sori scientist stands amidst the massive Fins, his shrill voice berating them as they work the controls of the grav-machine. After a few minutes, a large, ominous form appears from the hole.

Even inert, the fully intact Cosmic Robot fairly oozes menace. The V'sori scientist claps his hands

excitedly as the robot is pulled from the grav-field and rested on its massive feet.

SMASH AND GRAB

Not expecting a fully intact robot, the PCs have to make a quick decision about their next move. A converted M'buna transport awaits the alien recovery team about twenty-five yards from the dig site. Its guarded by four of the twelve drones patrolling the area. All of the Fins' weapons are in the M'buna, out of easy reach. If the Omegans are going to make their move, now is the time! Overcoming the dig crew may not be that tough, but as the V'sori scientist senses the desperation of the situation, he'll strike the Cosmic Robot with a hastily drawn energy prod, sending a charge of bluish power through the inert giant. Its eyes begin to glow ominously.

The Cosmic Robot comes alive only seconds after it is struck, but its movements are sluggish and halting. It does kill the V'sori and Fins before turning it's attention to the Omegan.

The Robot's Fighting and Strength begin the battle at d4 and d4+1 respectively. If the Omegans can inflict two wounds on the monster in the first four rounds of battle it deactivates and goes limp. Each round after the first, the Robot grows in power as it absorbs ambient cosmic energy, and the GM should add one step to its Fighting and Strength until they reach the values listed in its profile.

AFTERMATH

If the Omegans can recover the robot, Dr. Destruction dismantles it and arranges for the destruction of its parts. Its construction and design are simply too unpredictable, and Destruction does not like things outside of his control. If the robot is not recovered, it goes rogue before the aliens can get hold of it, perhaps returning to plague one faction or the other at a later date.

MIDNIGHT IN THE GARDEN OF DR. DEVOLUTION

There sure were a lot of super-villains with doctorates running around before the aliens showed up! Dr. Devolution was a master biophysicist, geneticist, chemist—all scientific knowledge was his domain. When the K'tharens arrived he was in semi-retirement, but allied himself with a number of his old nemeses in the superhero community to battle their threat. Unfortunately, Dr. Devolution's story

does not end well, as he was among one of the hundreds of super-beings killed when the V'sori perpetrated their brutal attack on the earth's gathered defenders. Many among the resistance believe Dr. Devolution left behind a legacy of experiments and weaponry that would be invaluable to the fight against the V'sori. The problem lies in finding them, for Dr. Devolution was also a master of micronization. He had perfected a shrinking ray that could reduce objects to almost microscopic size. For all anyone knew, his secret lab and storehouse could have been hidden on the head of a stickpin in his dead mothers sewing kit. Even if the store house was found, it would be pretty tough to pull the trigger on a death ray that measures less than one millimeter!

ENTER VIJAY GUPTA

Vijay Gupta was Dr. Devolution's number one assistant, and perhaps his only friend. Put simply, he knows exactly where Dr. Devolution's laboratory is and how to get a team of Omegans there. The irony is that it was right in Dr. Devolution's backyard all along. Before he left to take part in the battle to save earth, Devolution and his assistant Gupta shrunk the entire laboratory down to ant size and buried it in the garden in the backyard of his palatial villa in Star City's posh Shadyside suburb of the Prospect Point district. The house was later taken over by a V'sori commander and his lieutenants, and remains in their hands to this day. However, none of their searches ever turned up the shrunken lab, buried more than twenty feet below the surface of the garden. Now Gupta claims that he possesses a copy of Devolution's shrink ray, and plans to use it to shrink the Omegans down so that they can claim the spoils of his fallen masters hidden base. Of course, there are several obstacles facing any intrepid Micromegans.

THE GARDEN'S GUARDIANS

Dr. Devolution was a careful man. He believed in covering his tracks. When he and Gupta shrunk his laboratory and storage facility down and placed them deep beneath the surface of his petunia beds, he also left a number of defenses in place just in case someone small enough might happen upon them. A colony of genetically engineered fire ants stalks the garden, bred to resist the rigors of wintry weather, errant boots, and any conventional pesticide. They are also vicious and possessed of a genetic desire to remain near and protect the shrunken laboratory.

Gupta travels to the villa with the Omegans in his van, parking on a side street adjacent to the walled

grounds of the residence. There he uses his ray to shrink them down and then deposit them into the garden. He supplies them with a device that allows them to home in on the unique energy signature of the laboratory. Gupta then drives off and returns twelve hours later for a pickup.

A HITCH IN THE PLAN

Just as Gupta shrinks the Omegans down to ant-size, his van is attacked by a V'sori security patrol (attracted by the shrink rays distinctive energy pattern). The van is literally scythed in half by V'sori blaster fire, killing Gupta and destroying the shrinking ray just as the Omegans reach ant size. The Micromegans are blown clear of the wreckage with no injuries, and are completely invisible to the V'sori sentries as they pick through the wreckage.

THE PATH AHEAD

Before shrinking them down, Gupta provided the Omegans with a map of the garden leading them to an irrigation pipe that takes them underground. The team has to traverse some 15 feet of pipe to reach the cross-section that allows them to descend another 10 feet to the laboratory entrance.

THE ANTS ATTACK

Dr. Devolutions genetically altered fire ants are quick to attack the Micromegans when they enter the garden. Characters can make difficult (-2) Notice checks to sense the attack coming. The ants attack in groups of four to five soldiers. Several ants are also waiting for the team as they enter the pipe, and at the cross section that carries them to the laboratory entrance.

MUTATED FIRE ANTS (2-4 PER CHARACTER)

Attributes: Agility d10, Smarts d6(A), Spirit d10, Strength d12+4, Vigor d12

Skills: Fighting d8, Notice d10

Pace: 8; **Parry:** 6; **Toughness:** 12

Special Abilities:

- **Armor +2:** Carapace.
- **Bite:** Str+3, Heavy Weapon.
- **Burrow:** Pace 10".
- **Size +2:** Large for the villains, anyway...

INTO THE LAB

Gupta gave the Micromegans the combination to the lab's front door. Once the code is entered into the mud-encrusted keypad, the door slides open to reveal a

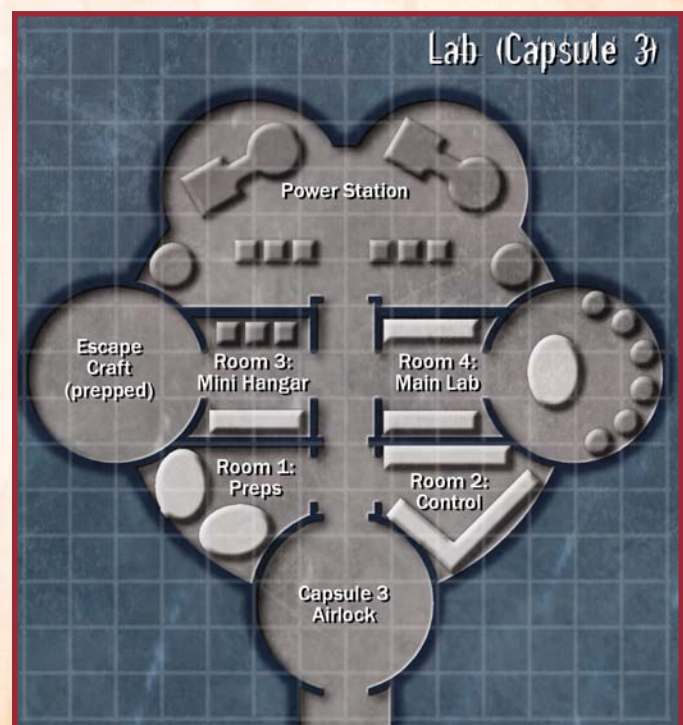
dimly lit corridor. This central passage leads off to four separate chambers, each one containing a host of technological and biological wonders.

Room 1: The first room on the left contains a number of tables holding various technological gadgets. Included among them is another prototype of Dr. Devolutions shrinking ray. Spotting it requires a Smarts or Knowledge (Science) roll at -2.

Room 2: The first room on the right is a control room containing a number of computers, monitors, and other communications equipment. A second, ante-chamber contains a veritable candy-store of colored capsules, a storehouse that resulted from Devolution's dalliance with designer pharmaceuticals.

Super Vitamin Diet Pellets: Among the host of wonders in this room is a small supply of red capsules that if taken would be capable granting a short-term power boost, or a detrimental effect. If taken, roll a d6: 1-2 Anemic Hindrance, 3-4 Speed super power (1 level), 5-6 Super Attribute ((Strength) 1 level). All effects are temporary and last only one day. Characters may not take more than one capsule per game week without becoming ill (1 Fatigue level; recovered after a week without use).

Room 3: The second room on the left is a mini-hangar bay containing an escape craft large enough to carry six individuals and several hundred pounds of cargo. This vehicle is capable of boring its way through the gardens soil and out into the night. It requires a difficult (-2) Piloting roll to guide out of the laboratory.



Room 4: The second room on the right is the laboratory proper. Six man-sized (relatively speaking), frost-encrusted hibernation chambers stand upright along the far wall of the lab, opposite the door. Several refrigerated cabinets containing thousands of smaller test tubes of genetic material line the left wall. Before entering this room the team should make Notice checks (-4) to spot its guardians suspended above the floor. Mutated trapdoor spiders drop onto the characters entering the lab.

MUTATED TRAPDOOR SPIDER (2-4 PER CHARACTER)

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+5, Vigor d10

Skills: Fighting d12, Notice d10

Pace: 8; **Parry:** 8; **Toughness:** 11

Special Abilities:

- **Armor +2:** Tough exoskeleton.
- **Bite:** Str+4, Heavy Weapon.
- **Poison:** Victims bitten by the spider must make a Vigor roll at -2 or be paralyzed for 2d4 rounds.
- **Quick:** The spider discards action cards of 5 or lower.
- **Size +2:** Relative to the characters, of course!
- **Wall Walking:** Pace 8.

AFTERMATH

Securing the gear from Dr. Devolution's lab provides the Omegans a number of potent weapons to continue the fight against the aliens. Perhaps just as important, the prototype shrink ray allows the Micromegans to return themselves to normal size.

ALIEN BLOODSPORT

Several Omegans must infiltrate an illicit V'sori superhuman fighting ring in order to take out the alien commander running it.

THE FIGHTING CLUB

The V'sori's near total domination of earth has led to a dangerous malaise among its officer corps. In order to combat this growing ennui, some of the young officers in the V'sori ground forces have developed an illicit underground fighting league that pits enslaved, low-powered super-humans against each other for the sport of their alien masters. Totally illegal in the eyes of the greater V'sori hierarchy, the Fighting Club (as its founders have come to call it) is kept extremely secret by those in the know.

THE YOUNG GUARD

A group of ten young V'sori officers runs the Fighting Club, led by a rising star named Darb. Darb is a bloodthirsty, ruthlessly efficient leader responsible for a number of atrocities against both human and superhuman targets. Omegan intelligence has learned that Darb is due to be promoted to regional commander of North America's eastern quadrant in the next few weeks. This would allow the sadistic young Warlord to practice his foul brand of military rule on a much wider scale.

There are many among the Omegans who do not want to see that happen. After learning of the Fighting Club and Darb's regular attendance at the late-night events, the time to act became obvious. Because of the clandestine nature of the club, the V'sori officers must come with fewer guards, and the lighter protection leaves them vulnerable to attack.

WE WHO ARE ABOUT TO DIE.

Rather than risk a frontal assault that could result in Darb's escape, the Omegans have worked with an inside man to setup two slots for new fighters to participate in the matches. The Omegans who assume these roles may have to hold back their full powers in order to look the part of low-level superhuman gladiators.

THE ARENA

The V'sori bloodsport arena is located in a dilapidated gymnasium amongst the ruins of Southpoint. The hardwood floor has been removed and a 20" deep pit dug in its place. A network of energy field generators rings the makeshift arena, providing a translucent force-field (Toughness 9) behind which spectators may safely watch the action. Several wooden platforms have been erected 10" above the floor (30" from the bottom of the pit) to support the spectators. It is from one of these that Darb and his retinue watch the battles.

THE INSIDE MAN

The Omegans inside man for this operation is an Atlantean named Lucian. Since the invasion began, Lucian has been working as a double-agent, first for King Meros, the Aquarian, and then for Dr. Destruction and the resistance. The cagey Atlantean still has no idea he is actually still working for the same man! He has gained the V'sori's trust over the past six months by helping to supply them with a steady stream of superhuman fighters for their bloodsport. They look at him as a mostly innocuous, backwater savage providing them a valuable service.

