



SUPER VILLAIN UPDATE



SUPER VILLAINS UPDATE

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Dedicated to comic book creators and their fans everywhere.

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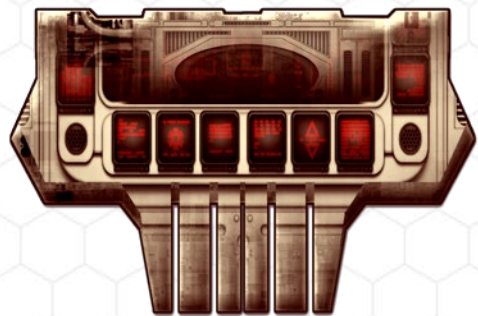
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A WRETCHED HIVE

On the following pages are a host of ready-made villains and other miscreants a Game Master can use for her campaign. These were first presented in the original *Super Powers Companion*, and have been updated and revised for second edition.

CRITTERS

Heroes often fight certain deadly predators, whether as hazards along the path to some super villains' lair or as their minions.

Alligators, bears, bulls, sharks, and other large or deadly animals can be found in *Savage Worlds*. Lions are included below with a slight update and because of their use by Ringmaster (along with gorillas). After that are a few of the most iconic dinosaurs super heroes tend to confront.

GORILLA

Attributes: Agility d8, Smarts d8 (A), Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d6, Fighting d10, Intimidate d10, Notice d6

Pace: 8; **Parry:** 7; **Toughness:** 7

Special Abilities:

- **Improved Frenzy:** Gorillas thump rapidly with both of their heavy fists.
- **Pummel:** Str+d6

LION

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8

Skills: Fighting d8, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Bite or Claw:** Str+d6
- **Improved Frenzy:** Lions may make two Fighting attacks each action at no penalty.
- **Low Light Vision:** Lions ignore penalties for Dim and Dark lighting.
- **Leap:** Doubles jumping distances.
- **Pounce:** The beast can make a special Wild Attack if it can jump at least 2" to the target, adding +4 to attack and damage instead of +2 (Parry is still just -2).
- **Size +2:** Male lions can weigh over 500 pounds.

DINOSAURS

Dinosaurs are a staple of comic books. Whether they appear in lost lands, alien zoos, or due to some time-traveling mishap, characters always seem to run into them somewhere.

Note that a dinosaur fought singly, a named pet, or a particularly wily veteran, should be a Wild Card.

Pterodactyl

Pterodactyls are flying dinosaurs with long, leathery wings. Their favorite tactic is to swoop down and pick up prey to carry back to their nest.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Notice d6

Pace: 2; **Parry:** 7; **Toughness:** 9

Special Abilities:

- **Bite:** Str+d6.

- **Flight:** Flying Pace 12"
- **Size +3:** Pterodactyls measure 10' in length and have a large wing span.
- **Swoop:** A pterodactyl that gets a raise on a Fighting attack has caught its victim in its mouth or talons (a successful Grapple attack). The creature then flies its normal Pace carrying a Size -1 or smaller target, but each increase in Size reduces its Pace by half (round down). If the prey harms the pterodactyl while grappled, the beast likely lets go at whatever its current height happens to be. Normal "cruising" height is about 100'.

Triceratops

Triceratopses are dinosaur herbivores with three horns on a shielded head. In general, they act like most herbivores, reacting aggressively around known or suspected predators (like a T-Rex) or possibly stampeding in unusual and frightening situations (like suddenly appearing in the modern world). Herds generally have an alpha leader that is a Wild Card.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+6, Vigor d10

Skills: Fighting d10, Intimidation d6, Notice d8

Pace: 8; **Parry:** 7; **Toughness:** 15/17 (2/4) (the head is tougher)

Special Abilities:

- **Armor +2:** Tough hide. Head Armor is +4 and Heavy Armor due to a thick bony plate. Triceratopses instinctively maneuver to put their head between themselves and danger, so if the creature is aware of the threat, all attacks are considered to hit the head unless a -2 Called Shot is made.
- **Gore:** Triceratopses use the Charge maneuver to gore their opponents with their long horns. If one can charge at least 6" before attacking, it adds +4 to its damage.
- **Horns:** Str+d8, AP 2. Heavy Weapon.
- **Large:** Attackers add +2 to attack rolls because of the beast's size.
- **Size +6:** A triceratops weighs as much as a bull elephant.

★ Tyrannosaurus Rex

King of the dinosaurs, the T-Rex is a deadly predator, capable of taking on prey much larger than itself and possibly even smaller but super-powered prey.

These kings of the dinosaurs (at least in popular perception) should almost always be Wild Cards.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d12

Skills: Fighting d10, Notice d8, Stealth d6

Pace: 8; **Parry:** 7; **Toughness:** 16 (2)

Special Abilities:

- **Armor +2:** Thick hide.
- **Bite:** Str+d8; Heavy Weapon.
- **Large:** Medium characters add +2 when attacking a T-Rex due to their great size.
- **Roar:** As its only action for a round, a T-Rex can emit a terrifying roar. All those within 24" who hear the roar must make a Spirit roll or be Shaken.
- **Size +6:** T-Rex is 20' tall and weighs 6,000 pounds.

Velociraptor to Utahraptor

These smart, bipedal dinosaurs are pack hunters and use remarkably well-developed tactics—not to mention deadly specialized claws. Velociraptors were actually the smallest of the family (about the size of a dog) going up to deinonychus (slightly larger than a person), and ultimately, the largest of the family, the utahraptor (the size of a large horse). If found in a pack, there is a Wild Card leader.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Notice d8, Stealth d8, Swimming d6

Pace: 8; **Parry:** 6; **Toughness:** 7 (2)

Special Abilities:

- **Armor +2:** Velociraptors have thick scaly hides.
- **Bite or Rake:** Str+d8.
- **Size -1 to +3:** The base Toughness and Strength above reflect the small velociraptor. Deinonychus is Size +1, so add +2 to Toughness and increase Strength to d12+1. Utahraptor is Size +3, so add +4 to Toughness and increase Strength to d12+3.

PULP VILLAINS

★ BULLFROG

When Peter Marvel's friends convinced him to lick a toad living in a radioactive storage site they were just kidding around. They had no idea the waste had leaked into the ground and contaminated the creature. When Pete licked the amphibian, his DNA mutated and gave him the power to leap hundreds of feet. Even his skin turned green! Dressed in a one-piece frog-like costume, Pete now lives as Bullfrog.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d6, Notice d6, Stealth d10, Survival d6, Swimming d8

Cha: -1; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Gear: None.

Hindrances: Curious, Distinctive Appearance, Habit (Minor—croaks loudly)

Edges: Arcane Background (Super Powers), First Strike, The Best There Is (*leaping*)

Super Powers:

- **Attack, Melee (5):** Str+2d6. Heavy Weapon. (Powerful kick.)
- **Leaping (6):** Can leap 32" vertically and 64" horizontally. Death from above (powerful legs).
- **Super Attributes (4):** Strength +2, Vigor +1.

★ FIRESTARTER

Justin Newman had a fascination with fire since he was a young boy. As he grew older and his powers manifested, he became a pyromaniac, setting fire to things just to watch them burn. He began with newspapers and discarded rubbish, but soon moved up to arson.

