

2008

MOST WANTED

VOLUME 1

**30 of the deadliest and most wanted
villains from the files of C.H.E.S.S.
Compiled by Jack Herman**

MIRAGE

Identity: Meryl Johnson, age 29

Description: female, 5'7"

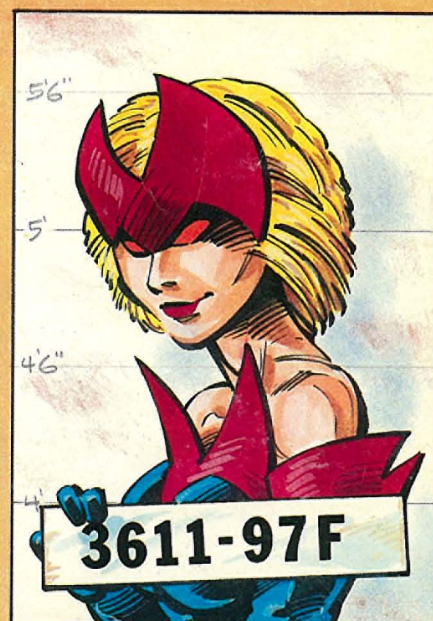
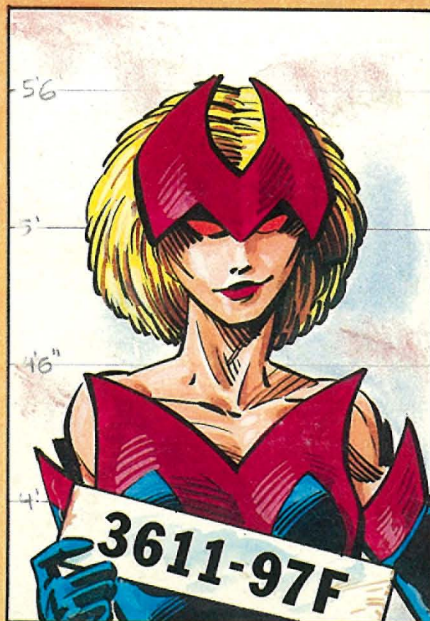
110 lbs., blonde hair, green eyes

Costume: blue and red, 'M' insignia

Powers: drug-triggered mutant abilities, holographic and solid illusions, increased senses, willpower, psychic pain generation

Weaknesses: drug addiction, ThX-13 experimental hallucinogenic (see CIA files)

Wanted for: conspiracy, menacing, grand larceny, and criminal possession of controlled substances



MOST WANTED

vol. 1

A



**VILLAINS
AND
VIGILANTES™**

PLAYING AID

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ILLUSTRATORS: JEFF DEE & ALBERT DESCHESNE



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INTRODUCTION

For years the document you are about to read has been kept highly confidential and classified. But now the law enforcement agencies of all nations are beginning to recognize their ever increasing inadequacy to deal with the threat that each and every one of these thirty ladies and gentlemen presents to the existence of the world as we know it. In their desperation they turn to you, the public, for help.

It is every citizen's duty to familiarize himself with the people you will meet in this book. They are the world's most dangerous criminals and, hence are classified with the dubious distinction of being: 'MOST WANTED'.

The general public is hereby warned against making any attempts to apprehend anyone on this list without extensive super-powered assistance. If you should ever spot any one of these criminals (who are to be considered armed and dangerous at all times) it is highly recommended that you contact your local vigilante team at once. You have our best wishes from then on.

Homer Grimsby
Admin/CHESS
9/1/83

AUTHOR'S INTRODUCTION

When the Central Headquarters of Espionage for the Secret Service came to me and asked if I could assist them with their efforts to familiarize the public with the MOST WANTED criminals in the world I told them it was my duty as an American Citizen to do all I could to help.

Then they took me to their secret headquarters deep beneath the Confidential Insurance building in Chicago, Illinois (hey, we're all good guys here, right?) and briefed me on the people on their list. Quite a nasty bunch.

Homer Grimsby himself asked me if I could assemble a book of the list of the MOST WANTED criminals written up according to the **Villains and Vigilantes** rules. After all, gamemasters using the playing aid will then be introducing them to all their players. They'd talk to their friends about their adventures and soon no one in the book could make a move without someone spotting them, recognizing them and contacting the local heroes.

The result of this meeting is what you now hold in your hands. I've spent long hours going over CHESS's rather extensive files, gone over the records of hundreds of criminals to now present you with these thirty. There are some tough guys, some mega-tough guys and some just plain strange characters and more. All of them interesting and designed to add plenty of action to your **V and V** campaign.