THE PLAN

The plan is for the two Omegans to enter the fight site as prisoners of Lucian, and battle that same night in front of Darb and his retinue. Lucian has promised that tonight they are fighting alien G'roks, and not other super-humans. As the match is taking place, they will turn on the onlookers, slaying Darb and his coterie. Meanwhile, any other Omegans working the operation from the outside will disable the crews of the various V'sori commanders Manta and M'buna craft, and make an attempt to free the superhuman gladiators held below the facility.

- **G'roks (1 per character in arena):** see page 136.
- **Drone Soldiers (3 per character):** see page 135.
- **V'sori Warlord Darb:** see below.

V'SORI WARLORD DARB

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d6, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d8, Notice d8, Persuasion d8, Shooting d10, Swim d10, Taunt d8

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 11

Edges: Aquatic, Low Light Vision, Telepathy.

Hindrances: Code of Honor, Mean.

Gear: Personal Combat Armor (Heavy Armor +4), Blaster Pistol (Range 15/30/60, Damage 3d6, DT, Heavy Weapon), Vibro-Sword (Str+4, AP2, Heavy Weapon).

Super Powers:

- **Attack, Ranged:** Damage 3d6, AP 15, Cone Template. (Mind Blast).
- **Stun:** Large Burst Template, Smarts roll at -2 or be Shaken. (Synapse Shock).

THE RAID

Just as the battle against Darb commences, a VIP (V'sori Internal Police) raid hits the arena. Five V'sori, twenty drones, and ten war spheres descend on the illegal proceedings seeking to arrest those rogue V'sori officers responsible for the mess. This could provide either a good distraction or an added complication. Darb and his men do not go quietly along with the VIP, but rather realize that if the VIP strike team leaves the arena alive, they will all be thrown in prison for their illicit conduct. When the VIP arrive, Darb shouts to his men: "Kill those sanctimonious fools!" and then turn back to his PC foe in the arena with a smile and say, "This changes nothing-you still die!" At this point a three-way battle erupts with V'sori battling V'sori while the Omegans can use the distraction to further their own plans.

AFTERMATH

If any of the VIP team escapes, the Fighting Club is compromised. Most of the freed gladiators are of course in Omega's debt, perhaps to be called upon for later service. If Darb and any of his crew survive they almost surely attempt to hunt down the PCs and Lucian (if he lived) and exact vengeance. Darb's warrior code would demand at least that much.

PARALLEL LIVES

The Omegans must battle themselves, or rather, versions of themselves from a parallel dimension where the V'sori never invaded the Earth! Without an alien invasion to galvanize them into becoming heroes (or at the very least revolutionaries), these versions of the player characters are as villainous as they come. They have crossed the dimensional rift into this world because one of them learned of the alien invasion and all of the incredible technology the V'sori have at their disposal. The villains would like to use this technology to aid them in conquering their own world. Of course, they never counted on meeting themselves, or that they would have to fight themselves for the alien gear.

THE SETUP

The player characters are on a standard snatch and grab run into an alien armory when a sudden pop of air signals the arrival of their still-villainous counterparts. Not possessing the benefit of the Omegans' perspective, the villains from the parallel Earth want nothing of their "soft" counterparts, or their cause. What they crave is power, the power represented by the alien technology that the Omegans are at the installation to seize.

VILLAINS OUT OF JOINT

The parallel world villains only have so much time in the *Necessary Evil* universe, and the GM can use this to his advantage to end the tale at a dramatically appropriate moment. The GM should be sure to play up the wickedness and villainy of the other Earth characters, and hopefully by this time the Omegans have changed enough to notice just how nasty they were before the invasion. This tale can be used as a measuring stick of sorts, showing players how far their characters have come, and perhaps how far they still have to go.

AFTERMATH

Being forced to look at yourself in a harsh light is not an easy thing. Literally battling your own inner demons makes for a powerful chance at introspection. Or perhaps it may just give the Omegas a few ideas about taking a vacation to a world that hasn't been ravaged by the V'sori. It might also prove to be the ultimate "escape hatch," prompting any gadgeteers or mad thinkers in the group to start working on a means to duplicate their "evil" selves' trick of traveling between dimensions.

A DAY IN THE LIFE OF A HERO

The Omegas seek a key resistance informant amidst the chaos of a burning building. When they realize other innocents are trapped by the blaze, will they seize the opportunity to be heroes, or simply proceed with their mission?

A LITTLE PERSPECTIVE

Sometimes the Omegas are reminded of just what a change their lives have taken over the past few years. These one-time super-villains are now looked at by some as superheroes. Fighting the dirty battles of the resistance is not easy; it's a war. Sometimes trapped on the front lines are innocent people from the cities and towns the Omegas once menaced. But not all danger comes from the V'sori, and without heroes to save the innocent, sometimes the Omegas have to step up and play the role.

LASLO LOCKE

Dr. Destruction wants one-time resistance informant and possible double-agent Laslo Locke brought in for questioning (alive and relatively unharmed). Locke's last known address was a tenement in Eastpoint's quiet Soho neighborhood. He lives in apartment 913 on the building's 9th floor (the building has 12 total floors).

TOWERING TENEMENT

When they arrive at Locke's building, they find it engulfed in flames! The local EMS has responded, but it's apparent that they're overmatched by the blaze. The V'sori could care less, as they have no personnel or interest in this particular building. According to the EMS reports, several dozen people remain trapped in the building's upper floors. Laslo Locke is not among the rescued building residents gathered across the

street. At its hottest the flames can do 2d10 damage. Use the Fire and Falling rules in the *Savage Worlds* rule book to adjudicate the action of this tale.

UNNATURAL FLAME

The fire is not natural, and Laslo Locke is the cause! While fiddling with Atlantean magical tomes he did not fully understand, Laslo unleashed a Fire Elemental that knocked him unconscious then began to rampage through the building. It currently sits on the tenement's 5th floor and attacks the Omegas and anyone they try to save.



FIRE ELEMENTAL

Attributes: Agility d12+1, Smarts d6, Spirit d10, Strength d4, Vigor d12

Skills: Fighting d10, Notice d6, Shooting d10

Pace: 8; **Parry:** 7; **Toughness:** 8

Special Abilities:

- **Burning Grasp:** 2d10 damage, Heavy Weapon.
- **Ethereal:** Cannot be harmed by physical attacks.
- **Fearless:** Immune to Fear and Intimidation.
- **Flame Burst:** 2d10 damage, Cone Template, Heavy Weapon.
- **Immunity (Fire/Heat):** Immune to fire and heat-based attacks.
- **Wall Walker:** Pace 8.
- **Weakness (Water):** The Fire Elemental takes normal damage from water-based attacks (a standard fire hose would do 2d10 damage).

V'SORI ATTACK!

Heroism has its drawbacks. Just as the Omegas get the fire under control (and hopefully take out the Fire Elemental), the V'sori show up. Drawn by radio and television reports, a V'sori attack team arrives to take a shot at the Omegas as they leave the building with Laslo Locke and any civilians in tow.

- **Drone Soldiers (10):** see page 135.
- **K'tharen Troopers (5):** see page 137.
- **V'sori Warlord:** see page 140.

AFTERMATH

Whether for noble reasons or just as a matter of happenstance, the Omegas earn some valuable points with John Q. Public for saving any lives. If they turn Laslo over to Dr. Destruction, his traitorous dealings with the aliens are revealed several weeks later.

THE CHAMBER

The Omegans must use an ancient power hidden in the ruins of Atlantis to destroy an orbiting V'sori battleship, while also preventing it from falling into alien hands.

THE STORY OF THE CHAMBER

Hidden beneath the ruins of Atlantis lies a Geomantic Chamber long used as one of the great city's primary power sources. Magically powered, it was often theorized by Atlantean generals that the chamber's amazing energies could have potent military potential. Atlantean scholars would have none of such talk, maintaining that the chamber was never designed for destruction, but only as a means to sustain life in Atlantis.

Since the V'sori arrived and used their K'tharen pawns to destroy Atlantis, scattering its people across the globe and killing many along the way, such philosophical discussions have been made moot. In his old identity as the Atlantean King Meros, Dr. Destruction sat through many such debates in his councils, and he knows that times are desperate. The Chamber, still undiscovered by the V'sori probing amongst Atlantis' ruined streets, is now a potential weapon for the resistance.

Almost more important, it cannot be allowed to become a resource for the alien occupiers. Thus, Dr. Destruction wants an Omega cell to escort an Atlantean sorcerer down to the Chamber, aid him in using its power to destroy a V'sori warship in low-earth orbit, and then destroy it so that no one else may use it again.

THE SORCERER

Deja Nal was a young initiate before the K'tharens attacked Atlantis, full of idealism and a desire to explore the world. The daughter of an Atlantean father and a human mother, Deja's pale skin and blond hair favored her human mother. However, her

nascent magical abilities were definitely a gift from her father's Atlantean blood. Under his tutelage, she was on her way to becoming a formidable magician, worthy to continue in her father's footsteps as the Keeper of the Chamber. Although not without its challenges, her life was an idyllic one up to the point when the aliens arrived.

Watching the destruction of her people and their way of life has aged her beyond her years. Her idealism sucked out of her by the violence of the invasion, she has filled the ensuing void with anger. In the many months since the aliens razed Atlantis, she had practiced her art, honing her elemental magic to the point where she was ready to join the resistance. Dr. Destruction has selected Deja Nal to accompany the Omegans on this mission because she is powerful and she knows the secret location of the Geomantic Chamber. She also knows its mysteries, how to harness its power for one last strike at the aliens, and then destroy it to ensure that it can never be used against the children of Atlantis or the Earth.

When the player characters receive their orders via their usual drop, they are given instructions to meet Deja at the Docks section of Star City, at a bar called Silkies. From there she guides them to a secret harbor where their transportation for the mission is stored. The team is using one of Dr. Destruction's Atlantean Seahorse Mini-subs. Teleport tubes are not an option for this mission since all of the tubes in the area near the chamber were destroyed in the alien assault.



DEJA NAL

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d8, Guts d10, Intimidation d10,

Knowledge (arcana) d8, Knowledge (Atlantean Lore)

d10, Notice d8, Spellcasting d12

Charisma: 0; **Pace:** 6; **Parry:** 6;

Toughness: 6

Gear: DuraWeave Suit (Heavy Armor +1)

Edges: Arcane Background (Super Powers), Power Points, Telepathy.

Hindrances: Vengeful (Major), Loyal (Atlantis)

Super Powers:

• *Super Sorcery:* 20 points.

THE PLAN

With Deja Nal as their guide, the team must slip past the Atlantean patrols and into the partially destroyed building that hides the secret entrance to the chamber. Once beneath the seabed, the team must navigate the honeycomb of caves and tunnels beneath the blasted city and gain access to the chamber. Once there, Deja Nal will use the devices within the chamber, and her own sorcerous powers to activate the Geomantic energy flow. When the energy levels reach their peak, Deja Nal will direct a blast of energy skyward, through the ocean and into the upper atmosphere, targeting one of the large Man O' War battleships that sits in low-earth orbit. The blast should be sufficient to disable or destroy the ship, hopefully crippling the V'sori fleet for some time to come.

Once the blast is unleashed, Deja Nal will trigger a self-destruct mechanism that will consume the chamber and permanently halt the flow of geomantic energy into that area. This process will culminate in a massive explosion, and the team needs to be well away from the area when this happens (one half-mile is advisable).

DODGING THE PATROLS

Once the team approaches to within two miles of the ruins of Atlantis, the pilot of the sub needs to make Piloting checks versus the Notice checks of the alien patrols in the area. The aliens use Barracuda mini-sub to patrol the waters around the fallen city, ever wary that some Atlanteans may try to come home to pay them back for its destruction. If they are spotted, a chase ensues, and GMs should use the Chase rules in the *Savage Worlds* rulebook to resolve the action. Once the team has dodged or destroyed their pursuers, they can resume their mission.

ATLANTEAN ARCHIVES

The entrance to chamber is hidden amongst the rubble of the blasted Atlantean Archives building. Located near the outer edge of the once-domed city, the archives building, like most of the city, was flooded and reclaimed by ocean once the protective dome was destroyed. Its blown out front wall provides plenty of clearance for the Seahorse mini-sub, and the dark interiors of its first floor chamber are also relatively navigable, although GMs may want to call for a Piloting roll or two at -2 just to keep things interesting. If a roll is failed, the sub gets hung up on some rubble for a minute or two, perhaps causing a bit of tension for the team, but otherwise not damaging the vehicle appreciably.

THE HATCH

Located amidst the detritus of one of the archive halls old storage rooms is the entrance to the tunnels beneath Atlantis. The hatch is the right size for the Seahorses airlock to link up to it, but it has been covered by debris, and the Seahorse is not equipped with manipulator arms. Deja Nal can use her powers to clear the way, but she would rather not as she must conserve her energy for dealing with the Chamber. Someone else has to go out and clear the hatch for link-up, or use powers that work from within the sub. Moving the several hundred pounds of debris is made easier by the fact it is underwater.