His fiery aura can be switched off, but he prefers to leave it on when "working," reveling in the fires it starts. His red costume is fireproof and has licks of orange "flame" up the sleeves.

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

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d12, Stealth d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Gear: Several lighters and boxes of matches.

Hindrances: Delusional (Major—flames speak to him), Phobia (Major—fire hydrants)

Edges: Arcane Background (Super Powers)

Super Powers:

- **Attack, Ranged (2):** Range 12/24/48, Damage 2d6, RoF 1. (Fiery bolt).
- **Damage Field (3):** Fire. Damage 2d6.
- **Energy Control (5):** Fire.
- **Resistance (5):** Fire. +4 to resist effects, direct attacks cause half damage.

★ GUMBALL

Bertie Braithwaite loved bubblegum as a kid. He held the school record for blowing the biggest bubble for years. When he left school, he got a job working in a bubblegum factory as a taster. Sheer heaven!

But good fortune is often balanced by bad. One fateful day a vat of liquid bubblegum exploded, drenching Bertie. Rather than killing him, it somehow merged with his body and gave him the sticky power of gum.

The incident made Bertie (more) insane, and he now gums up the works of the city by stealing anything he can get his grubby hands on.

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

Skills: Fighting d8, Lockpicking d6, Notice d6, Shooting d6, Stealth d6, Taunt d6, Throwing d10

Cha: -1; **Pace:** 8; **Parry:** 6; **Toughness:** 7

Gear: None.

Hindrances: Distinctive Appearance (Bright pink skin), Greed (Minor), Habit (Major—bubblegum), Weakness (Major—ice/cold)

Edges: Arcane Background (Super Powers), Fleet-Footed, The Best There Is (*altered form*)

Super Powers:

- **Altered Form (7):** Grapple, Reach +2, Viscous. (Made of bubblegum).
- **Ensnare (2):** Area Effect, Ranged Touch Attack 12" (Throwing). (Gum bubble.)
- **Leaping (3):** Can leap 8" vertically and 16" horizontally. (Springy legs.)
- **Toughness +2 (2):** Rubbery skin.
- **Wall Walker (1):** Gumball climbs with his sticky hands.

★ JINX

Clare Ogilvy was a happy-go-lucky mutant, gifted with the ability to control chance, for

★ MIRROR

good or bad. A super powered fight resulted in a blast of cosmic energy going astray and striking her, splitting her into two separate entities. Felix, the half with the power of good luck, was killed in the continuing fight. Only Jinx, Clare's negative aspect with the power over bad luck, survived. Jinx wears a simple checked costume with a black question mark on the chest.

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d8, Notice d6, Persuasion d4, Shooting d6, Stealth d8, Taunt d12+4

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Gear: None.

Hindrances: Power Negation (Lucky charms), Overconfident, Vengeful (Minor)

Edges: Arcane Background (Super Powers), Strong Willed

Super Powers:

- **Jinx (4):** Improved Jinx.
- **Malfunction (3):** Machines tend to fail around Jinx.
- **Super Attribute (4):** Spirit +2.
- **Super Skill (4):** Taunt +4.

★ MINOTAUR

Stavros Theodopolous is a mutant. As he reached puberty, his body irrevocably altered. Horns grew from his head, his skin toughened, and he grew taller. The change warped his mind, and he became a ferocious beast, seeking pleasure in the death of innocents. As an enforcer for hire, he must be kept on a tight leash or he goes off on a murderous rampage.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+5, Vigor d12

Skills: Fighting d8, Intimidation d10, Notice d4, Tracking d6

Cha: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 9

Gear: None.

Hindrances: Bloodthirsty, Distinctive Appearance, Mean, Vengeful (Major)

Edges: Arcane Background (Super Powers), Berserk, The Best There Is (*super attribute (Strength)*)

Super Powers:

- **Attack, Melee (5):** Str+2d6. Heavy Weapon. (Horns.)
- **Growth (1):** Level 1 (+1 Size, Strength, and Toughness). Monster.
- **Super Attribute (8):** Strength +4.
- **Super Skill (1):** Intimidation +1.

Francesca Drake first learned she was a mutant when she fell against a plate glass window. Rather than fall through, her reflection caught her! Since then, Francesca has learned to pull her duplicate from reflective surfaces to fight beside her, control glass, and even fire glass splinters. Her costume resembles a pane of cracked glass.

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

Skills: Driving d6, Fighting d8, Intimidation d6, Notice d6, Shooting d10, Taunt d6

Cha: -1; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Gear: Pocket mirror, mirrored locket.

Hindrances: Habit (Minor—always admiring her reflection), Phobia (Major—darkness), Power Negation (Lack of a reflective surface), Stubborn

Edges: Acrobat, Arcane Background (Super Powers), The Best There Is (*duplication*)

Super Powers:

- **Attack, Ranged (4):** Range 12/24/48, Damage 3d6, RoF 1, MBT. Requires Material (Glass). (Mirror sprays her foes in a shower of glass.)
- **Duplication (7):** Level 3. Major Limitation (Requires a reflective surface.)
- **Matter Control (2):** Glass. Level 3, Strength d12+1. Requires Material.

★ PUPPET MASTER

Jimmy O'Hanlon is mad—stark raving mad. Jimmy never played with other kids. Instead, he sat in his room and played with puppets. His teenage years came and went, and still he played alone. On his sixteenth birthday his father took a pair of scissors to his puppets and destroyed them all in an attempt to bring his son out of his shell.

Jimmy's rage at losing his only "friends" manifested itself in the mutant ability to control inanimate objects. Jimmy's father died that very night—sliced to pieces by the same scissors he'd used to destroy the puppets.

Jimmy's Outsider Hindrance refers to his complete inability to interact with people.

Note: Puppet Master is a Game Master character and breaks the normal Power Limit rules.

STREET FIGHTERS

★ PESTILENCE

Dr. Sarah Martin was exposed to a secret government bio-weapon when she treated a patient who had escaped from a villainous research center. The disease ravaged her body, leaving her flesh covered in boils and pus, yet it did not kill her. Pestilence is immune to all diseases and heals damage amazingly fast, but does not regenerate her diseased appearance. She is a walking toxin factory, spreading disease wherever she walks.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d6, Vigor d12+2

Skills: Driving d6, Fighting d6, Healing d8, Intimidation d8, Knowledge (Pharmacy) d8, Notice d8, Stealth d8, Taunt d6, Throwing d8

Cha: -2; **Pace:** 8; **Parry:** 5; **Toughness:** 9

Gear: None.

Hindrances: Bad Luck, Distinctive Appearance, Power Negation (super antibiotics), Ugly

Edges: Arcane Background (Super Powers), Combat Reflexes, Fleet-Footed, Improved Nerves of Steel

Super Powers:

- **Immune to Disease (1):** Pestilence cannot catch diseases.
- **Immune to Poison (1):** Sarah's metabolism makes short work of even the most lethal poisons.
- **Infection (8):** Carrier, Contagious, Strong, Ranged Touch Attack 12" (Throwing). (Glob of phlegm.)
- **Regeneration (10):** Level 5, rolls to heal every round. (Fast metabolism.)
- **Super Attributes (10):** Vigor +5. (Super immune system.)

