

FRENZY

"Step off, little man cos I'm gonna hurt ya real bad".



Power Level: 11 **Concept:** Super Strong Criminal

Occupation: Mercenary

Str	Dex	Con	Int	Wis	Cha	Melee
18	13	19	15	13	12	+10/+11
+4	+1	+4	+2	+1	+1	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+14	+14	+1	+1	30	+7
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Listen (Wis) +4, Spot (Wis) +4, Survival (Wis) +4

Initiative

+1

DEX

Dma Bonus

+14 S/L

Fists and Feet

DEFENSE

15/16

Flat Footed

CHARACTERISTICS

Real Name: Johanna Cargill
Height: 6' 11"
Weight: 230 lb.
Eyes: Brown
Hair: Black
Birthplace: Unknown
Group Affiliation: Alliance of Evil
Headquarters: Mobile
Relatives: Unknown
Other Aliases: None
Marital Status: Single
First Appeared: X-Factor #5

HISTORY

Johanna Cargill was among the super powered mutants recruited by Apocalypse in his Alliance of Evil, where she went by the battle name Frenzy. Along side her partners Stinger, Timeshadow and Tower she became addicted to the powers of the mutant Michael Nowlan, who could increase the powers of any mutant. After Tower failed to kidnap the mutant Artie Maddicks Frenzy met with him to threaten him. When the mutant Rusty Collins ran away from X-Factor headquarters she attempted to recruit him. When he refused she tried to muscle him into coming, luckily Artie used his telepathic powers to warn X-Factor about Frenzy and they attacked Frenzy in the guise of the X-Terminators, saving Rusty. Frenzy realized they were too powerful to handle on her own and toppled a building to cover her escape. At the time Frenzy was unaware that the mutant hunting X-Factor and the mutant team the X-Terminators were the same (X-Factor #4). In southern California the Alliance of Evil were unable to stop the escape of Michael Nowlan. The Alliance was able to find Suzy Lowlan, Michael's wife, in San Francisco. The Alliance then tracked down Nowlan, who was with the X-Terminators and

FEATS

Attack Focus—Unarmed, Power attack, Dodge, All Out attack

POWERS

Super Strength +10: Frenzy has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles her carrying capacity, she currently has 1,024 times her normal carrying capacity. Her Super Strength also provides her extraordinary physical protection, effectively this allows her to subtract her power rank from the damage bonus of any attack that affects her before making a Damage saving throw. [*Power Stunt:* Lethal, Protection; *Source:* Mutation; *Cost:* 5 pp].

Super Constitution +10: Frenzy has phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and Con checks [*Source:* Mutation; *Cost:* 4 pp].

WEAKNESSES

If Frenzy has a weakness it is her short temper, she can quite easily be provoked into doing things she wouldn't ordinarily by making her mad.

PERSONALITY

Frenzy is an extremely violent woman and prone to solve problems through brute force. The only person she would take orders from is Apocalypse. She is very confrontational and seeks any excuse to let loose and start a fight, she likes to empower herself by beating others done as it makes her feel powerful.

MORE HISTORY

used Suzy to force him to increase their powers as they fought the X-Terminators. The Alliance knocked out all the members of the X-Terminators and took Michael back to Apocalypse (X-Factor #5). Once the Alliance had Michael Nowlan, Apocalypse had him placed in a machine that would allow him to use Michael to enhance the powers of any mutant Apocalypse choose. The X-Terminators then followed them and defeated the Alliance in combat. Michael was killed, X-Factor escaped and the Alliance were taken by local authorities (X-Factor #6). Along side the Alliance of Evil Frenzy protested the Mutant Registration Act in New York. They confronted X-Factor members Marvel Girl, Iceman, Beast and Cyclops as well as their trainees Skids, Boom Boom, Artie Maddicks, Leech, Rictor and Rusty Collins. The Alliance offered to let Rusty join them but he refused. The Alliance was defeated and Freedom Force members Blob, Mystique and the Crimson Commando arrived to take them away (X-Factor #33). Eventually they escaped custody. Alongside Tower and Stinger Frenzy was hired as muscle by Harness in her attempt to gather the energies of the deceased mutant Proteus. They fought Artie Maddicks, Leech and Wiz Kid at Saint Simons Academy. Then she fought the newly formed X-Force at Niagara Falls. She was defeated in combat by Thunderbird II (New Mutants Annual #7). Frenzy was taken to a prison in Quebec. She was freed by X-Force who promised to get her to safety if she told who employed her. She told them about Harness and Piecemeal and how they worked for A.I.M. Cable then double crossed and literally dropped her back into prison (New Warriors Annual #1).

VEHICLE

Vehicle Type: Size: Movement: Hardness:
 Armour Bonus: Cost: Features:

MORE POWERS

DEVICES

MAP

MAP FEATURES

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HEADQUARTERS

NOTES

VILLAIN POINTS

6

STINGER

"Man this is sooo gonna sting... hehe"



CHARACTERISTICS

Real Name: Wendy ???
Height: 5' 4"
Weight: 108 lb.
Eyes: Blue
Hair: Dusty Blonde
Birthplace: Somewhere in California
Group Affiliation: Alliance of Evil
Headquarters: Mobile
Relatives: Unknown
Other Aliases: None
Marital Status: Single
First Appeared: X-Factor #5

HISTORY

Where Wendy comes from, and why she left is a mystery and has never been revealed.