THE TUNNEL

A single access tunnel links the archives building to the actual geomantic chamber. Although damp, the tunnel is relatively dry and lit with bioluminescent fungi that line its roof. The tunnel averages about seven feet in height and five feet in width through most of its course.

THE CHAMBER

A hexagonal room that measures 20" (40 yards) across, with a ceiling that reaches 10" (20 yards) at its highest point. The center of the chamber features a well, or pit 3" (6 yards) across, and a globe of green energy hovers several feet above the opening. The room is accessible by two tunnels opposite one another across the well in its center.

COMPLICATIONS

In an unfortunate coincidence of war, just as the Omegans find the chamber, a V'sori-lead crew of K'tharen explorers does as well. Both groups arrive at the Chamber around the same time, but come by different tunnels. With Dr. Destruction's worst fear realized, it becomes even more critical to see that the chamber is destroyed before it falls into enemy hands.

THE V'SORI TREASURE HUNTER

Since coming to earth, the V'sori B'loc has developed a keen interest in the planets military history, and in marine salvage, an interest that led him to the search for Atlantis' treasures. As the two groups meet at opposite ends of the room, B'loc says: "Well, it appears I am not the only one attracted to this chambers rather unique aura. It's a pity my associates and I will be the only ones leaving it alive." With that, combat ensues.

- **K'tharen Troopers (8):** see page 137.
- **V'sori Explorer B'loc:** see below.



V'SORI EXPLORER B'LOC

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d8, Notice d8, Persuasion d8, Shooting d8, Swim d10, Taunt d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 10

Edges: Aquatic, Low Light Vision, Telepathy.

Hindrances: Curious, Greedy (Major).

Gear: Personal Combat Armor (Heavy Armor +4), Blaster Pistol (Range 15/30/60, Damage 3d6, DT, Heavy Weapon, AP 4), Vibro-Sword (Str+4, AP8, Heavy Weapon).

Super Powers:

- *Force Control:* Strength d12+2, Bind, Flight, Force Field. (Telekinetic Master)
- *Mind Reading.* (Telepathic Control)

DEJA NAL'S WORK

In order for Deja Nal to use the chamber's power to strike at the alien ship in Earth orbit, she needs time, at least 5 rounds of uninterrupted concentration as she pours her power into the glowing green globe that hovers above the chambers center cavity. The act of channeling the chambers power, then creating a feedback loop that ultimately destroys it, will leave Deja Nal exhausted, so it is up to the Omegans to defend her and get her out safely once her work is done. If given the opportunity to concentrate unmolested, Deja Nal communes with the chamber. On round 4, the entire room quakes as a piercing bolt of green energy rips skyward from the globe, passing ghostlike through the ceiling and rocketing through the cold ocean waters and into the heavens. Mere seconds later, the V'sori Man O' War Kahan is consumed in a fiery conflagration that is seen as a shooting star in the night sky.

THE GETAWAY

Assuming Deja Nal completes her work, the team has three rounds to get out of the chamber before it begins to collapse around them. Once into the access tunnel, they have 10 rounds to get back to their sub and get away before the archive building is sucked into an ever-growing cavity in the sea floor around the chamber. Once in their sub, they'll have another ten

rounds to get safely away before a larger explosion claims the area a mile around.

AFTERMATH

The destruction of the Kahan puts a huge dent in the aliens' ability to strike anywhere on the face of the planet. Neutralizing the chamber's power also makes it impossible for the aliens to use its power against the resistance. This doesn't make the loss of one of Atlantis greatest mystical resources any easier to take, however. When and if the city is rebuilt, a new geomantic well will have to be found.

THE DOGS OF WAR

The V'sori have developed a new drone prototype based off a cross between earth canines and a G'rok. This new "warhound" is capable of tracking super humans by their unique energy signature. Unless the prototype hounds and the research that created them are destroyed, they could help the aliens track down Omega cells with frightening ease.

THE DOG HOUSE

Somewhere in Star City, alien scientists are conducting research and breeding this deadly new weapon in their war of occupation. Although the exact location hasn't been found, captured V'sori operatives consistently refer to this lab as the Dog House. The PCs first become aware of the Dog House and its insidious purpose in a message from Dr. Destruction that bursts in over the local broadcast:

"The V'sori are breeding a special type of hound capable of tracking super-humans by their unique energy signatures. I don't have to tell you how inconvenient it would be for us if the V'sori can mass produce these beasts. I don't have its exact location, but their laboratory is called the Dog House by some of the alien operatives I've interviewed, and its somewhere in Star City. Based on the data I've gathered, I've narrowed the location to either Southpoint or Downtown. Find it, destroy all of the "prototypes", and burn it to the ground. Kill every researcher you find there. I want nothing left."

FINDING THE DOG HOUSE

The PCs have to do some investigation work to track the Dog House down. They can split up and search both Downtown and Southpoint

simultaneously, or search each one as a group. If you like, you can come up with a few preliminary encounters with street people or V'sori patrols, but the Omegans get their break when they meet up with a bag lady named Myra. Somewhere in her mid-70s, Myra might be Southpoint's oldest resident, and only thing that has kept her alive this long has been her superhuman ability to turn intangible.

She's quite disturbed, but she approaches at least one of the PCs complaining that "they" took her pet dog, Wolf. If pressed for details, she'll reveal that the folks who took her dog had pale blue skin and drove a "real nice car that flew." She can provide the general direction the vehicle took off in, but that's about it. She'll rave on a bit, then disappear through a wall. Two successful Tracking rolls at -2 through the debris strewn slums of Southpoint gets the PCs to the Dog House, a ramshackle old factory at the corner of Forbes and Bellefield avenues.

ASSAULT ON THE DOG HOUSE

The Dog House is the alien research facility responsible for the warhounds. It is located in the Southpoint's old Hazel Cannery. It guarded by a mixed force of drones (12) and Fins (5). Five V'sori scientists are on staff and try to flee with key documents when the attack begins. They have access to a single Barracuda transport parked on the roof.

WARHOUNDS (2-4)

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d12+1, Vigor d12

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d8, Stealth d6, Swim d6, Tracking d8

Pace: 12; **Parry:** 7; **Toughness:** 13

Special Abilities:

- **Claws/Bite:** Str+4, Heavy Weapon.
- **Heavy Armor +4:** Tough hide.
- **Improved Sweep:** Warhounds can attack all adjacent targets with a single Fighting roll.
- **Size +1:** Warhounds are larger than man-sized.
- **Uncanny Scent:** +5 to Track and Notice when attempting to perceive superhumans.
- **Weakness (Bright Light):** When exposed to sudden bright light they must make a Vigor check or be Shaken.

AFTERMATH

Taking out the Dog House and its occupants deprives the V'sori of a vital resource in containing and rooting out Omega Cells. If any of the scientists escape, the GM can surprise the PCs in a later session with a visit from a warhound or two.

THE RESCUE

A powerful young girl has been taken in a V'sori raid. The product of an Atlantean-Protean union, the girl may hold the secret to untapped reservoirs of cosmic power. The Omegans must rescue her from her unwitting captors before she is put to death in a V'sori drone camp, or her powers explode in a cataclysmic conflagration of cosmic fury!

Now the Atlantean father, Remar, has approached the Omegans with a plea to rescue his daughter from their clutches. He presents them with a picture, a name, and a brief story.

THE GIRL

Eleven-year-old Lucinda Johnson was living a normal life with human foster parents when she was taken in a raid that killed her guardians and awakened within her the first stirrings of her cosmic powers. Johnson's Protean mother and Atlantean father agreed the girl would be safer growing up amongst normal humans. That was before the invasion.

THE CAMP

Lucinda is being held in a V'sori Conversion Camp, slated to become a faceless drone in the service of the alien armies. The camp is located in some remote section of the countryside, and heavily guarded by drones and K'tharens. It is comprised of several buildings and actual conversion facility, with a small landing strip for airborne craft.

BUSTING IN

The high fences and guard towers are designed to keep its occupants in, so penetrating them from the outside is possible. Within the gate a single V'sori King Crab tank sits covering the entrance to the camp, its crew of two V'sori and four Fins lazing about its armored flanks. Pairs of drones constantly patrol the interior, there are twenty distinct drones moving about the grounds, and an undisclosed number possibly patrolling the interior.

The Omegans can try the stealthy approach, but quietly looking through a holding facility packed with over one hundred prisoners for one girl will not be easy. Once the rest of the prisoners get wind of a possibility of escape it is hard for them not to beg and scream for the same release. The other stealthy option is disguise, which would mean getting V'sori uniforms, and or using some sort of shape changing powers to make it all more convincing.

The direct approach likely means a pitched battle against the alien forces in the camp. This assault could be combined with the stealthy approach above if the team decides to split into two units, one attacking and the second rescuing the girl. This is a tale with many options, and the GM should be ready to improvise when the players come up with an unexpected plan to free Lucinda.

- **Drone Soldiers (24):** see page 135.
- **V'sori Warlord:** see page 140.
- **V'sori King Crab and Crew:** 2 V'sori, 4 Fins.



LUCINDA JOHNSON

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Notice d6

Charisma: 0; **Pace:** 6 **Parry:** 4 **Toughness:** 4

Edges: Arcane Background (Super Powers)

Hindrances: Young

Super Powers:

- **Attack, Ranged:** Range 12/24/48, Damage 4d6, AP 4, Medium Burst Template. (Cosmic Blast)

LUCINDA ASCENDANT

The stress of being imprisoned and the nearby fighting cause Lucinda's nascent cosmic powers to fully manifest! Unfortunately, she cannot control them, and lashes out at anything or anyone nearby her. The Omegans have to incapacitate her to get her out of there or weather attacks from her as well as the V'sori. Once stunned her powers will shut down and she faints, but anyone holding her can feel (Notice roll) a great power welling within her, just beneath the surface.

AFTERMATH

After being reunited with her father, the pair leaves to rendezvous with Dr. Destruction, pledging to use her burgeoning powers to aid the resistance.

MY ENEMY'S ENEMY

The Fin known as Sugrot and his war-band had been fighting on earth since the beginning of the invasion. The giant K'tharen and his fellow Fins braved every hardship, fought and slew some of the planets most dangerous heroes, and were rewarded with nothing. Sugrot was bypassed for a promotion not

once, but twice, only to watch less capable Fins play the V'sori's petty political games and garner more glory and favor than him. Sugrot did not complain. Instead he waited.

During a recent raid on a human arms depot, another of Sugrot's rivals was given the much less arduous task of assaulting the facility's lightly armed rear, while Sugrot and his band of Fins were given the suicide mission of taking the front gate. The big Fin did not balk, and nor did his men. They took the gate, and the whole damned facility, but when they got the weapons they turned them on the V'sori and their boot-licking brethren. They hijacked a trio of M'buna transports and headed out to sea.

K'THARENS OF THE CARIBBEAN

Sugrot and his Fins were tracked to the Caribbean island of Aruba. Aruba was blasted hard by the K'tharens when they first invaded earth (before the V'sori showed themselves). Dr. Destruction's Atlantean contacts who tracked Sugrot to the island believe he may have a bolt-hole there. Reaching him within several days of the incident is critical in recruiting him to the cause.

Aruba is largely deserted since the invasion, and the remaining inhabitants keep a low profile. Omegans find blasted and empty resort hotels and plenty of abandoned bungalows. Finding Sugrot requires a Tracking roll at -2. The big Fin has indeed gone to ground, holing up with his war-band in the remnants of a marine park/water show several miles inland.

WAR-FINS ATTACK!

At least one member of Sugrot's band must be a techno-wiz, as once the Omegans make the shore they are attacked on the beach by a half dozen V'sori War Spheres with crude metal fins welded to their globular bodies. This battle is merely a warm-up for what is to come.

- **V sori War Spheres (6):** see page 136

HEADHUNTERS

Sugrot and his war-band of fifteen Fins would be a valuable addition to the forces of the resistance. However, several obstacles exist in his recruitment:

1) **He's a bloodthirsty killer.** Well he is, but then, so were many members of Omega when they were recruited. Omegans can overlook the massive Fins shortcomings if he confines himself to applying them to the V'sori. He actually speaks English, so communicating the terms of the deal wont be as big a problem as impressing him (see below).

2) **He's a greedy SoB.** Sugrot requires significant

tribute to be wooed over to the resistance camp, but it is not impossible. The Omegans visiting him with the offer have to wow him with lots of nice "shinies" (the K'tharen colloquialism for gold, jewelry, and large guns).

3) Trial by combat. Sugrot does not ally with anyone who has not proven his mettle in combat with him. He requires at least one of the Omegan envoys to personally battle him to prove himself. Obviously, killing Sugrot is not the point, but the big Fin does not hold back until he is certain his suitors are tough enough to hire him. After about three rounds of vicious combat he calls it off and accepts their offer.