★ POLTERGEIST

Clarissa Brown inherited her powers from her Roma mother. She has no idea who her father is. Clarissa was always of a criminal bent, but until her powers manifested in puberty she only performed minor acts of burglary. Now with her amazing gifts, she performs more daring crimes and

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

Skills: Driving d6, Fighting d4, Intimidation d8, Knowledge (Occult) d6, Notice d6, Repair d6, Stealth d6, Taunt d8

Cha: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Gear: "Lucky" scissors.

Hindrances: Monologuer, Outsider, Phobia (Minor—scissors in other people's hands), Vengeful (Major)

Edges: Arcane Background (Super Powers), Command, The Best There Is (*matter control*)

Super Powers:

- **Attack, Melee (1):** Str+1d6. Device (Scissors).
- **Matter Control (14):** Cloth. Level 1, Strength d10. Constructs ×4. (Puppet Master controls up to four medium swarms of puppets armed with scissors, knitting needles, or small knives.)

★ SPRINGBLADE

Neil Armitage is a mutant with the ability to generate bone blades from his arms. The blades are capable of extending to great lengths or being fired—which is why he drinks gallons of milk everywhere he goes.

Springblade hires himself out as an assassin. His blades don't register on metal detectors, so he can travel or enter secure areas easier than most.

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

Skills: Climbing d6, Fighting d10, Lockpicking d4, Notice d8, Shooting d8, Stealth d4, Throwing d8

Cha: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Gear: None.

Hindrances: Arrogant, Power Negation (X-Rays), Stubborn

Edges: Ambidextrous, Arcane Background (Super Powers), Florentine, Two-Fisted

Super Powers:

- **Attack, Melee (6):** Str+2d6, Reach +1, Heavy Weapon. (Springblade sprouts a bone sword from each arm.)
- **Attack, Ranged (7):** Range 12/24/48, Damage 3d6, RoF 2. (Springblade fires bone shards from his forearms.)
- **Explode (2):** Damage 2d8, MBT. (Springblade hurls a shower of bone fragments.)

concentrates on high-reward targets, such as jewelers or banks.

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

Skills: Climbing d6, Fighting d6, Lockpicking d10, Notice d6, Shooting d6, Stealth d8, Taunt d6

Cha: +0; **Pace:** 8; **Parry:** 5; **Toughness:** 6

Gear: Lockpicking tools.

Hindrances: Greedy (Minor), Pacifist (Minor), Vengeful (Major)

Edges: Arcane Background (Super Powers), Fleet-Footed, Thief

Super Powers:

- **Invisibility (7):** Level 2, -4 to hit. Requires Activation.
- **Super Attribute (4):** Agility +1, Vigor +1.
- **Telekinesis (10):** Level 4, Strength d12+2. Range 24".
- **Teleport (3):** Poltergeist can *teleport* up to 12" distant.
- **Whirlwind (6):** Large Burst Template. Twister.

★ PSICOPATH

Reggie Brooke was down on his luck when he volunteered for a corporate experimental program that paid \$50. The experiment had to do with mind control and remote viewing, and of over 200 volunteers, Reggie was the only one it worked on. The company, OmniMind, was thrilled—until they realized Reggie's powers also triggered a psychotic state.

Psicopath tends to stay hidden, forcing his mind-controlled victims to commit outrageous acts of violence and depravity.

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

Skills: Fighting d4, Intimidation d4, Notice d6, Persuasion d10, Shooting d6, Streetwise d8, Taunt d8

Cha: +1; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Gear: None.

Hindrances: Habit (Minor—laughs quietly to self), Monologuer, Overconfident, Pacifist (Minor—personal only)

Edges: Arcane Background (Super Powers), Charismatic, The Best There Is (*mind control*)

Super Powers:

- **Attack, Ranged (5):** Range 12/24/48, Damage 3d6, RoF 1, Heavy Weapon. (Mind blast.)

• **Mind Control (15):** Multiple Minds ×5. Psicopath can control up to six minds at once.

• **Mind Reading (6):** Memory Mastery. Psicopath enjoys looking at his victims' most painful memories.

• **Telepathy (3):** Broadcast (1 mile).

• **Super Skill (1):** Persuasion +1.

★ SHRILL

Janet Willows discovered her mutant talents while training to be an opera singer. She was auditioning for a part when she tried to hit a high note she'd never hit before—and destroyed the auditorium!

Janet tried to apologize but the opera world would have nothing to do with "the freak." After some poisonous soul-searching, she decided that if she couldn't achieve fame and fortune legitimately, she'd do it as Shrill—a super villain.

Her targets are high-profile "snooty" types—like the opera world that rejected her. She robs them for all she can, keeps most of it, and quietly funds off-Broadway plays or other "anti-establishment" projects she feels rebel against her hated rivals.

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

Skills: Fighting d6, Knowledge (Opera) d6, Lockpicking d8, Notice d6, Shooting d8, Stealth d8

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Gear: None.

Hindrances: Delusional (Minor—people love a villain), Greedy (Minor)

Edges: Arcane Background (Super Powers), Charismatic

Super Powers:

- **Heightened Senses (4):** Infravision, Low Light Vision, Spatial Sense. (Sonar.)
- **Deflection (5):** Requires Activation. -6 to hit with ranged attacks. (Wall of sound.)
- **Energy Control (5):** Sound.
- **Intangibility (10):** Phase. (Shrill can transform into an acoustic vibration.)
- **Stun (6):** Area Effect (MBT), Ranged Touch Attack 12" (Shooting). (Shrill scream.)

★ STORYTELLER

Winston Pike was frustrated. He wanted to be a children's author but never had that lucky break, even though his stories were actually quite good.

While searching for inspiration, he found an ancient tome in an old and forgotten library. Unfortunately, rather than use his powers for good, he decided to make innocent people act out his stories. He keeps a small pad of sketches handy for improvisational use, but prefers to keep to a tight script.

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

Skills: Driving d6, Fighting d6, Intimidation d6, Knowledge (Literature) d8, Notice d8, Stealth d4, Taunt d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Gear: Small sketch pad, pen.

Hindrances: Delusional (Major—believes the world is a story he controls), Stubborn, Weakness (Major—magic)

Edges: Arcane Background (Super Powers), Strong Willed

Super Powers:

- **Broadcast (6):** Manipulation. (Sorcery.)
- **Fear -2 (5):** Terror.
- **Illusions (9):** Level 4, 7" radius. Film Quality. System Shock.
- **Telekinesis (10):** Level 4, Strength d12+3. Range 24".

★ TENPIN

Marty Biknowski could have used his mutant powers for good, but instead he choose to have fun at other people's expense. Sure, he robs the occasional bank, but he's more a nuisance than a true threat to society. His preferred form of attack is to take a long run up, curl up into a ball, and send his opponents scattering like ninepins.

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d12+3, Vigor d12+2

Skills: Fighting d12, Intimidation d6, Notice d6, Stealth d10, Taunt d6

Cha: -1; **Pace:** 48; **Parry:** 9; **Toughness:** 9

Gear: None.