Power Level: 4 **Concept:** Electric Mutant **Occupation:** Teenager, Mercenary, Criminal

Str	Dex	Con	Int	Wis	Cha	Melee
10	11	13	11	10	11	+4
+0	+0	+1	+0	+0	+0	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+1	+1	+0	+0	30	+4
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Listen (Wis) +6, Spot (Wis) +6, Survival (Wis) +7, Drive (Dex) +4

Initiative

+0

DEX

Dma Bonus

+0_s +5_{s/L}

Fists and Feet

DEFENSE

14/15

Flat Footed

FEATS

Dodge, Talented (Listen & Spot), Skill Focus (Survival), Power Immunity

POWERS

Energy Blast (Lightning) +4: Stinger can produce powerful bioelectrical bolts from her hands, she must make a ranged attack roll to hit her target and if successful causes rank damage, which can be either Lethal or Stun. [*Power Stunt:* Dual Damage; *Source:* Mutation; *Cost:* 2 pp].

WEAKNESSES

Wendy's weakness is probably her age, as a teenager she comes with all the angst, contradictions and frustrations that all teenagers face, which could probably be played upon to get her to act irrationally or without thought.

PERSONALITY

Wendy aka "Stinger" is a teenager who acts for the most part very irresponsibly most of the time. She joined the Alliance for the excitement, revelling in her newly discovered powers. She doesn't like to kill, but will if she has to, and has in the past albeit by accident.

MORE HISTORY

VEHICLE

Vehicle Type: Size: Movement: Hardness:
Armour Bonus: Cost: Features:

MORE POWERS

DEVICES

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HEADQUARTERS

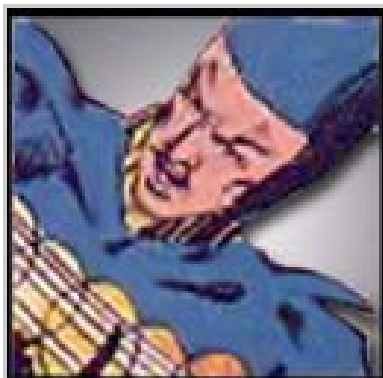
NOTES

VILLAIN POINTS

2

TIMESHADOW

"How do you win against someone who can be everywhere all at once?"



Power Level: 11 **Concept:** Mutant Duplicator **Occupation:** Mercenary, Criminal, Trickster

Str	Dex	Con	Int	Wis	Cha	Melee
17	12	18	12	12	13	+7
+3	+1	+4	+1	+1	+1	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+4	+4	+13	+1	80	+5
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Listen (Wis) +6, Spot (Wis) +6, Bluff (Cha) +6, Survival (Wis) +5

Initiative

+15

DEX

Dma Bonus

+3 s

Fists and Feet

DEFENSE

15/26

Flat Footed

CHARACTERISTICS

Real Name: Unknown
Height: 5' 11"
Weight: 201 lb.
Eyes: Blue-Grey
Hair: Short Black
Birthplace: Unknown
Group Affiliation: Alliance of Evil
Headquarters: Mobile
Relatives: Unknown
Other Aliases: None
Marital Status: Single
First Appeared: X-Factor #5

HISTORY

Almost nothing has ever been revealed about Timeshadow, with the exception that he does have a criminal record, most likely after being caught for some theft or con that went bad. He now spends his time accepting mercenary contracts, which led him right up to the time where Apocalypse recruited him.

FEATS

All Out Attack, Dodge, Improved Initiative, Lightning Reflexes, Point Blank Shot

POWERS

Time Control +10: Timeshadow has the power to alter time itself, enabling him to speed up time for himself allowing him to increase his speed by 5 x power rank in feet extra, his sprinting speed is doubled for every rank in this power, he gains a bonus on initiative equal to his power rank, a dodge bonus to Defence equal to his power rank, gain a Reflex save bonus equal to power rank and halve the time to perform routine tasks for every rank in this power. However the main use of this power for Time shadow is in creating a Temporal fugue, effectively creating duplicates of himself, all duplicates have the same abilities as him, except no bonus or rank can be higher than his power rank and the duplicate does not have the ability to create duplicates itself. All duplicates are considered minions (p. 47). Creating a single duplicate is a half action. However if he accepts a penalty on his Duplication rank (reducing the abilities of duplicates) he can create one additional duplicate per rank reduced. All Duplicates think and act like the original and all disappear after the original stops sustaining the power or he wills it. [Extra: Temporal fugue; *Flaw:* Limited—Self Only *Source:* Mutation; *Cost:* 9 pp].

WEAKNESSES

Timeshadows weakness is his arrogance, he quite definitely believes he is the smartest, most cunning, cleverist person he know, and although he is those things to a degree, he certainly isn't to the degree he believes he is.

PERSONALITY

Timshadow prefers trickery to violence where possible, though will fight if cornered. He is very deceptive and lies with ease, he isn't cowardly but sees the sense in allowing others to do the fighting while he takes care of the brain work.