- **Elite K'tharen Warriors (15):** Use standard Fin profiles with the following changes: Agility d10, Heavy Armor +4, Toughness 14.
- **Sugrot:** see below.



Use the standard profiles for K'tharen Commander (page 137) but with Size+3.

AFTERMATH

If they win his allegiance, Sugrot and his followers serve as an elite strike-force for Omega, a hammer-blow to be used in the direst of circumstances. Their island hideaway can also become a staging base for Omega operatives should the need arise.

STALKER IN STAR CITY

A killer stalks the streets of Star City, preying on the weak and the downtrodden people of the city's Downtown, Southpoint, and Docks neighborhoods. The Star City Police, now little more than the errand boys of the city's alien overseers, are doing little to catch the killer, and every night, more innocents are taken. There are some in the resistance who suspect that this is the work of no human serial killer, but instead believe the perpetrator of over thirty killings is alien in origin.

Dr. Destruction has sent word that the killings have to stop. The loss of innocents is terrible by itself, but the killings are occurring in areas of the city where a great deal of resistance work transpires. Three key resistance informants and spies have already fallen to the killer's seemingly random predations. Stopping the killing both saves innocent lives and helps to preserve the flow of Omega's operations within Star City.

PROFILE OF A KILLER

Those who whisper that the killer is not human are only half-right. V'sori scientists at the old Star City Aquarium in the Beachhead area of town had been secretly experimenting on human hybrids for some time. Their research included many early failures, and Star City's deadliest serial killer is one of them. Crossing human and K'tharen genes was one of the earliest endeavors of the V'sori research project tasked with developing a better brand of amphibious servitor. The experiment did not go well. The natural predator tendencies of Fins crossed with the aggressive tendencies of humanity created unmanageable results, and in some cases, extremely violent subjects had to be disposed before they posed a threat to their creators. The V'sori quickly euthanized all test subjects, or so they believed.

What they did not account for is the presence of superhuman potential in many humans, and one of test subjects happened to have just enough of to develop regenerative capabilities. While it and all of its test mates were summarily shot and cast into the trash to await cremation, the hybrid healed in time to save itself. After skulking away into the sewers below Star City, it learned to survive on whatever it could find, and developed a craving for human flesh. In several months time it was sufficiently developed to take to the streets, but only at night, and always under the cover of a trench coat and hat. Although slightly larger than a normal human, the hybrid learned to blend in by staying in the shadows and avoiding public places when it could. It also learned to stalk and kill humans for its food, leaving little more than fleshy fragments to tell the grisly tale of its deeds.

KILLER'S METHOD

The Hybrid always hunts at night, and usually springs upon his victim from the shadows, or from a body of water if one is available (six murders have occurred in the Docks area right along the piers). He also strikes from the sewers, springing from beneath manhole covers and dragging the unfortunate victim beneath the streets.

TIMELINE

So far, Star City authorities have documented thirty killings, but in its three months of freedom, the Hybrid has killed many more. Its earlier victims had been the homeless and the dregs of Southpoint, but since then it has moved to the Downtown area where the pickings are richer, and that is when people began to notice the disappearances. Star City Mayor Jerry Perez has done his best to control any information on

the killings, using the alien-controlled media outlets to calm his nervous constituents, but word has gotten out. People are afraid, and the authorities have only just begun to step their investigation when the player characters are asked to intervene.

THE HUNTERS

Star City PD and Omega are not the only ones looking for the Hybrid. There was only one V'sori scientist, named Jarbek, at the Aquarium conscientious enough to notice that one body was missing when the disposal team was sent to burn them. Jarbek informed his superiors of the disappearance, but they dismissed it as a rogue, a creature destined to quickly perish from its injuries. They would hear no more of the junior scientists protests until the killings began in earnest. It was then that they realized they might have something on their hands that would be extremely valuable to their fellows in the military caste. Jarbek delighted at learning he was to lead the team that would find the Hybrid-turned-horror when he soon learned that they were not searching for the creature to destroy it. They wanted it taken alive for further testing and observation, to better study its military applications. Jarbek reluctantly hunts the Hybrid with a small team of four drones and one K'tharen for extra muscle.

THE CLUES

The GM can provide players with several clues to get them on the right track toward finding the Hybrid and ending its killing spree:

A Friend in the Coroner's Office: One of the PCs, or perhaps a fellow resistance contact, knows someone in the Coroners office and can furnish the Omegans with copies of some of the coroners reports on the victims. As accurate media information on the case has been sparse, rumor and hearsay have run wild and all manner of inaccuracies have germinated. The reports clearly show the following: victims were all mostly eaten, the assailant's cutting tool used in rendering his victims is natural, such as claws and teeth. Most victims' remains contained traces of a fair amount of fecal matter that was not their own.

The Scent of the Killer: The Hybrid emanates a very strong, distinctive odor that can be easily tracked by characters possessing the enhance senses (smell) ability, or any other tracking skill, power, or resource.

MEETING JARBEC

A good warm-up battle before the confrontation with the Hybrid would be an accidental meeting

with the V'sori capture-team sent to find him. Jarbek's group is small and lightly armed, so taking them out shouldn't be a problem for the average Omega cell. The accidental meeting can occur anywhere, but some out of the way place would be best, thus ensuring that no further interference arrives. Not being much of a fighter, and already filled with remorse over the destruction his creation has wrought, Jarbek is willing to talk about it if given the chance. He reveals the nature of the Hybrid, its origins, and its hunting patterns. He also offers to help the Omegans destroy it, since he was never on board with capturing it in the first place. If the Omegans play their cards right and don't act rashly toward Jarbek, they could earn a potent ally against the V'sori, as it would not take much to bring the disillusioned scientist over to their side.

- **Drone Soldiers (4):** see page 135.
- **Elite K'tharen Warrior (1):** Use standard Fin Trooper profiles (page 137) with the following changes: Agility d10, Heavy Armor +3.



JARBEC (V'SORI SCIENTIST)

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Knowledge (Alien Science) d10, Notice d8, Persuasion d8, Shooting d8, Swim d10

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 10

Edges: Aquatic, Low Light Vision, Telepathy.

Hindrances: -

Gear: Personal Combat Armor (Heavy Armor +4), Blaster Pistol (Range 15/30/60, Damage 3d6, DT, Heavy Weapon, AP 4).

THE HUNTER HUNTED

Whether the Omegans get extra assistance from Jarbek or not, the GM should move them toward a meeting with the Hybrid either the same night they deal with the V'sori scientist or the next. Once his team goes missing for more than 24 hours, the V'sori are all over the area where Jarbek's position was last marked, and finding and dealing with the Hybrid will be extremely difficult once that happens. The confrontation with the Hybrid could occur anywhere in the three-neighborhood area that comprises its hunting grounds (Southpoint, the Docks, and Downtown). Once confronted, the creature attempts to flee, but if it is cornered, it fights to the death.



THE HYBRID

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+2, Vigor d12+1

Skills: Fighting d10, Notice d6, Swimming d10

Pace: 6; **Parry:** 7; **Toughness:** 9

Special Abilities:

- **Aquatic:** Pace 10.
- **Claws/Teeth:** Str+2, Heavy Weapon.
- **Darkvision:** Suffers no darkness penalties.
- **Fearless:** Immune to Fear and Intimidation.
- **Frenzy:** May make an additional attack at -2 to Fighting rolls.
- **Regeneration (Fast):** May make a Natural Healing roll once per round.
- **Size +1:** The hybrid is larger than man-sized.

AFTERMATH

Killing or incapacitating the Hybrid ends the string of murders in Star City.

TERROR IN TARRYTOWN

Before the invasion, Tarrytown, New York was a sleepy little community of some 12,000 souls. After the V'sori betrayal, Tarrytown was chosen by members of the alien scientist caste as a perfect site for several biotech experiments. The unfortunate residents of became the subjects of this gruesome research, but some among them did not lose hope. A young professional named Tula Michaels formed a resistance cell in Tarrytown. During the ensuing years of alien occupation, her resistance fighters harried the V'sori at every possible opportunity. In reply the V'sori stepped up their biotech programs, producing a powerful chemical agent that works against the body chemistry of human beings to cause uncontrollable terror and fear. Synthesized as a gas, the V'sori have developed a crude

delivery system for it in the form of a rifle fed by a tanks in backpacks.

Tests against the residents of Tarrytown have proven highly successful, and taken a terrible toll on the city's already demoralized populace. Several scientists in the city's resistance have theorized that prolonged exposure to the gas could cause permanent mental trauma, and even neurological damage. Like many resistance leaders across North America, Tula had been trying to get assistance from the super-humans in Omega, but to no avail. There were simply too many pleas and not enough bodies to fill their needs. However, Michaels latest entreaty included details about the alien Terror Gas (as it had come to be called). The development of

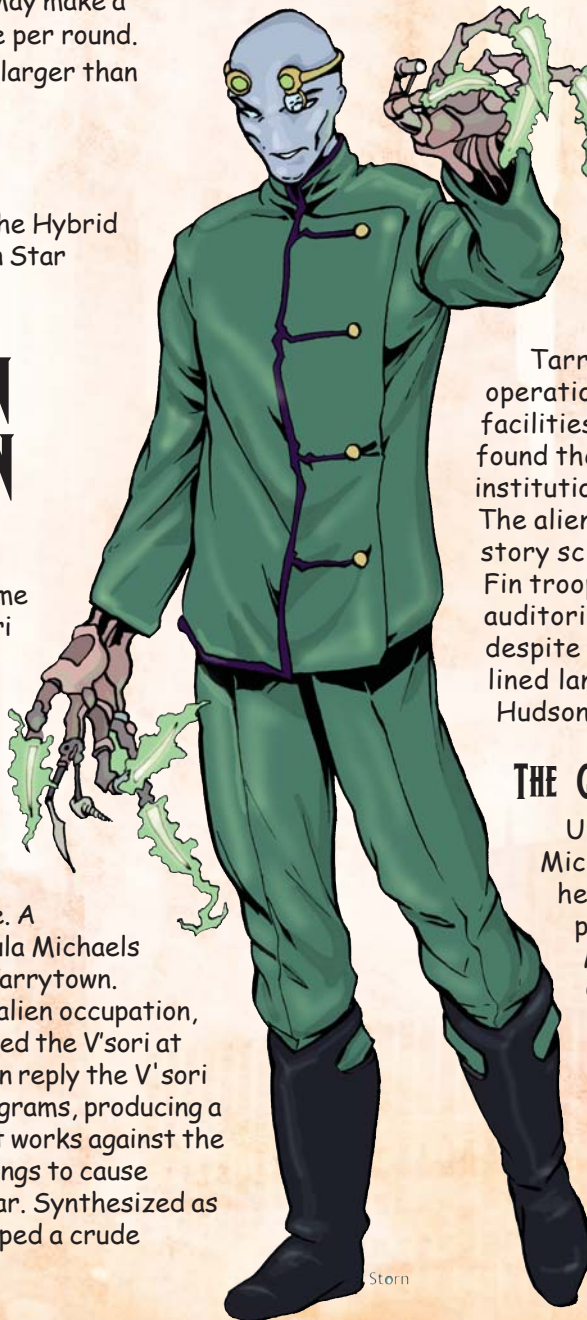
such a powerful weapon geared specifically for the human metabolism was alarming to Dr. Destruction. It was time to send a team to Tarrytown to take care of the V'sori biotech facility, and end their reign of terror.

MARYMOUNT COLLEGE

When the V'sori arrived in Tarrytown, they needed a base of operations with suitable laboratory facilities to support their research. They found them at Marymount College, a satellite institution of the larger Fordham University. The aliens set up shop in the college's three-story science building, with their drone and Fin troops bivouacked at the nearby auditorium. The campus is still beautiful, despite the alien occupation, with tree-lined lanes and a beautiful view of the Hudson River.

THE GUIDE

Upon arriving in Tarrytown, Tula Michaels acts as the Omegan's guide, helping them avoid V'sori drone patrols and getting them to Marymount's campus unseen. The Omegan's task is simple; they must destroy the V'sori biotech facility and every trace of the Terror Gas, while also securing a sample of the gas so that resistance super-scientists can develop a possible antidote. Tula can show them how to get into the building via the campus small network of steam



Storn

tunnels. They'll enter the tunnels from the basement of one of the larger residence halls, and travel several thousand yards underground to the science buildings subterranean entrance.



TULA MICHAELS

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4
Skills: Fighting d6, Guts d8, Knowledge (Science) d8, Notice d6, Shooting d6
Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Edges: Attractive, Resistance Fighter
Hindrances: Loyal
Gear: Armored Vest +2 (Heavy Armor), Blaster Pistol (Range 15/30/60, Damage 3d6, DT, Heavy Weapon).