Hindrances: Bad Luck, Distinctive Appearance (Shiny, oily skin), Habit (Minor—shouts "Strike!" or other bowling terms just before he attacks)

Edges: Acrobat, Arcane Background (Super Powers), Combat Reflexes, Improved Level Headed

Super Powers:

- **Absorption (2):** Kinetic.
- **Attack, Melee (5):** Str+2d6. (Tenpin makes a running punch attack.)
- **Speed (7):** Pace 48, -2 to hit.
- **Super Attributes (16):** Strength +4, Vigor +4.

★ TURBULENCE

Nick Storm, hick farm boy from the American Midwest, manifested his mutant powers after being caught in a tornado. Although he possesses a remarkable degree of control over it, Turbulence loves nothing more than wrecking things, whether by blowing them over or by crushing them under tremendous air pressure.

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

Skills: Fighting d8, Notice d6, Shooting d12, Stealth d6, Taunt d10

Cha: -2; **Pace:** 8; **Parry:** 6; **Toughness:** 6

Gear: None.

Hindrances: Illiterate, Mean, Phobia (Major—claustrophobia), Power Negation (Complete lack of air or wind)

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

Super Powers:

- **Attack, Ranged (5):** Range 12/24/48, Damage 3d6, RoF 1, Heavy Weapon. (Blast of "solid" air).
- **Deflection (3):** -4 to hit with ranged attacks. Requires Activation. (Air shield.)
- **Energy Control (7):** Air. Large Burst Template.
- **Flight (8):** Pace 24, Climb 0, -1 to hit while flying. (Turbulence rides a whirlwind of air.)
- **Super Skill (1):** Shooting +1.
- **Whirlwind (6):** Large Burst Template, Twister. (Miniature tornado.)

★ WORM

Humphrey Knuck is one of life's constant victims. An interest in astronomy and computers and the physique of a pencil have labeled him an easy target for most of his life. His fellow pupils nicknamed him "worm."

Desperate to be someone, Humphrey injected himself with radioactive worm DNA—the result of reading too many comic books—but did, in fact, gain some of the creature’s powers. Now as the Worm, he strikes back at whoever has tormented him, trying his best to make their lives as miserable as his was.

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d4, Vigor d8

Skills: Fighting d4, Knowledge (Astronomy) d12, Knowledge (Biology) d10, Knowledge (Chemistry) d10, Knowledge (Genetics) d12, Knowledge (Geology) d10, Notice d8, Shooting d8.

Cha: -2; **Pace:** 8; **Parry:** 4; **Toughness:** 6

Gear: None.

Hindrances: Heartless, Outsider (Humphrey doesn’t play well with others), Phobia (Major—bladed weapons), Vengeful (Major)

Edges: Arcane Background (Super Powers), Fleet-Footed, Nerves of Steel, Scholar (×2: Astronomy, Biology, Chemistry, Genetics)

Super Powers:

- **Altered Form (5):** Grapple, Reach +1.
- **Attack, Ranged (7):** Range Cone, Damage 4d6, RoF 1, Heavy Weapon (Worm squirts digestive enzymes.)
- **Burrowing (3):** Pace 6.
- **Growth (9):** Level 3 (+3 Size, Strength, and Toughness).
- **Regeneration (6):** Level 3, rolls to heal every 10 minutes.

FOUR COLOR VILLAINS

★ BLACK SCORPION

Black Scorpion is the code name of an Arab terrorist leader in the Middle East. He got his powers after irradiated material at a hasty facility in the deep desert leaked and wiped out most of his cell. As Abdul Omar Rafsanjani staggered away from the incident, he stumbled into a scorpion nest and was stung over 300 times.

Abdul’s skin is now black and chitinous and he has a scorpion’s tail, complete with deadly sting.

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

Skills: Fighting d12+2, Knowledge (Explosives) d8, Lockpicking d6, Notice d8, Stealth d10, Survival d6

Cha: +0; **Pace:** 48; **Parry:** 9; **Toughness:** 17 (10)

Gear: None.

Hindrances: Distinctive Appearance, Stubborn, Vengeful (Major)

Edges: Arcane Background (Super Powers), Combat Reflexes, Level Headed, Nerves of Steel, Sweep

Super Powers:

- **Armor +10 (14):** Heavy Armor. (Chitinous skin.)
- **Extra Limb (4):** Reach +1. (Scorpion tail.)
- **Poison (9):** Lethal, Strong.
- **Speed (7):** Pace 48, -2 to hit.
- **Super Attributes (8):** Agility +1, Strength +3. (Mutated DNA.)
- **Super Skills (2):** Fighting +1, Stealth +1.
- **Wall Walker (1):** Strong grip.

★ DOPPELGANGER

Yvgeny Dracovich is a Russian super villain who has come to the West to make his name in the underworld. His amazing powers allow him access to almost any location on Earth, and very few security measures can detect his near-perfect ability to become someone else.

The source of his power is a genetic mutation that allows him to alter his physical form at will. He can form an exact duplicate of anyone he meets if he ingests a portion of their DNA.

Combined with his *growth* and *shrink* powers, there is very little he cannot duplicate.

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

Skills: Fighting d4, Lockpicking d8, Notice d8, Persuasion d8, Stealth d8, Streetwise d8, Taunt d8

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Gear: Varies by disguise.

Hindrances: Cautious, Overconfident, Yellow

Edges: Arcane Background (Super Powers), Charismatic, Connections

Super Powers:

- **Ageless (1):** Genetic mutation.
- **Chameleon (8):** Inanimate Object, Voice.
- **Copycat (15):** Level 12. Duration.

- **Growth (8):** Level 3 (+3 Size, Strength, and Toughness). Requires Activation (His statistics above do not include these bonuses since he can transform).
- **Mind Reading (6):** Memory Mastery.
- **Shrink (5):** Density. Requires Activation.
- **Speak Language (2):** Written Word. Understands all languages, both written and spoken (natural talent).

★ PROJECTOR

Walter Beacon was fascinated by special effects as a kid and decided all he wanted to do when he grew up was work in the movies. During college, he built a hologram projector creating life-like illusions. When he graduated, he approached a big film studio with his invention. They liked his work, but didn't like Walter. Rejected, Walter set about adding to his amazing projector, determined to show the world he was the true master of FX. So was born Projector.

The projector itself is hand-held and about the size of a large mobile phone.

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d6, Vigor d8

Skills: Driving d6, Fighting d6, Knowledge (Engineering) d12+4, Notice d8, Repair d10, Shooting d10, Stealth d6, Taunt d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: Hologram projector, FX and movie magazines, pulse pistol (Range 10/20/30, Damage 2d6, RoF 1).

Hindrances: Bad Eyes (Minor), Clueless, Small

Edges: Arcane Background (Super Powers), Marksman

Super Powers:

- **Force Control (4):** Level 2, Strength d12. Range 24". Device (Energy focus in projector).
- **Illusions (15):** Level 7, 10" radius. Film Quality, System Shock. Device (Hologram projector).
- **Super Attribute (4):** Smarts +2.
- **Super Skill (6):** Knowledge (Engineering) +6, Repair +1.