MORE HISTORY

VEHICLE

Vehicle Type: Size: Movement: Hardness:
Armour Bonus: Cost: Features:

MORE POWERS

DEVICES

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HEADQUARTERS

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VILLAIN POINTS

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TOWER

"Do it yourself, I just got paid to do a job, not risk my life".



Power Level: 10 **Concept:** Size Changing Mutant **Occupation:** Mercenary, Criminal

Str	Dex	Con	Int	Wis	Cha	Melee
18	13	18	12	10	10	+9/+10
+4	+1	+4	+1	+0	+0	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+6	+6	+1	+0	30	+6
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Listen (Wis) +8, Spot (Wis) +8, Survival (Wis) +8, Hide (Dex) +9, Move silently (Dex) +9, Taunt (Cha) +8

Initiative

+1

DEX

Dma Bonus

+4 s

Fists and Feet

DEFENSE

15/16

Flat Footed

CHARACTERISTICS

Real Name: Unknown
Height: 6' 4"
Weight: 261 lb.
Eyes: Blue
Hair: Blonde
Birthplace: Unknown
Group Affiliation: Alliance of Evil
Headquarters: Mobile
Relatives: Unknown
Other Aliases: None
Marital Status: Unknown
First Appeared: X-Factor #5

HISTORY

Tower was among the super powered mutants recruited by Apocalypse in his Alliance of Evil.

Tower first appeared as a super powered mercenary working for Dr. Karl Maddicks. He was hired to kidnap the Beast for the Doctor's experiments in reversing the effects of genetic mutation. Tower attacked the Beast while he and Iceman were visiting the Beast's old friend Vera. He knocked the three out and took the Beast. Although Tower did his job, the Doctor decided the best way to cover his tracks was to call X-Factor and turn in Tower to them, thinking they were mutants hunters. Unknown to the Doctor, the members of X-Factor were really the Beast's teammates, the original X-Men. Angel II, Cyclops, Iceman and Marvel Girl traveled to an Atlanta suburb where they found Tower's safehouse and attacked him. They were able to capture Tower (X-Factor #2).

Although Tower started to talk about the Doctor, the Doctor had his mutant telepath son Artie place a mindlock on Tower, stopping him from talking all he knew. After being released

FEATS

Accurate Attack, Takedown Attack, Power attack, Great Fortitude, Toughness, Attack Focus—Unarmed

POWERS

Growth (Atomic Growth) +4: Tower has the ability to increase his size upto Large (around about 8-16 feet) and increases his weight to between (500-4000 lb.) and although he suffers a -1 Attack/Defence penalty he does apply his rank as a bonus against any attempts to trip, bull rush, or throw him. He also adds his power rank when this size to his melee damage, strength based skill checks, Strength checks and also his carrying capacity is doubled for each power rank. Finally when this size he also subtracts his rank from the Damage bonus of any attacks that affect him before making a Damage saving throw [*Source:* Mutation; *Cost:* 6 pp].

Shrinking (Atomic Reduction) +10: Tower can also has the ability to decrease his size, effectively reducing his size category from medium (normal size) down to Diminutive (6-12" in height). Smaller forms provide the usual Attack and Defence bonuses and his lifting capacity is reduced also. [*Source:* Mutation; *Cost:* 2 pp].

WEAKNESSES

Towers weakness if it can be called such is his greed, and the fact that he will not risk himself more than he is being paid forth, he gives you exactly what you paid for and nothing more and even then only if it won't get him killed.

PERSONALITY

Tower is a mercenary in the truest sense, he takes care of number one and is quite willing to leave a fight if the risks outweigh his financial gain. He also has a tendency to make wisecracks during battle in order to throw his enemies concentration or defences.

MORE HISTORY

from the mindlock Tower told them everything he knew about the Doctor in exchange for his freedom (X-Factor #3).

Along side the Alliance of Evil Tower protested the Mutant Registration Act in New York. They confronted X-Factor members Marvel Girl, Iceman, Beast and Cyclops as well as their trainees Skids, Boom Boom, Artie Maddicks, Leech, Rictor and Rusty Collins. The Alliance offered to let Rusty join them but he refused. The Alliance was defeated and Freedom Force members Blob, Mystique and the Crimson Commando arrived to take them away (X-Factor #33).

Eventually they escaped custody and alongside Frenzy and Stinger, Tower was hired as muscle by Harness in her attempt to gather the energies of the deceased mutant Proteus. They fought Artie Maddicks, Leech and Wiz Kid at Saint Simons Academy. Then he fought the New Mutants at Niagara Falls. He was defeated in combat by Shatterstar II and captured by the New Mutants, who forced him to tell all he knew about Harness' plans (New Mutants Annual #7).

After the Alliance of Evil dissolved Tower drifted until he ended up in the town of San Miguel where he got drunk and terrorized the townspeople. He was attacked and killed by the X-Cutioner (Uncanny X-Men Annual #17).

VEHICLE

Vehicle Type: Size: Movement: Hardness:
Armour Bonus: Cost: Features:

MORE POWERS

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