WATCH DOG

The tunnels are not unguarded. As the completion of their project nears, the V'sori scientists have become more paranoid about security. Knowing of the steam tunnels, they placed a specially mutated G'rok in them several weeks ago, occasionally feeding it with castoff test subjects. Now the creature stalks the labyrinth of the tunnels searching for intruders and its next meal. The G'rok's altered genetic structure grants it the ability to turn ethereal for brief periods. Its favorite hunting tactic is to rise up out of the ground behind its prey and strike from the rear. The steam tunnels are about 3" wide and 5" high at their largest points, and sometimes get uncomfortably narrow at certain points.

MUTATED G'ROK

Use the stats for a standard G'rok on page 136, but add the Phase ability.

COORDINATED ATTACKS

Once the G'rok is dealt with, Michaels and the Omegans are to wait for her compatriots to launch an attack on the alien barracks at the auditorium across campus. Michaels receives a quick radio signal letting her know the attack is underway. If they wish, players can elect one of their characters to help lead this attack. With this distraction in place, the team can proceed with its own assault.

- **Drone Soldiers (20):** see page 135.
- **V'sori Solo:** see page 139.

RESISTANCE FIGHTERS (10)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d8, Knowledge (Science) d8, Notice d6, Shooting d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7
Gear: Armored Vest (Heavy Armor +2), Glock 9mm (Range 12/24/48, Damage 2d6), M72 Law (Range 24/48/96, Damage 4d8+2, Medium Burst Template, AP 30, 1 per 5-man squad).

THE SCIENCE BUILDING

The main V'sori lab sits on the third floor of the three-story brick building that was once the heart of the small colleges science program. The storage facility for the Terror Gas canisters is located on the second floor. The attack on the barracks draws a number of guards away, but many still remain. Six drones patrol the second floor while six more drones and two Fins guard the third floor. Once the alarm is raised across campus the elevator is shut down and the stairwells are closely watched. When the team makes its move, a pair of V'sori scientists are on the building's roof frantically loading gas canisters into a M'buna aircraft. When the V'sori eggheads discover their building is also under attack, they attempt to flee in their craft, using blasts of the Terror Gas to cover their escape. Omegan scientists have determined that the gas can be consumed by fire, so blowing up the building, or at the very least, burning the canisters with intense heat destroys the gas. They need to do so quickly before reinforcements arrive from New York (just 32 miles away).

- **Drone Soldiers (20):** see page 135.
- **V'sori Scientists (2):** see below.

V'SORI SCIENTISTS

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d6, Knowledge (Alien Science) d10, Notice d8, Shooting d8, Swimming d10
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 10
Edges: Aquatic, Low Light Vision, Telepathy.
Hindrances: -
Gear: Personal Combat Armor (Heavy Armor +4), Blaster Pistol (Range 15/30/60, Damage 3d6, DT, Heavy Weapon, AP 4), Terror Gas Canisters

THE TERROR GAS

The Terror Gas was designed by V'sori scientists to affect only human metabolisms. Canisters of the gas

can be thrown like a grenade, or clouds may be spewed from the V'sori's weapon system (use the Cone Template). Humans hit by the gas must make Guts checks at -2 and refer to the Fright Table in the *Savage Worlds* rulebook. Repeated blasts force further rolls on the table.

AFTERMATH

The Omegans have had a taste of what it's like to work more closely with "normal" resistance fighters, while gaining a sense of how the V'sori work on a local level. If Tula survives and develops a connection with one of the ex-villains, she indicates that he is always welcome back for a visit.

THE RETURN OF 4-STAR AND LUCKY

Golden Age superheroes 4-Star and Lucky awaken from suspended animation during a battle with V'sori treasure hunters in the North Atlantic. Will this patriotic pair prove themselves powerful new allies, or an anachronistic liability? The Omegans must decide when old-guard heroes meet new millennium anti-heroes.

THE SETUP

The Omegans have received a request from Dr. Destruction to investigate a clandestine V'sori recovery operation in the North Atlantic. For the past 48 hours a pair of V'sori craft and several human boats have made repeated trips to a rough area of the Labrador Sea some thirty miles off the coast of Labrador in Newfoundland. Players may remember B'loc from his appearance in another *Savage Tale*, *The Chamber* (page 121). If the players have played through that tale, and managed to kill B'loc, GMs can simply change his name and make him a different alien treasure hunter. However, if he escaped in the previous adventure, then this is a perfect time for him to crop up again and complicate matters for the team.

4-STAR AND LUCKY

Bob Ingolls and his ward Chris became the heroes 4-Star and Lucky late in 1944. The war in Europe was winding down, but America still felt the need for

patriotic superheroes. Although their true origins still remain shrouded in mystery, their great heroism in the face of Japanese and Nazi espionage have been fully detailed in numerous articles, government documents, and fictionalized accounts. In fact their incredible final mission has reached almost mythic proportions among the annals of super-human achievement. The pair disappeared one stormy night while battling a Japanese super-spy named Shugenja off the coast of Labrador. No trace of the heroes or the experimental sub was ever found... until now!

RAISING THE SUB

When the Omegans arrive to investigate B'loc's operation, the V'sori treasure hunter and his cronies have already raised the sunken sub onto their borrowed salvage ship. The riveted, crudely designed body sports the faded stars and stripes of the U.S.A. Thick chunks of ice still cling to the old sub's hull.

THE CONFLICT

A pair of B'loc's Fin bodyguards slink amongst the shadows of the ship's upper deck. Unless the Omegans notice them as they approach and stop them, they sound a silent alarm that company has arrived.

THE FOG OF WAR

Among his other talents, B'loc is a masterful psionist, with a concentration in mind control. He'll use those abilities to convince the still-groggy 4-Star and Lucky that the Omegans are Nazi super-agents, and send them into battle to cover his escape. Although frozen in suspended animation for sixty years, the two heroes are battle-ready and frenzied from B'loc's mind control. Should the Omegans have a telepath or psionist of their own, she can attempt to free the patriotic pair from the V'sori's control after the first round of combat. This would be an opposed roll pitting B'loc's psionics skill against the Omegans.

- **Fin Bodyguards (4):** see below.

- **B'loc:** use B'loc's stats from *The Chamber Savage Tale*.



4-STAR

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d6, Vigor d10

Skills: Climbing d6, Deflection d12+1, Driving d6, Fighting d10, Guts d10, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 9

Edges: Arcane Background (Super Powers), Power Points

Hindrances: Code of Honor (Major), Loyal

Super Powers:

- **Armor:** Armor+2, Heavy Armor. (Super-Tough)
- **Attack, Ranged:** Range 12/24/48, Damage 3d6, AP 10, RoF 3. (Shooting Stars)
- **Deflection:** -4 to incoming ranged attacks. (Star Defense)
- **Extra Actions:** 1 extra action per round.
- **Super Attribute:** Agility +2 steps, Vigor +1 step.



LUCKY

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d12+1

Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d6, Notice d8, Throwing d6
Charisma: 0; **Pace:** 6;



Parry: 7; **Toughness:** 10

Edges: Arcane Background (Super Powers), Power Points

Hindrances: Vengeful (Major), Loyal

Super Powers:

- **Armor:** Armor +2, Heavy Armor. (Super-Tough)
- **Attack, Melee:** Str+3d6, Focus. (Lucky Strike)
- **Regeneration:** Fast; Natural Healing roll 1 per minute.
- **Super Attribute:** Str +3 steps, Vigor +1 step.

THE SHUGENJA LIVES!

The Shugneja was also in the sub when B'loc recovered it. He awakens during the battle and tries to slink off and sort things out. If no one notices him he may get away cleanly, but if anyone on either side tries to stop him, he'll lash out with his powers. What he decides to do next is up to the GM. Perhaps he'll offer his services to Omega, or even try to cut a deal with the V'sori!



THE SHUGENJA

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d8, Guts d8, Intimidation d6, Knowledge (Arcana) d8, Notice d6, Spellcasting d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Edges: Arcane Background (Super Powers), Power Points

Hindrances: Greedy (Minor; mostly for magical items), Quirk (uses scrolls for magic)

Super Powers:

- **Super Sorcery (10):** May cast spells of up to 10 Power Points.

AFTERMATH

If things break the right way, the Omegans have two powerful and committed allies ready to join the cause, and the Shugenja lurking the shadows.



THE ALIEN OBJECTOR

V'sori Warlord Rornad always had misgivings about his peoples plan to invade the earth. He felt some pangs of kinship to its Atlantean inhabitants, despite the great schism that separated them from his people those many hundreds of years ago. It wasn't long into the alien invasion of earth before Rornad's sympathies were made known. When the outcome of the invasion was still in some doubt, Rornad was placed in charge of a raid on a U.S. aircraft carrier battle group. Surprise, superior technology, and numbers allowed the alien attack force led by Rornad to quickly seize the advantage.

Rornad personally led the final assault on the aircraft carrier, and was given the order to set an example by massacring everyone on board. With grave doubts he and his men set about their grim task. It was terrible work as much of the crew were ready to surrender by that point, and the exercise quickly degenerated into the butchery of unarmed and defenseless men and women. When Rornad and his personal bodyguard came upon the ships hospital, it was filled with casualties and left completely unguarded. The group of heavily armed and armored aliens burst into large room, but something made Rornad stay the hands of his troops before any shooting began.

Sitting up in two beds nearby the doorway were a pair of heavily wounded Atlanteans who had been picked up several weeks earlier after the destruction of Atlantis. The two Atlanteans were ex-bureaucrats, and both telepathically pleaded with Rornad to not slay this room full of defenseless people. Fed up with the destruction he had authored, Rornad assented, and ordered his men to stand down. He would take the people prisoner on the pretense that he believed some of them might possess valuable intelligence. However, Rornad's vicious and opportunistic second in command, Tyrosh had other ideas. Sensing what he believed was his commander's inherent weakness, he made his move, leveling Rornad with a psionic assault and ordering the rest of the alien contingent to open fire. The vile deed was carried out, and Rornad was given a hasty sham of a trial and convicted of insubordination and fraternization with the enemy.

Only his many past victories saved him from the censure of death, but he was still stripped of his rank, imprisoned in a concentration camp on Earth, and left to rot as his brethren and their allies pillaged the planet. Only his hatred and desire for vengeance against Tyrosh has kept him alive during his captivity.

PRISONER RORNAD

Initially brooding and aloof, Rornad eventually made friends and earned respect among the other prisoners in the camp. Despite a restraining harness blocking his mental powers and numerous savage beatings, Rornad's hate has kept him strong and vital while in captivity. At least for now. His wardens are slowly breaking down his resolve, and his physical condition is also deteriorating. However, he still remained well enough to secretly aid a human resistance fighter named Singh to escape the camp. Although no evidence was found to connect him with the escape, Rornad was blamed anyway, beaten, and sentenced to solitary confinement.



RORNAD (V'SORI SOLO)

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8
Skills: Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Shooting d8, Taunt d6
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Edges: Aquatic, Low Light Vision, Telepathy
Hindrances: Heroic, Quirk (Earth Sympathizer).
Gear: Mental Nullifier (cannot use psionics).
Super Powers:

- *Mind Control:* More Minds (x4).

THE TALE OF MARK SINGH

Rornad's aid allowed human journalist Mark Singh to escape the camp he had been sentenced to for writing seditious stories about the occupying V'sori in his street publication, *The Truth*. Through his connections in the resistance, Singh has let Omega know that there is an ex-V'sori Warlord imprisoned in a concentration camp not far from the city. He possesses valuable knowledge of alien tactics, operations, troop strengths, and more important, a burning hatred of his own people.

RESCUING RORNAD

Rescuing the alien objector Rornad is not an easy task, but Dr. Destruction believes the possible benefits of his aid outweigh the risks involved. Singh reveals that the camp is located in a restricted area of Eastpoint, in a remote bit of woods formerly used as a game preserve. Finding it is no problem. Getting in and out alive might be.

STAGING THE RESCUE

GMs should use the prison camp diagram from the

Jail Break plot point Savage Tale presented earlier in this section.

- **Drone Soldiers (24):** see page 135.
- **K'tharen Troopers (6):** see page 137.

Twelve drones patrol the camp's outer edges on foot, while a quartet of Fins work the quad's four towers, training lights and blasters at any hint of movement or noise. One Fin works the camp's cellblock area with the other twelve drones, and the final one acts as a bodyguard to the Warden. A single M'buna transport is parked in an open area behind the Warden's office building. A sinister block building sits in the center of the camp. This is where prisoner "interviews" are conducted.

WARDEN TYROSH!

The V'sori officer in charge of the prison camp is none other than the vile fiend Tyrosh! He was only recently placed in charge after the previous warden was sent to a combat zone in the Amazon Basin as punishment for allowing Singh to escape. He has already "visited" Rornad several times in his solitary confinement, with the most recent torture session coming only hours before the Omegans hit the camp. When the Omegans free Rornad, he enters a berserk fury and seek Tyrosh out against all advice of escape.