★ RINGMASTER

Davenport's Circus may not be the biggest in the world, but it boasts an impressive array of animals, and for good reason. Ringmaster uses his mutant power of animal

control to get them to act as his henchmen when committing crimes.

His whip is self-built and contains a stunner, as well as being able to ensnare an opponent. He wears a ringmaster's costume but with a face mask to conceal his identity—which has yet to be revealed.

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

Skills: Fighting d12, Intimidation d10, Notice d6, Stealth d6, Tracking d6

Cha: -1; **Pace:** 6; **Parry:** 9; **Toughness:** 6

Gear: Whip.

Hindrances: Greedy (Minor), Habit (Major—cigars), One Arm, Phobia (Minor—snakes)

Edges: Acrobat, Arcane Background (Super Powers), Beast Bond, Frenzy, The Best There Is (*animal control*), Trademark Weapon (Whip)

Super Powers:

- **Animal Control (23):** Level 11. Telepathic Link. (Ringmaster typically controls three lions and a gorilla.)
- **Attack, Melee (4):** Str+2d6. Device (Whip).
- **Ensnare (1):** Device (Whip).
- **Minions (6):** Level 3. Ringmaster is usually accompanied by 3 carnies armed with heavy mallets (Str+d6).
- **Stun (1):** Contingent on successful *melee attack*.
- **Super Skills (2):** Fighting +2, Intimidation +2. Device (Whip).
- **Uncanny Reflexes (8):** -4 to hit.

★ VAMPYR

Henry Oakman's regular life ended after a holiday in Transylvania when he was attacked by a genuine vampire. Instead of dying, his will to live (and desire to be somebody) brought him back as an undead, with some of their powers but few of their weaknesses. He primarily feasts on young ladies, often the homeless.

On more grandiose days, he plots to rule a world dominated by him and his army of vampire slaves.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d12+1, Vigor d12

Skills: Climbing d6, Fighting d10, Intimidation d8, Persuasion d6, Notice d6, Stealth d8

Cha: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 10

Gear: None.

Hindrances: Allergy (Minor: sunlight), Distinctive Appearance (sallow skin and big fangs), Power Negation (holy ground), Weakness (Major: light)

Edges: Arcane Background (Super Powers), First Strike, Frenzy, Improved Level Headed

Super Powers:

- **Animal Control (11):** Level 4. Summonable, Telepathic Link. Vampyr can summon and control two medium rat swarms (that can split). Major Limitation (Rat swarms only).
- **Decay (4):** Strong.
- **Intangibility (5):** Vampyr can turn into a cloud of blood-red mist.
- **Mind Control (3):** Major Limitation (Vampyr's gaze only works on human females.)
- **Super Attributes (12):** Strength +4, Vigor +2.
- **Undead (10):** +2 Toughness; +2 to recover from Shaken; doesn't breathe; immune to disease & poison; no additional damage from called shots; ignore 1 level of wound penalties; -2 Charisma.

HEAVY HITTERS

★ EGO

When famed college quarterback Carlos Tyler was horrifically maimed in a bus crash everyone expected him to die. He was on life support for six years, before his parents decided to switch it off. To their surprise, Tyler didn't die—he awoke.

While comatose, Tyler's mind underwent a dramatic change and evolved a superego capable of projecting itself on the material world as a powerful physical force. Tyler's body may be all but useless, but his vengeful, twisted mind is a powerful, and still evolving, weapon.

Attributes: Agility d6, Smarts d8, Spirit d12+2, Strength d4, Vigor d10

Skills: Climbing d6, Fighting d10, Intimidation d8, Knowledge (Sports) d6, Notice d6, Shooting d6, Taunt d8

Cha: -2; **Pace:** 4; **Parry:** 7; **Toughness:** 7

Gear: None.

Hindrances: Lame, One Arm, Ugly

Edges: Arcane Background (Super Powers), Improved Nerves of Steel, Strong Willed, The Best There Is (*force control*)

Super Powers:

- **Force Control (26):** Level 9, Strength d12+7. Area Effect (MBT), Force Field, Heavy Weapon. Range 24".
- **Super Attribute (4):** Spirit +2.
- **Telekinesis (20):** Level 7, Str d12+5. Focus. Heavy Weapon, Range 24".
- **Toughness +10 (10):** Ego is surrounded by a permanent personal force field.

★ EL GIGANTE

Provincial wrestling champion and people's hero El Gigante was renowned for his size and strength. His signature move was to throw his opponents into the crowd. When it was discovered he was a mutant, he was disgraced and banned from wrestling.

Angry at the way fate had robbed him of the chance to be someone, El Gigante showed the world his strength was even greater than he had let on—and devoted his energy to taking the riches that were denied him as a "legitimate" wrestler.

El Gigante has lately taken up work as a bodyguard for drug cartels. He's often surrounded by heavily armed allies, though he resents their presence and feels it's an insult to his pride.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12+1, Vigor d12+2

Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d6, Taunt d8, Throwing d10

Cha: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 14

Gear: None.

Hindrances: Arrogant, Illiterate, Monologuer, Ruthless, Vengeful (Major)

Edges: Arcane Background (Super Powers), Brawny, Combat Reflexes. Combat Sense, Command, First Strike, Frenzy, Take the Hit

Super Powers:

- **Attack, Melee (19):** Damage Str+6d6, Focus, Heavy Weapon, Reach +1, Stackable. (Fists.)
- **Earthquake (5):** Earthshake.
- **Growth (12):** Level 4 (+4 Size, Strength, and Toughness). Monster.
- **Super Attributes (16):** Strength +4, Vigor +4.
- **Super Edge (4):** Frenzy/Improved Frenzy.
- **Toughness +4 (4):** El Gigante is a mass of muscle and meanness.

★ LEGION

Dimensional physics has always been a dangerous field of study. With unknown powers existing in dimensions beyond our own, the potential for reward for the first scientist to breach the dimensional barrier—and survive—drives many to take great risks. Dr. Lorraine Parker took one risk too many and opened up a dimensional portal, through which walked five duplicates of herself.

Before she could stop them, they merged with her, granting her super powers over dimensional energy. Lorraine and her duplicates can control and manipulate dimensional energy, using it to smash or bind foes, or protect themselves within a force field of shimmering energy.

Before she summons her duplicates, Lorraine always says the Biblical line, “My name is Legion, for we are many.” It’s corny, but effective, especially when followed by a deadly volley of energy bolts.

Note that Legion’s duplicates are Extras and so benefit from her Leadership Edges.

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

Skills: Fighting d8, Intimidation d6, Knowledge (Physics) d8, Notice d8, Shooting d10, Stealth d6

Cha: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 12

Gear: None.

Hindrances: Habit (Minor—always has to deliver her “opening line”), Monologuer, Phobia (Minor—mirrors), Terminally Ill

Edges: Arcane Background (Super Powers), Brawny, Combat Reflexes, Command, Hold the Line, Improved Level Headed, Inspire, Steady Hands

Super Powers:

- **Attack, Ranged (17):** Range 12/24/48, Damage 6d6, RoF 3, Heavy Weapon. (Energy blasts.)
- **Duplication (18):** Level 5. No Tell, Promotion.
- **Force Control (20):** Level 6, Strength d12+4. Area Effect (MBT), Force Field, Heavy Weapon, Range 24”. (Focused dimensional energy.)
- **Toughness +5 (5):** Lorraine is suffused with protective dimensional energy.