V'SORI WARDEN TYROSH

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Guts d6, Intimidation d8, Investigation d8, Notice d12, Persuasion d8, Shooting d8, Swimming d10, Taunt d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 10

Edges: Aquatic, Arcane Background (Psionics),

Hindrances: Bloodthirsty, Mean.

Gear: Personal Combat Armor (Heavy Armor +4), Blaster Pistol (Range 15/30/60, Damage 3d6, DT, Heavy Weapon, AP8), Vibro-Sword (Str+4, AP8, Heavy Weapon).

Super Powers:

- *Attack, Ranged:* Damage 3d6, AP 8, Cone Template. (Mind Blast).

AFTERMATH

If the Omegans can get Rornad away alive, they gain another valuable ally for the resistance.

THE RED CROSS

The Hippocratic Oath (see the Westpoint Section of the GM's Guide to Star City) has agreed to provide his super-human healing services to wounded Omegans if they agree to aid a resistance medical clinic hidden amidst the squalor of lower Southpoint. The clinic desperately needs medicines to help their ever-growing list of patients. The Omegans have to come up with some way to get the drugs and other medical supplies and move them to the secret Southpoint clinic without compromising its location.

ROBIN HOOD

Stealing the medication from Prospect Point's Atlantic General Hospital would not be easy, but the well-supplied facility would hardly miss the stock and there may even be some on its staff that would be sympathetic to the cause. PCs interested in a bit of negotiation could approach selected hospital staffers for help. Any Omegan with street contacts can learn that Atlantic General doctor Mark Thomas has been known to aid street people with supplies lifted from the institution's considerable stockpiles of medicine and supplies. Thomas is a stubborn man, however, and doesn't take kindly to bullying or threats.

THE BLACK MARKET

Buying the medicines and supplies on the black market might actually be less risky than stealing them from Atlantic General Hospital. Of course, it is also incredibly expensive, even if the PCs have made friends of well-known black marketer Willy the Fish by this time, he can only discount so much. After factoring in Willy's discount, getting the clinic what it needs costs \$25,000 on the black market. If forced to go to someone else, it could cost double that.

Willy tells the Omegans of a nasty rival in black market medicines who has recently come on the scene, a man known only as Oswald. He consistently beats the Fish's prices on most medicines, and even has access to high-tech Nano-Patches and other treatments that work almost like magic. He's also developed quite a reputation as a murderous scoundrel, and employs a deadly superhuman bodyguard named Glaive. Every other Thursday, they drive a truck into the scummier sections of the Downtown area and set up their wares for those in the know. Willy the Fish certainly wouldn't mind the PCs knocking out a competitor, stealing his supplies, and giving most of them to some sorry clinic in

Southpoint. In the long run it would help his flagging medical supply sales.

THE TRUTH ABOUT OSWALD AND GLAIVE

Oswald and Glaive are a pair of mercenary superhumans out to make a buck off of the misery of others. They were once members of the resistance under their original names (Longarm and The Cutter), but gave up freedom fighting when their cell was wiped out by a V'sori double-agent named the Sleeper. Since then they've wanted no parts of the war, and are content to wait it out, surviving on the margins. Both are selfish, murderous louts with no regard for human life. They hate other superhumans and they particularly hate Omegans. Negotiation is not an option with this pair.

OSWALD (AKA LONGARM)

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d8



Skills: Climbing d6, Driving d6, Fighting d8, Guts d6, Notice d8, Stealth d12, Swimming d4

Charisma: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 10

Edges: Arcane Background (Super Powers), Power Points

Hindrances: Murderous, Habit (Minor: Wanton), Vengeful (Major)

Gear: \$10,000 in medicinal supplies.

Super Powers:

- **Altered Form:** Armor+4 vs. physical, More Elastic (Reach 3). (Rubber Skin)
- **Attack, Melee:** Str+1d6. (Snap Attack)
- **Chameleon.**
- **Super Attributes:** Agility +2 steps, Strength +2 steps. (Super powers.)
- **Super Skills:** Fighting +1step, Stealth +1 step. (Elasticity.)

GLAIVE (AKA THE CUTTER)

Attributes: Agility d12, Smarts d6, Spirit d10, Strength d10, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d10, Guts d6, Intimidation d6, Notice d4, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 11; **Toughness:** 6

Edges: Arcane Background (Super Powers), Quick, Power Points.

Hindrances: Loyal, Stubborn, Vengeful (Major),

Gear: Glaive (see below).

Super Powers:

- **Attack, Melee:** AP 8, Str+4+2d6, Device (High-Tech Glaive).
- **Deflection:** -4 to incoming ranged attacks, Device (Glaive-when drawn).
- **Parry:** -4 to incoming melee attacks, Device (Glaive - when drawn).
- **Super Attributes:** Agility +3 steps, Strength +2 steps, Spirit +2 steps, Vigor +1 steps. (Extreme training in the martial arts.)
- **Super Edge:** Frenzy.

AFTERMATH

If the team is able to aid the clinic, they have another viable source of first-aid should the need arise--the loyalty and service of the Hippocratic Oath! Their deeds also generate a lot of good will among the city's poverty stricken masses, thus leading to a greater willingness to supply them with information should the need arise.

HUNTING THE HUNTERS

V'sori super-science has spawned a deadlier version of drone soldiers based on the bodies of captured supers. The Omegans receive word from a small cell of resistance fighters in a neighboring city that these super-drones are hunting down the resistance one at a time and gruesomely executing them to as an examples for all humans to stay in line. Can the Omegans take out the super-drone hunters before the hunters get them?

THE SUPER-DRONES

These augmented drones are a very expensive experiment for the V'sori science teams. Adapting the unique physiology of a super-being to the drone process is not easy, and the resulting super-drones are unstable and "burn out" quickly (going inoperative in about three weeks after activation). The current activity is a field-test to determine if the super-drone technology is worthy of a full-blown project of its own. If the test is deemed a success, the V'sori scientists could discover a way to circumvent the unreliability of the super-drones. Four working prototypes of the drones currently exist, and they generally hunt the city in pairs.

FINDING THEM

Finding the super-drones may require some work. The V'sori maintain a hidden laboratory amongst the buildings of the city water works. The super-drones themselves pass through a number of water purification chambers to get to and from their berths in the laboratory. This leaves them with a very high residual fluoride signature on their persons, as well as on the bodies of any victims they may have personally contacted (i.e., bludgeoned to death).

Casey Omegans examining the victims bodies might find high traces of fluoride on the victims and make the leap that the super-drones are staying somewhere near a large area of artificially treated water. Alternately, they can just stakeout the city, perhaps triangulating the drones previous attacks to determine a likely place for them to strike.

FIGHTING THE DRONES

The super-drones engage any superhuman they run into, so the Omegans won't have much to do to

provoke an attack. The drones work in pairs, so while two might case the east side of the city, the second pair cases the west. The pairs are in constant contact, so when one is under attack, it radios the other for backup. It takes 1d6+2 rounds for the second pair to arrive at the scene of a battle.

A TWIST OF THE HEART

One of the super-drones is clearly and old friend/old flame of one of the characters (it possesses a distinctive physique, combat style, or set of powers that clearly identifies it for who it was). Perhaps he was a colleague, an ex-team member, or a friend from the characters hometown. A character hung up on this connection might try to shift the onus of his mission from destruction to capture. It is up to the GM to decide which PC best fits this plot twist.

SUPER-DRONES

This quartet is unlike normal drones in that they still retain some of the trappings of their previous lives. GMs can personalize their look to facilitate any story connections they might want to exploit.

Use the Blaster, Brick, Scrapper, and Speedster archetypes from the player's section for the super-drones, and add whatever V'sori equipment you think would make them a formidable match for the Omegans

AFTERMATH

Dismantling the Super-Drones puts an end to this costly project; the V'sori scientists involved are reassigned to other projects. If the affiliated super-drone can be saved, it's going to take all of Dr. Destruction's expertise to make it happen. Unless one of the team members is a super-genius in his own right, they'll be in his debt for saving the super-drone.

Either way it may be some time before the one-time super can be returned to his previous status as a full-blown member of the Resistance.

THE SAFE

Word has reached the streets of Star City that the human puppet government has recovered the long-lost safe of slain super-gangster Capone. Legends have grown up around Capone's safe and the artifacts and riches it might hold. Some have even said it might contain arcane formulas from the

old gangster's associations with rogue Atlantean mystics. According to Omega informants, Star City Mayor Perez intends to deliver the unopened safe and its mysterious contents to Warlord Grypon. The order has come down to stop this transaction from happening, and one way to do that would be to snatch the safe from the offices of the Star City Police Department, or perhaps hijack the armored car designated to carry it to the alien HQ in the city's Prospect Point neighborhood.

THE GUARDIANS

A dozen SCPD Special Operations officers four drones have been assigned the task of moving the safe, deemed low priority by the V'sori, up to Prospect Point. The move is slated to take place at dawn.

- **Drones (4):** see page 135.
- **SoCorp Operatives (12):** see page 138.

SO WHAT'S REALLY IN THE SAFE?

Jackpot! The safe contains \$200,000 in gold bars and a map to one of Capone's old hideouts where a host of contraband Atlantean weapons are stored.

Capone Lives! The safe also contains a detailed note explaining how the super-gangster cheated death by using an ancient yogi mind trick to transfer his consciousness to a cloned body just seconds before he was executed in 1959. The note was written in case something went wrong and Capone proved unable to revive himself. The directions provided are to the same location where the weapons are stored, a sea-cave somewhere on Maryland's eastern shore.

AT THE SEA CAVE

The sea cave is right where the note says it would be, unguarded and undisturbed. The small, 4' high entry way opens up into a much larger natural cave adorned with bits of Atlantean architecture.

Capone had a lot of people under his thumb, including some Atlantean gangsters called the Blue Boys. In order to relieve some of what was owed to Capone, they agreed to hide the clone in this cave.

REVIVING CAPONE

Capone's clone rests in an Atlantean Hibernation Chamber, a glass sarcophagus inlaid with Atlantean runes and gleaming golden metal. A single control pad adorns the top of the glass case, featuring a series of colored buttons labeled with more

Atlantean runes. Working the controls to free Capone requires a difficult (-4) Smarts check, but a character who speaks Atlantean may have an easier time of it (only a -2 penalty). A revived Capone groggily reveals that his "new" body came courtesy of Colonel Clone himself, who in 1959 was a bright super-geneticist in the employ of the villainous gangster. For freeing him, he also reveals the location of his weapon cache hidden behind a false wall in the cave (Notice roll at -6 to find it).



Attributes: Agility d6, Smarts d10, Spirit d10, Strength d8, Vigor d6
Skills: Driving d6, Fighting d8, Intimidation d12, Knowledge (Crime) d10, Notice d8, Shooting d10
Pace: 6; **Parry:** 6; **Toughness:** 5
Edges: Hard to Kill, Rock and Roll, Command
Hindrances: Bloodthirsty, Greedy

THE WEAPONS

The weapons cache is small, but valuable, and includes the following:

Energy Knives x4: Damage Str+2D6; AP 6. Knife hilt with a switch that activates 8"-16" blade of magical energy.

Palm Blaster x2: Range 5/10/20; Damage 2D10; Shots 3. Silver-dollar sized disc that rests in the palm and allows the wielder to fire a blast of magical energy. The palm blaster recharges at the rate of 1 per hour.

Octo-Bombs x6: Range 5/10/20. Grenade-like glass spheres that shatter on impact to create a large sphere of inky darkness (treat as the Obscure power in a Large Burst Template lasting 3 rounds).

AFTERMATH

The money and weapons may aid in Omega's continuing struggle against the V'sori, but a revived Capone clone can be quite a handful! Capone may be unwilling to take orders from anyone, even Destruction.

CHAPTER SIX: THE INVADERS

THE V'SORI WAR MACHINE

DRONES

Despite their different races, most drones have the exact same abilities. All Drone equipment is internal, so it cannot be stolen.

Most humanoid drones look much the same, being completely encased in form-fitting body armor with visored helmets. Every drone bristles with the weaponry, cables, and piping necessary for it to complete its assigned duties.

DRONE

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d6

Skills: Driving d6, Fighting d8, Intimidation d6, Notice d4, Shooting d8, Swim d6

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Ambidextrous:** Drones have no off-hand penalty.
- **Aquatic:** Pace 6. Cybernetic gills and marine adaptations allow drones to function underwater.

- **Electro-Shock:** Drones can generate an electrical current to incapacitate their targets. This is not a constant power and must be used in lieu of their normal attack. They only need to touch the target to affect them (+2 bonus to Fighting roll). If successful, the target must make a Vigor roll at -2 or be Shaken.

- **Fearless:** The capacity for fear has been removed... surgically. They are immune to Fear and Intimidation.

- **Armor +2:** Cybernetic implant armor.

- **Heavy Blaster:** Drones have an integrated blaster built into the forearm that runs off an internal capacitor. It recharges at the rate of 3/round. Range 15/30/60, Damage 1-3d6, shots 24, Heavy Weapon, AP 8.

- **Low Light Vision:** Cybernetic eyes.

- **Vibro-Claws:** Str+2, Heavy Weapon, AP 10. Retractable vibro-blades in one appendage.

HYPER-DRONES

When it becomes apparent that the typical Drone soldier is no match for a superpowered Earthling, the V'sori unveil the Hyper-Drones. These poor souls have their cybernetics wired to overcharged internal power

plants. It grants them extreme power at the cost of eating away at their bodies, not that the V'sori care. Hyper-Drones appear to be hairless, yellowing humans with bloodshot eyes and cables running in and out of their body at various intervals. With heavy clothing, they can still pass themselves off as humans, unless a close examination is made. Hyper-Drones have a blaster cannon hidden within their mouth, thus they do no speak.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Driving d10, Fighting d12, Intimidation d6, Notice d6, Piloting d10, Shooting d12, Swim d8

Pace: 6; **Parry:** 8; **Toughness:** 9

Special Abilities:

- **Ambidextrous:** Implants allow them to be equally adept with all manipulators.
- **Aquatic:** Pace 12. Cybernetic gills and marine adaptations allow drones to function underwater.
- **Blaster Cannon:** Range 12, Damage 3d8, AP 10. This cannon does its damage to everyone and everything in a straight line out to 12". Targets in that area can make an Agility roll at -2 to get out of the way, -4 if they were the specific target of the attack. This attack requires 1 round to recharge after each firing, and so can only be used every other round.
- **Claws:** Str+2, Heavy Weapon. Hyper-Drones can alter the fingers on their hands into long, sharp vibro-blades.
- **Fearless:** The capacity for fear has been removed... surgically. They are immune to Fear and Intimidation.
- **Armor +2:** Cybernetic implant armor.
- **Infravision:** Cybernetic eyes.
- **Low Light Vision:** Cybernetic eyes.
- **Quick Recovery:** +2 to recover from being Shaken.

WAR SPHERES

When there isn't much of a rebel's body left to turn it into a standard drone, V'sori scientists make the best of what's left. War spheres are floating, metallic drones the size of beach-balls tasked either for attack or defense. The war sphere also possesses retractable manipulator arms to perform simple tasks. Located in the center of a War Spheres well-armored shell is the still-living brain of the rebel subject, wiped and cybernetically controlled in exactly the same way as standard drones.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d10, Vigor d6

Skills: Driving d6, Fighting d6, Intimidation d6, Notice d8, Shooting d8

Pace: -; **Parry:** 5; **Toughness:** 9

Special Abilities:

- **Construct:** Constructs gain a +2 to recover from Shaken, and are immune to disease and poison.
- **Fearless:** The capacity for fear has been removed... surgically. They are immune to Fear and Intimidation.
- **Flight:** Pace 10.
- **Heavy Armor +4:** Metal shell.
- **Heavy Blaster:** War spheres have a blaster port that runs off an internal capacitor. It recharges at the rate of 3/round. Range 15/30/60, Damage 1-3d6, shots 24, Heavy Weapon, AP 10.
- **Low Light Vision:** Cybernetic sensors.
- **Size -1:** War spheres are about the size of a large beach ball.

G'ROK

G'roks are a species native to one of the V'sori conquered worlds. They can best be described as two tons of ruthless killing machine with a stubborn persistence when tracking their prey. G'roks cannot see and have a reduced sense of hearing, however they have six triangular nasal sensors that are placed across the front and sides of their skull, giving them an unparalleled sense of smell. Since g'roks tend to eat anything smaller than themselves, their offspring exude a pheromone that effectively makes them invisible to mature g'roks.

After several problems with a resistance group based in the sewers of Ocean City, the V'sori released dozens of g'roks into the system. Groups of these g'roks have survived by living off rats, cats, and anything else they come upon in the sewers.

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d8, Stealth d6, Swim d10, Tracking d8

Pace: 10; **Parry:** 7; **Toughness:** 16

Special Abilities:

- **Aquatic:** Pace 10.
- **Claws/Bite:** Str+4. G'rok claws and teeth are razor sharp and hard as steel. AP 8.
- **Heavy Armor +4:** G'roks have gray, overlapping, bone plating over most of their bodies. Chinks in the armor can be hit at -6 to attack rolls.
- **Improved Sweep:** G'roks attempt to get within a group of prey and slash with their claws to wound as many as possible; they can then follow blood trails of the wounded prey.

- **Large:** Attackers add +2 to attack rolls when attempting to hit a g'rok, due to its large size.
- **Size +4:** G'roks are typically 10-15 feet long and weigh approximately two tons. Rumors say some specimens have reached even larger sizes.
- **Uncanny Scent:** G'roks have an amazing sense of smell. They gain a +4 bonus to Tracking and Notice rolls and can use their sense of smell to target opponents, ignoring any sight or hearing based penalties to their attack rolls.
- **Weakness (Light):** G'roks are susceptible to normal light. When in contact with light, they must make a Vigor roll at -4 or be Shaken.

K'THAREN ELITE FORCE (FIN)

The K'tharen are a large (over 7' tall) and powerful alien race. They have a basic humanoid form but with a thick crocodile-like hide. Their head has a distinctive shark-like appearance, especially with the fin-ridge that runs along the top of their skull. Their coloration runs towards the darker end of the spectrum along their backs, from light greens to blue and violet, while the front is universally pale. The K'tharen grow darker along their dorsal ridge as they age, and older members can appear pure black.

K'THAREN WARRIOR (SHARK TROOPERS)

K'tharen warriors wear little in the way of actual clothing while operating in terrestrial environments, but are never seen without their combat harness, a bandolier-like device that allows Fins to carry a host of weaponry, as well as additional ammunition and what passes for field rations (normally raw meat of some unspeakable origin).

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Driving d6, Fighting d10, Guts d8, Intimidation d10, Notice d8, Shooting d10, Swim d10, Throwing d8

Pace: 7; **Parry:** 7; **Toughness:** 13

Gear: Fin Combat Suit (Armor +2, Heavy Armor), 2 Fusion Grenades (Range 5/10/20, Damage 3d8, AP2, Medium Burst Template, Heavy Weapon), Blaster Rifle (Range 30/60/120, Damage 3d6, Heavy Weapon, AP 8)

Special Abilities:

- **Aquatic:** Pace 10
- **Armor +2:** Thick skin.
- **Bite/Claws:** Str+2.
- **Improved Frenzy:** K'tharen can make two

Fighting attacks a round.

• **Military Training:** K'tharen gain +2 to Shooting rolls if they do not move in a round.

• **Size +2:** K'tharen grow their entire lives with a maximum size of approximately 9' tall.



K'THAREN COMMANDER

These K'tharen are the leaders of their groups. They have been cybernetically enhanced and are even more dangerous than they sound. They have however lost some of their agility in the water from the extra weight of their implants. Like all K'tharen, they refuse to use any hand weapons other than their own claws and teeth, including implant weapons.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+4, Vigor d12+1

Skills: Driving d8, Fighting d12, Guts d12, Intimidation d12, Notice d10, Shooting d12, Swim d8, Throwing d8

Pace: 10; **Parry:** 8; **Toughness:** 13

Gear: 4 Fusion Grenades (Range 5/10/20, Damage 3d8, AP2, Medium Burst Template, Heavy Weapon), Blaster MG (3d8, AP 8, Heavy Weapon, Computer-Linked)

Special Abilities:

- **Aquatic:** Pace 8
- **Heavy Armor +2:** Implanted polymer plates.
- **Bite/Claws:** Str+2
- **Command:** Can give troops +1 to Fighting rolls and Toughness.
- **Improved Frenzy:** K'tharen commanders can make two Fighting attacks a round at no penalty.
- **Low Light Vision:** Cybernetic eyes.
- **Military Training:** K'tharen commanders gain a +2 to Shooting rolls if they do not move in a round.
- **Size +3:** K'tharen commanders stand head and shoulders above their troops.
- **Weapon Link:** If using a computer-linked weapon, the K'tharen commander may ignore 2 points of penalties to their Shooting rolls.

QUISLING GANGS

Quisling gangs are groups of human criminals, usually street gangers, that have decided to gain power by selling out the human race and serving the V'sori as informants, spies and enforcers.

Many quisling gangers are outfitted with V'sori weapons or other high-tech gear to take care of any super-powered threat they come across.

QUISLING GANGER

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Drive d6, Fighting d6, Guts d4, Intimidation d6, Notice d4, Shooting d6, Streetwise d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Edges: -

Hindrances: Mean

Gear: Vibro-knife (Str+2, HW, AP 8), 9mm pistol (Range 12/24/48, Damage 2d6+1, AP 2, SA) or Uzi (Range 12/24/48, Damage 2d6, AP 1, Auto), fusion grenade (Range 5/10/20, Damage 3d8, AP2, MBT). 9mm pistols are usually outfitted with HK Ammo, making it into a Heavy Weapon.

QUISLING GANG HEAVY

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Drive d6, Fighting d8, Guts d4, Intimidation d6, Notice d6, Shooting d8, Streetwise d6

Pace: 6; **Parry:** 6; **Toughness:** 9

Hindrances: Mean

Edges: Brawny, Combat Reflexes

Gear: Ablative Armor (+2, Heavy Armor), Vibro-sword (Str+4, AP 8, Heavy Weapon), Blaster MG (Range 50/100/200, Damage 3d8, RoF 3, AP 2, 3RB).



QUISLING GANG LEADER

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8



Skills: Drive d8, Fighting d10, Guts d4, Intimidation d8, Notice d6, Shooting d10, Streetwise d8

Pace: 6; **Parry:** 7; **Toughness:** 7

Edges: Combat Reflexes, Command, Trademark Weapon (ranged or melee)

Hindrances: Mean, Murderous (Minor)

Gear: Duraweave Armor (+1, Heavy Armor), Vibro-sword (Str+4, AP 2, Heavy Weapon), M2-HeroKiller (Range 10/20/40; Damage 3d6; AP 4, Heavy Weapon, DT) or Blaster Rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 8, Heavy Weapon), 3 Fusion Grenades (Range 5/10/20; Damage 3d8; AP2; MBT).

SOCORP

SOCorp is a law enforcement agency in Star City established by Major Jimmy Perez. Ostensibly, they enforce the V'sori rule within the city,

Generally they are well armed and well-armored - and a unit of SOCorp can generally take down a super-powered threat with the right tactics.

SOCORP OPERATIVE

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Drive d6, Fighting d6, Guts d4, Intimidation d4, Investigation d4, Notice d6, Shooting d6, Streetwise d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Loyal

Edges: Combat Reflexes

Gear: Duraweave Suit (+1, Heavy Armor), Tactical Helmet (+4, Heavy Armor), Stun Wand (Vigor roll at -4 or paralyzed for 2d6 rounds), Plasma Rifle (Range 12/24/48, Damage 3d10, Shots 12, Heavy Weapon, AP 10).

SOCorp operatives can also gain access to net-guns, foam-throwers and mega-tasers if they know they are dealing with a super-threat.



SOCORP ELITE

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Drive d8, Fighting d8, Guts d6, Intimidation d6, Investigation d6, Knowledge (Tactics) d6, Notice d8, Shooting d8, Streetwise d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9

Edges: Command, Combat Reflexes

Hindrances: Loyal

Gear: Personal Combat Armor (+4, Heavy Armor), Tactical Helmet (+4, Heavy Armor), Vibro-Knife (Str+2, AP 8, Heavy Weapon), Plasma Rifle (Range 12/24/48, Damage 3d10, Shots 12, Heavy Weapon, AP 10), Blaster Rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 8, Heavy Weapon). SOCorp Elite have access to the same special weapons as SOCorp Operatives, as well as sniper rifles with HK ammo and blaster machine guns.

V'SORI

Listed are stat blocks for a number of ranks of V'sori military personnel operating on Earth. An individual V'sori officers capabilities can vary widely, but generally speaking, the more powerful a V'sori is, the higher rank he has attained in the military.

V'sori have the same Aquatic and Telepathy racial abilities as their Atlantean cousins. Additionally, most V'sori possess Psionic Mastery, an ability that allows them to perform a number of psionic-based super-powers.

What follows are typical stats for V'sori officers and soldiers, ranging from the high level V'sori War-Masters down to the low level V'sori Solos.