★ PAVEWAY

Mikhail Drasilovic, former Serbian Special Forces helicopter pilot, was given his battlesuit during the Balkan conflict and became Serbia’s first super powered soldier. After the war, he fled to Africa to escape the war crimes trials, where he served as a mercenary. His warmongering earned him plenty of money—enough to have several enhancements added to his armor.

He has since moved to America, eager to offer his services to the highest bidder. Paveway has no qualms if the price is right.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d10, Notice d8, Piloting d8, Repair d8, Shooting d6, Stealth d8

Cha: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 17 (10)

Gear: Powered armor.

Hindrances: Greedy (Major), Heartless, Wanted (Major—NATO), Weakness (Minor—radiation)

Edges: Arcane Background (Super Powers), Improved Dodge, Improved Level Headed

Super Powers:

- **Armor +10 (8):** Heavy Armor. Device (Armored suit).
- **Attack, Melee (12):** Damage Str+6d6, Focus, Heavy Weapon. Device (Powered fists).
- **Heightened Senses (4):** Eagle Eyes, Infravision, Low Light Vision, Spatial Sense. Device (Radar in battlesuit).
- **Flight (13):** Pace 96, Climb 4, -4 to hit while flying. Device (Rocket pack attached to suit).
- **Resistance (4):** Fire. +4 to resist effects, direct attacks cause half damage. Device (Fireproof suit).
- **Invisibility (7):** Level 2, -4 to hit. Device (Chameleon paint on suit).
- **Super Attributes (9):** Strength +5. Device (Armored suit).
- **Super Skill (3):** Fighting +2, Piloting +2. Device (Battle computer in suit).

COSMIC THREATS

★ FUGUE

Born to a sorceress and a now-dead super hero, Daniel Wells was destined to have super powers. His ability to time travel developed quite early, and keeping the infant from disappearing through time was a permanent job for his hapless parents.

As Daniel grew older, his powers matured until he could travel to any point in time. By the age of 21, he called himself Fugue, the Marshal of Time, and declared it his solemn duty to protect the time stream.

Fugue's adventures were often somewhat tragic. Reichfuhrer once kidnapped the hero and attempted to harness his time control powers to go back to World War II and ensure the Axis won. That plot was stopped, but then a group of super heroes captured Fugue and attempted to use his powers to kill Hitler before he rose to power.

The Marshal of Time claims he has seen what happens when he interferes with the universe's continuity and it is "a dark fate I can share with no other living being."

Fugue continued his duties for a while but could not hide the sadness he felt at turning away every hero, parent, father, mother, son, or daughter who begged for his help in altering a past that resulted in the death of some loved one.

Fugue has since retreated into the time stream and has not been seen—in this continuity—for years.

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

Skills: Fighting d12, Intimidation d4, Notice d8, Stealth d8, Taunt d6

Cha: +0; **Pace:** 8; **Parry:** 10; **Toughness:** 6

Gear: None.

Hindrances: Distinctive Appearance (blue skin), Enemy (Minor—time traveling alien), Greedy (Major), Wanted (Major—scientists and villains searching for the key to time travel)

Edges: Arcane Background (Super Powers), Combat Sense, Fleet-Footed, Improved Block, Improved Dodge, Level Headed

Super Powers:

- **Awareness (5):** Ignores obscurement penalties and Gang Up bonus.

- **Extra Actions (12):** Fugue gets four extra actions per round due to his manipulation of the time stream.

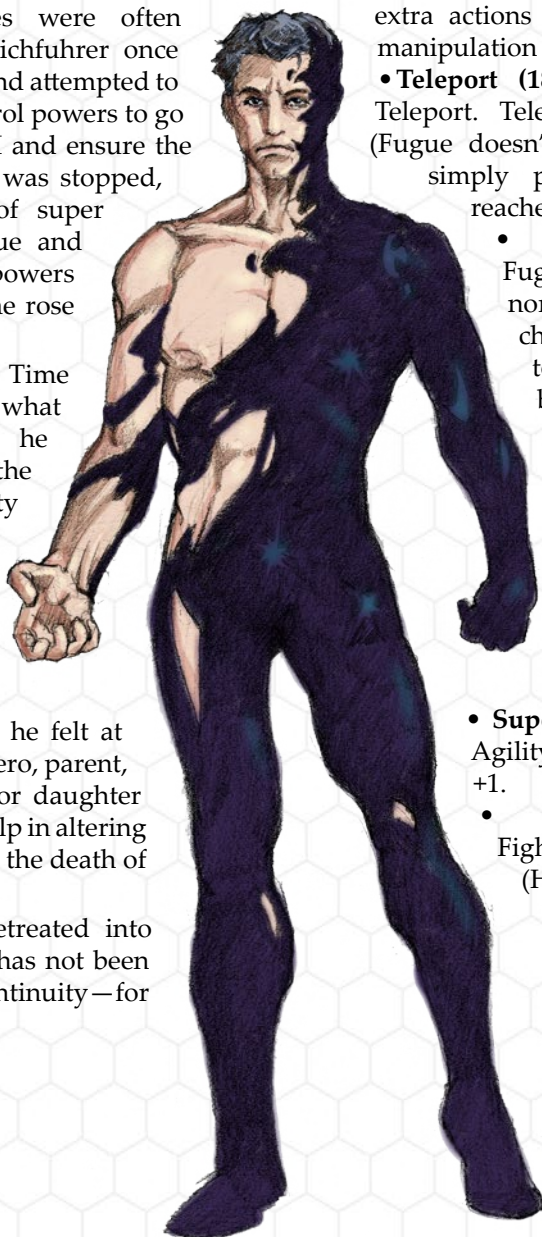
- **Teleport (18):** Range 48", Rapid Teleport. Teleport Other, Traverse. (Fugue doesn't actually teleport, he simply pauses time until he reaches his destination.)

- **Time Travel (10):** Fugue has a power not normally available to other characters. He can venture to any point forward or backward in time. This requires an action to activate. Anyone in a Large Burst Template can be taken along with Fugue if he so desires.

- **Uncanny Reflexes (8):** -4 to hit. (Time manipulation.)

- **Super Attributes (14):** Agility +2, Strength +4, Vigor +1.

- **Super Skill (8):** Fighting +2, Knowledge (History) +6.



Graveyard Shift

The Graveyard Shift is a team of super villains who primarily treat what they do as an occupation. They are known to be highly professional and well-respected in the super villain community. They occasionally pull independent robberies, but mostly hire out to crime bosses and other super villains who need a team for a specific job.

The Iron Skull is a Heavy Hitter. The rest of the Graveyard Shift are Four Color Villains.

★ IRON SKULL

The Iron Skull (real name Oscar Baer) is the leader of the Graveyard Shift, and his cautious nature is one of the main reasons the group has retained its reputation. The Skull used to be more of a “take over the world” kind of villain, but that was before he fell in love with Ghostwitch. Now, he doesn’t feel he has anything to prove, but believes this is what he is best at and maybe he enjoys the challenge just a bit more than he lets on.

Oscar knows there is potential turmoil in the group, but he doesn’t want to jump in and act too fast. He hopes it will work itself out, but he’s too smart to think it will. He’s already looking at potential replacements just in case.

Iron Skull does not have any activation Modifiers on his battlesuit powers because his armor resides in a transdimensional space from which he can summon it reflexively.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d12, Investigation d10, Notice d6, Knowledge (Engineering) d10, Notice d10, Repair d10, Shooting d10, Throwing d8

Cha: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 17 (10)

Gear: Commlink.

Hindrances: Cautious, Code of Honor, Weakness (Minor—magnetism)

Edges: Arcane Background (Super Powers), MacGyver, Team Leader

Super Powers:

- **Armor +10 (8):** Heavy Armor. Device (Armored battlesuit).
- **Attack, Melee (11):** Damage Str+4d6, Focus, Heavy Weapon, Switchable (*attack, ranged*). Device (Battlesuit).
- **Attack, Ranged (11):** Range 12/24/48, Damage 4d6, RoF 2, Heavy Weapon. Switchable (Primary with *attack, melee*). Device (Battlesuit blasters).
- **Awareness (4):** Ignores obscurement penalties and Gang Up bonus. Device (Battlesuit sensor arrays).
- **Flight (7):** Pace 24, Climb 0, -1 to hit while flying. Device (Battlesuit).
- **Gifted (2):** Oscar has an eidetic memory.
- **Interface (2):** Code Breaker. Device (Battlesuit compuer).
- **Invent (10):** Level 5.
- **Resistance (1):** Mental. +4 to resist effects, +4 Toughness.
- **Super Attributes (10):** Strength +4, Vigor +2. Device (Battlesuit enhancements—Strength and Vigor).
- **Super Skills (5):** Fighting +3, Shooting +3. Device (Battlesuit’s combat computer).

★ BURN

Burn is Robert Barnes, an arrogant rich kid disowned by his family for being an embarrassment. Bobby didn't take them seriously and instead flew off to the Mediterranean to have some fun. When the money he had ran out, his credit cards were declined, and his parents refused his calls, he realized just how serious they were.

Just as he was growing desperate enough to consider getting a real job and possibly even apologizing to his family, a man came to him with an offer. Take a rock (he called it Prometheus' Stone) up to some old ruins and say some words. The guy said if he survived, he would pay Bobby a lot of money to fly to Rio and burn up the night.

As he finished the words and he called the power of fire for the first time, Bobby realized this had been his destiny all along. He thought the same thing when he met the hot cat girl, Slash, and when he decided (though she claims it was her idea) they would join the Graveyard Shift. Bobby isn't going to take it well when reality no longer matches up with his destiny.

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

Skills: Fighting d6, Notice d6, Shooting d10, Taunt d8

Cha: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 13 (4)

Gear: Commlink, body armor (+4).

Hindrances: Arrogant, Delusion (Major—destined to succeed), Greedy (Minor), Habit (Chain smoker)

Edges: Arcane Background (Super Powers), Quick, The Best There Is (*ranged attack*)

Super Powers:

- **Attack, Ranged (19):** Fire. Range 12/24/48 or Cone Template, Damage 5d10, AP 10, Heavy Weapon. Enhanced Damage. (Fire blast.)
- **Damage Field (12):** Fire. Damage 4d6, MBT.

• **Flight (6):** Pace 24, Climb 0, -1 to hit while flying.

• **Super Attribute (8):** Strength +1, Vigor +3.

★ DEAD EYE

Deadeye is Bart King, previously known as Quickshot, young sidekick to the deceased hero Silver Archer. When his mentor died, Bart "retired," but in actuality spent years training himself to be even better. He planned to return as the new Silver Archer when he was asked to work for the government undercover and infiltrate the Graveyard Shift. The goal was not to take the team down, but to use their connections to get information about the activities of other criminals.

Bart agreed and created the identity of Deadeye. After a few successful thefts planned to catch the Iron Skull's attention, Deadeye received the invite from Iron Skull. He has been a member ever since, and the information he has provided has been invaluable.

The problem is balancing his natural heroic nature with the goals of the team, and the fact that he doesn't actually dislike all of them. Bart has an honest respect for the Iron Skull, and Slash is a very attractive woman who doesn't seem as attached to her boyfriend as he assumes.

Attributes: Agility d12+2, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d6, Notice d12, Persuasion d8, Repair d4, Shooting d12+6, Stealth d8, Throwing d12+2, Tracking d4

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 11 (4)

Gear: Commlink, composite bow, quiver, trick arrows, body armor (+4).

Hindrances: Hard of Hearing (Minor), Heroic, Overconfident

Edges: Alertness, Arcane Background (Super Powers), Marksman, Steady Hands



Super Powers:

- **Attack, Ranged (15):** Range 12/24/48, Damage 4d6, AP 10, RoF 3. Device (Bow and arrows).
- **Deflection (4):** -4 to hit with ranged attacks. (Evasive maneuvers training.)
- **Ensnare (4):** Very Strong. Projectile (Shooting). Device (Tangle arrows).
- **Heightened Senses (1):** Eagle Eyes. (Keen eyes.)
- **Heightened Senses (1):** Low Light Vision Device (Eyepiece).
- **Stun (1):** Projectile (Shooting). Device (Stun arrow).
- **Super Attributes (10):** Agility +3, Vigor +2.
- **Super Skills (9):** Notice +1, Shooting +5, Throwing +3.

★ GHOSTWITCH

Maggie Moore is a television reporter who for years was the love interest of the Silver Sentinel. She was often kidnapped and used as bait by villains, including the Iron Skull, but she was always saved by her hero and ended up with a great story for the trouble. All that changed the day she was taken by the Necromancer.

The sorcerer strapped Maggie to a chair used by a famous medium, a chair which served as a conduit to the spirit realm. The Necromancer performed a ritual channeling the power of that realm through her so he could absorb its power.

Maggie waited for Silver Sentinel to burst through the wall before the ritual was completed... but he didn't. The Necromancer finished the spell and the power coursed through her body, electrifying every nerve.

That's when the Silver Sentinel finally arrived, blasting the Necromancer out of the mystical circle. With no where else for the mystical energy to go, she absorbed it all until the link was finally broken.

Over the next few days, she discovered how she had changed. Maggie couldn't help but blame Silver Sentinel a little for what happened. As Maggie Moore, she broke off any romantic links with him but remained friends. As Ghostwitch, she asked to join the Graveyard Shift.

Maggie expected a chance at revenge but didn't expect to fall in love with Iron Skull.

Her desire for revenge has lessened but she remains with the team due to her feelings for Oscar. She hasn't revealed her true identity to him or anyone else, fearing his reaction to learning she used to be the girlfriend of his archenemy.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d6, Vigor d12

Skills: Fighting d8, Intimidation d12, Investigation d8, Notice d8, Persuasion d8, Stealth d8, Streetwise d8

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 10

Gear: CommLink.