V'SORI BATTLE-MASTER

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d10, Guts d10, Intimidation d8, Knowledge (V'sori Politics) d6, Notice d8, Persuasion d8, Shooting d10, Swim d10, Taunt d8

Pace: 6; **Parry:** 7; **Toughness:** 10

Gear: Personal Combat Armor (+4, Heavy Armor), Blaster Pistol (Range 15/30/60, Damage 3d6, Shots 20, DT, Heavy Weapon, AP 4), Vibro-Sword (Str+4, AP 8, Heavy Weapon)

Special Abilities: Aquatic: Pace 10, Low-Light Vision, Psi-Projection

Edges: Combat Reflexes, Command, Inspire, Natural Leader

Hindrances: Mean, Murderous (Minor)

Gear: Personal Combat Armor (Armor +4, Heavy Armor), Blaster Pistol (Range 15/30/60, Damage 3d6, DT, Heavy Weapon, AP 4), Vibro-Sword (Str+4, AP 8, Heavy Weapon)

Special Abilities: Aquatic, Low-Light Vision, Telepathy.

Super Powers:

- **Attack, Ranged:** 12/24/48, Damage 2d6, AP 8, Cone Template. (Mind Blast).

- **Stun:** Large Burst Template, Smarts roll or be Shaken. (Synapse Shock).



V'SORI SHOCKLORD

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Fighting d12, Guts d10, Intimidation d8, Investigation d8, Knowledge (V'sori Politics) d10, Notice d8, Persuasion d6, Shooting d8, Swim d10, Taunt d8

Pace: 6; **Parry:** 8; **Toughness:** 11

Edges: Combat Reflexes, Command, Inspire

Hindrances: Mean, Murderous (Minor)

Gear: Personal Combat Armor (+4, Heavy Armor), Blaster Pistol (Range 15/30/60, Damage 3d6, Shots 20, DT, Heavy Weapon, AP 4), Vibro-Sword (Str+4, AP 8, Heavy Weapon)

Special Abilities: Aquatic, Low-Light Vision, Telepathy.

Super Powers:

- **Attack, Ranged:** 12/24/48, Damage 3d6, AP 10, Cone Template. (Mind Blast).

- **Stun:** Large Burst Template, Smarts roll at -2 or be Shaken. (Synapse Shock).

- **Telekinesis:** Range 24, Strength d12+2.



V'SORI SOLO

Not all V'sori have a wide range of powers; those with a single strong psionic talent are called Solos. Many of these mentalists hone their single skill to its full potential, becoming ruthless and feared interrogators, detainment camp overseers, or other specialists.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Intimidate d6, Notice d6, Persuasion d6, Shooting d8, Taunt d6

Pace: 6; **Parry:** 6; **Toughness:** 10

Edges: Combat Reflexes

Hindrances: Mean, Murderous, Quirk (hates that Solos are treated as inferior by other V'sori).

Gear: Personal Combat Armor (+4, Heavy Armor), Custom Blaster Pistol, (Range 15/30/60, Damage 3d6, Shots 20, DT, Heavy Weapon, AP 4, +1 to hit with successful Aim), Vibro-Knife (Str+2, AP 8, Heavy Weapon), interrogation implements.

Special Abilities: Aquatic, Low-Light Vision, Telepathy.

Super Powers:

- *Mind Control:* Opposed Smarts roll, Mind Wipe, More Minds (x4).



V'SORI WARLORD

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d10, Guts d10, Intimidation d8, Knowledge (V'sori Politics) d8, Notice d8, Persuasion d8, Shooting d10, Swim d10, Taunt d8

Pace: 6; **Parry:** 7; **Toughness:** 10

Edges: Combat Reflexes, Command, Inspire, Natural Leader

Hindrances: Mean, Murderous(Minor)

Gear: Personal Combat Armor (+4, Heavy Armor), Blaster Pistol (Range 15/30/60, Damage 3d6, Shots 20, DT, Heavy Weapon, AP 4), Vibro-Sword (Str+4, AP8, Heavy Weapon)

Special Abilities: Aquatic, Low-Light Vision Telepathy.

Super Powers:

- *Attack, Ranged:* Damage 3d6, AP 8, Cone Template. (Mind Blast).
- *Stun:* Large Burst Template, Smarts roll at -2 or be Shaken. (Synapse Shock).



V'SORI WAR-MASTER

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d12, Guts d10, Intimidation d8, Investigation d8, Knowledge (V'sori Politics) d12, Notice d10, Persuasion d6, Shooting d8, Swim d10

Pace: 6; **Parry:** 8; **Toughness:** 11

Edges: Combat Reflexes, Command, Inspire, Natural Leader

Hindrances: Mean, Murderous(Minor)

Gear: Personal Combat Armor (+4, Heavy Armor), Blaster Pistol (Range 15/30/60, Damage 3d6, Shots 20, DT, Heavy Weapon, AP 4), Vibro-Sword (Str+4, AP 82, Heavy Weapon)

Special Abilities: Aquatic, Low-Light Vision, Telepathy.

Super Powers:

- *Attack, Ranged:* Damage 3d6, AP 10, Cone Template. (Mind Blast).
- *Mind Control:* Opposed Smarts roll, Mind Wipe, More Minds (x4).
- *Mind Reading:* Opposed Smarts roll, Mind Rider.
- *Stun:* Large Burst Template, Smarts roll at -2 or be Shaken. (Synapse Shock).
- *Telekinesis:* Range 24, Strength d12+2.



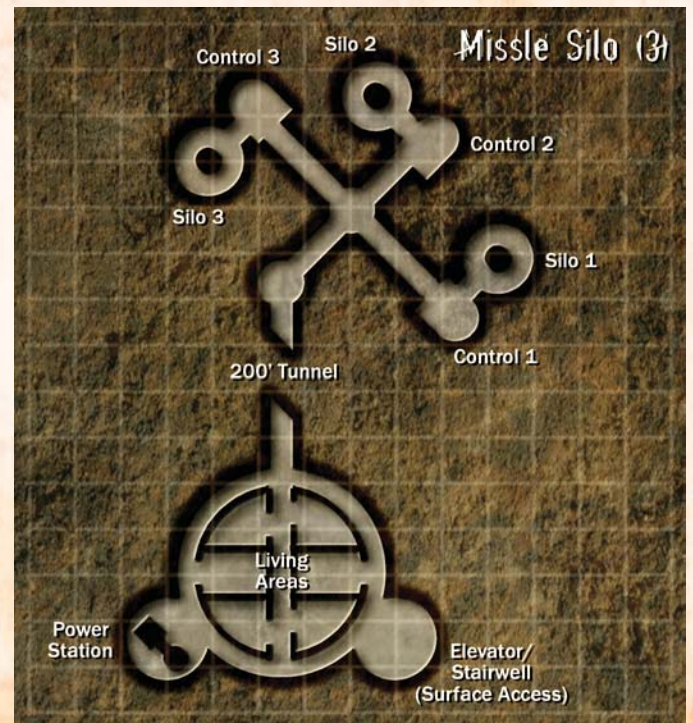
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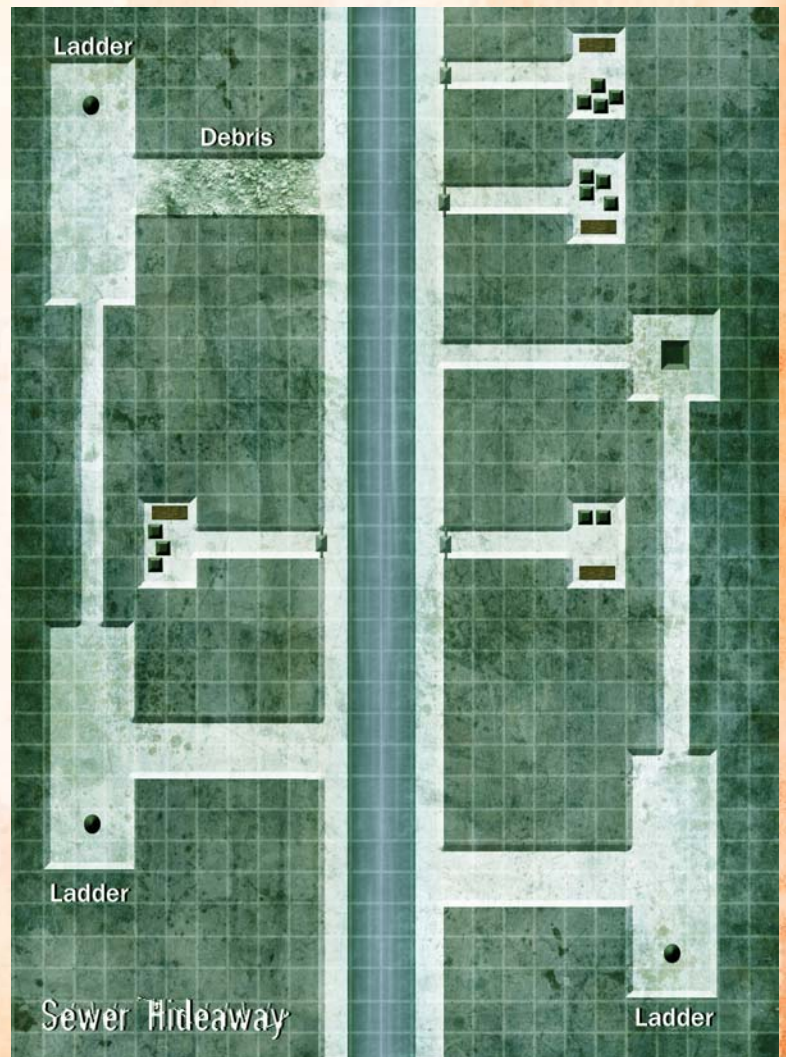
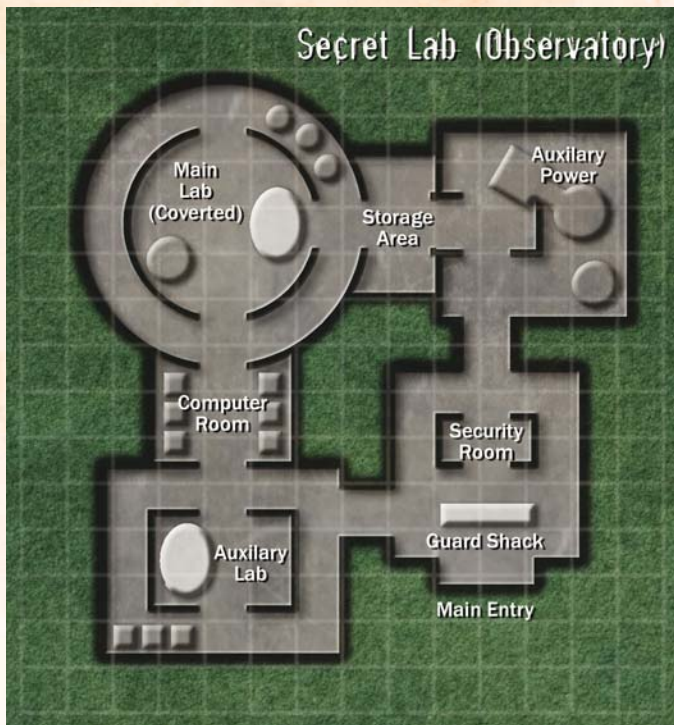
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GENERIC VILLAIN



HIDE OUT MAPS



NECESSARY EVIL

CODENAME

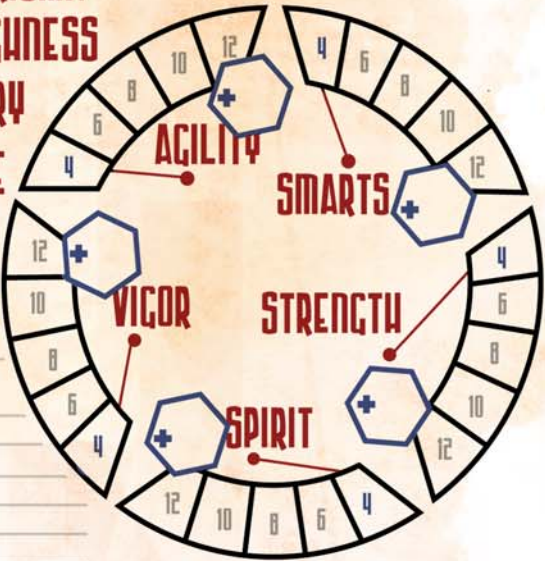
CIVILIAN IDENTITY:

THREAT RATING (RANK):

ORIGIN OF PARAHUMAN ABILITIES:

NOTES	MOD	BASE

CHARISMA
TOUGHNESS
PARRY
PACE



WINDRANCES:

EDGES:

4	6	8	10	12	SKILLS

4	6	8	10	12	SKILLS

4	6	8	10	12	SKILLS

FATIGUE

-1

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INC!

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WOUNDS

(COST) POWER

RANGE

DAMAGE

SIDE EFFECTS-MODS-NOTES