Hindrances: Enemy (Necromancer), Loyal, Vengeful (Minor), Weakness (Major—magic)

Edges: Arcane Background (Super Powers), Investigator, Mastery (*intangibility*), Very Attractive

Super Powers:

- **Flight (4):** Pace 12, Climb +2, Contingent on *undead*.
- **Healing (10):** Cure, Refresh (MBT). Contingent on *undead*. Switchable (*intangibility*).
- **Intangibility (15):** Phase, Reflexive Control. Contingent on *undead*. Switchable (Primary with *healing* and *teleport*).
- **Invisibility (11):** Level 3, -6 to hit. Contingent on *undead*.
- **Super Attributes (5):** Spirit +2, Smarts +2. Contingent on *undead*—Smarts. Major Limitation (Ghostwitch's Smarts is a d12 only to use *teleport*).
- **Super Skill (1):** Intimidation +2. Contingent on *undead*.
- **Teleport (10):** Range 48", Traverse. Contingent on *undead*. Switchable (*intangibility*).
- **Undead (9):** +2 Toughness; +2 to recover from Shaken; doesn't breathe; immune to disease & poison; no additional damage from called shots; ignore 1 level of wound penalties; -2 Charisma. Requires Activation. (Ghostwitch is not truly undead, but connecting to the spirit realm grants her the same effects.)

★ GRAVESTONE

Donna Gray has always had bad luck, culminating in the time her car rear-ended a tanker truck of chemicals. The doctors said there was little chance of any effect occurring from the accident, but over the next few

days, Donna's skin took on the color and texture of granite.

Donna thought about what she would do. She quickly realized she was stronger, tougher, and even a bit faster than before. But she was also a freak. Not one break had ever gone her way, so she decided she would make her own breaks and take whatever she wanted from then on.

Iron Skull approached her fairly soon after her first couple of jobs, realizing she wouldn't last long as a criminal without some expert guidance. He explained to Donna that a brick (like her) who did not have the size and mentality of a mini-van had great value to his group. A little appreciation was all that was needed to gain Donna's loyalty (the promise of money helped too), and Gravestone joined the team.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+5, Vigor d12

Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d4, Streetwise d6, Throwing d6

Cha: +0; **Pace:** 12; **Parry:** 6; **Toughness:** 23 (10)

Gear: CommLink, 2 Fusion Grenades.

Hindrances: Bad Luck, Distinctive Appearance, Greedy (Major), Loyal

Edges: Arcane Background (Super Powers), Hard to Kill, Sweep, Take the Hit

Super Powers:

- **Armor +10 (9):** Heavy Armor. (Granite skin.)
- **Attack, Melee (14):** Damage Str+5d6, Focus, Heavy Weapon. (Stony fist.)
- **Leaping (1):** Leaps 2" vertically and 4" horizontally.
- **Speed (2):** Pace 12.
- **Super Attributes (14):** Strength +5, Vigor +2.
- **Toughness +5 (5):** Gravestone's body is made of hard stone.

★ SLASH

Sarah Lee Ashe has the ability to take on catlike power, but is not an actual werecat of the mystical nature. Her powers come from a trip to the Amazon where a rare plant caused her to take on the DNA of the next creature she contacted. The creature just happened to be a feline. Maddened, Sarah took out her anger on anyone she met in the area.

Eventually, she ran into the super villain called Burn, who offered her the chance at destruction while making money at the same time. Over time, Slash learned to control her powers and return to her normal form. She convinced Burn they should move back to the U.S. and contact Iron Skull about a place in the Graveyard Shift.

Sarah still acts the part of Burn's girlfriend, but now that she can be "normal," she's starting to think about other suitors—like Deadeye. That will not likely sit well with the vengeful and self-centered Burn.

Attributes: Agility d12, Smarts d6, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d12, Intimidation d8, Notice d6, Persuasion d6, Stealth d6, Streetwise d6, Tracking d6, Throwing d4

Cha: +2; **Pace:** 12; **Parry:** 9; **Toughness:** 8

Gear: CommLink.

Hindrances: Curious, Gimmick (transform to werecat), Loyal, Quirk (Flirty)

Edges: Arcane Background (Super Powers), Attractive

Super Powers:

- **Attack, Melee (9):** Damage 3d6, AP 2, Multiple Attacks. (Claws.)
- **Heightened Senses (3):** Infravision, Low Light Vision, Tracking.
- **Leaping (2):** Leaps 4" vertically and 8" horizontally.
- **Speed (4):** Pace 12. Blinding Reflexes.
- **Super Attributes (18):** Agility +3, Strength +3, Vigor +3.
- **Super Edges (6):** Combat Sense, Improved Frenzy. (Feral feline responses.)
 - **Super Skills (2):** Fighting +2.



SUPER SYNTAX

If you're creating super heroes or villains for others to read and want to follow our official syntax, the guide below might help. Just note that sometimes a power might be written otherwise if it makes it more clear, and you should do the same.

Remember that powers in *Savage Worlds* are written in lower case italics, like this: *alter form*, *infect*, *intangibility*. Words that are normally capitalized, like Parry, Trait, or Toughness remain capitalized when used in a power, like this: *super attribute*, *fear*, *super Edge*, *Toughness*. Of course these words are also capitalized when listed in bullet points under Super Powers as well.

Power Name

The name of the power comes first. *Armor*, *Parry*, and *Toughness* are always followed by their bonus. *Fear* is always followed by its penalty. This works just like regular Special Abilities in *Savage Worlds*. Like this:

- **Armor +10 (5):** Heavy Armor.
- **Fear -2 (4):** Terror.

Cost

The final cost of the power with all Modifiers and extra levels accounted for, in parentheses after the Power Name, like this:

- **Matter Control (13):** Level 4, Strength d12+2. Master.

Power Type

If the power requires a Power Type, it's the first thing listed, like this:

- **Energy Control (2):** Fire.

Modifiers

Any power-specific Modifiers come first, followed by Generic Modifiers, like this:

- **Infection (7):** Contagious. Ranged Touch Attack (Fighting).

Here, Contagious is specific to *infection*, while Ranged Touch Attack is a Generic Modifier. Note too that the skill the Modifier is tied to is in parentheses.

Trapping or Device

Trappings don't have specific game rules, but help the Game Master determine a power's flavor, and sometimes whether or not it would be affected by other powers or devices. If the power has a Trapping or explanation, it's followed in parentheses like this:

- **Intangibility (10):** Phase. (Shrill can transform into an acoustic vibration.)

If the power is in a Device, it's written like this:

- **Armor +10 (5):** Heavy Armor. Device (Battle suit).

Exception: If a power has no Modifiers or Trappings, it's written without parentheses so that there's always something after the colon, like this:

- **Poison (2):** Black Drake can poison with a touch.

Super Attribute

Note that *super attribute* lists all attributes for convenience, even though they're actually separate powers, like this:

- **Super Attribute (4):** Strength +1. Vigor +1.

If some of the *super attributes* are affected by a Modifier but not all, they're written like this:

- **Super Attribute (3):** Strength +1, Vigor +1. Device (Battle armor—Strength).

That means the -1 point for being a worn device affects Strength but not Vigor.



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