Enjoy . . . and let's be careful out there.

Jack Herman

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For information contact: Fantasy Games Unlimited Inc., P.O.Box 182, Roslyn, New York 11576.

BANDIT

Identity: Bonn Andromarkin

Side: Evil

Age: 28

Sex: Male

Level: 7

Training: Endurance

Powers:

1. Heightened Strength +11.
 2. Willpower: Type A (variable use), PR=1 per turn of use.
 3. Heightened Expertise: +4 to hit with his Disintegration and Paralysis devices.
 4. Paralysis Ray Device: 24" range, 6 shots per recharge.
 5. Disintegration Ray Device: 14" range, 1d20 damage, 22 shots per recharge.
 6. Invulnerability Device: 13 points.
 7. Speed Bonus Device: +100" ground movement per turn.
 8. Prejudice (variant): reaction reversal due to fame as a race car sports hero.
- Souped-up Car: 4000 lbs, 1+1 passengers, 500lb. cargo, 200 mph., 20 disable/80 demolish.

Weight: 160

Strength: 23

Agility: 14

Charisma: 15

Reactions from Good: +2

Damage Mod.: +1

Accuracy: +1

Carrying Capacity: 1046

Movement Rates: 46" normal/146" (33 mph) with device

Det. Hidden: 10%

Inventing Points: 8.4

Inventing: 36%

Origin & Background: American. Auto Racing Skill x2.

Legal Status: No record, Wanted for questioning.

Basic Hits: 4

Endurance: 9

Intelligence: 12

Hit Points: 11

Evil: -2

Healing Rate: 1

Power: 58

Basic HTH Damage: 1d10

(33 mph) with device

Det. Danger: 14%

Cash: \$35280

**Name:** Andromarkin, Bonn**Alias:** The Bandit

Origin and Background: Until a few years ago Bonn 'The Bandit' Andromarkin was a champion auto-racer. He was sideswiped by a competing driver and collided in a wall of 120 mph. Amazingly, he survived but the accident left him partially paralyzed from the waist down. During his 'temporary retirement' his mechanics, engineers and a few friends from Silicon Valley built him a set of motorized leg-braces enabling him to relearn how to walk and regain the use of his legs. They also built him a nearly indestructible pressure suit so he could get behind the wheel again as soon as possible without posing a danger to himself.

While retired, Andromarkin had become incredibly wealthy from television commercials, personal appearances and a best-selling auto-

biography and when he began racing again, two years after his accident, he found that the life of comfort that he had grown accustomed to had taken away his competitive edge. After several major races the best he could finish was seventh.

In anguish, he sold his mansion in Beverly Hills and used the money to obtain his high-tech weaponry on the black market. The rest of his wealth he either burned or gave away. Practicing day and night with his disintegration and paralysis guns (using \$1000 bills as targets) he soon became an expert marksman.

Normally, a strong man he drove himself through a gruelling weight lifting program, pushing himself past normal human strength limits by force of his own will. He pushed his mind as well, studying the design of his leg braces (which he no longer needed) and modified them so that he could move super-fast when wearing them.

Then he began operating as a criminal mercenary, diving recklessly into the most dangerous of jobs. By living 'on the edge' Andromarkin hopes to regain his competitive edge and dreams of one day returning to the world of racing to reclaim his championship status.

Tactics/M.O.: The Bandit likes to run rings around his opponents and attack them from behind when possible. He usually sticks to disintegration attacks saving paralysis for especially tough opponents. He rarely ever evades but will retreat when things go badly.

NOTE: Andromarkin owns about a dozen automobiles ranging from a tiny sports car to a formula one racer. All are turbo charged and super-fast. The Bandit always plans ahead enough to have at least one vehicle close to him to use to escape in an emergency situation.

Personality/Character Traits: The Bandit is a true daredevil type and will try anything. He can be reckless but is not stupid or suicidal. His main objective is to WIN at any cost. He makes no effort to keep his identity a secret and tends to talk in 'racing lingo' which those around him soon find distracting and annoying.

THE BEEKEEPER

Identity: Lee Sanchez

Side: Evil

Age: 26

Sex: Male

Level: 7

Training: Endurance

Powers:

1. Natural Weaponry (martial arts skill) +3 to hit, +6 damage HTH
2. Weakness Detection: 1 action required within 1" of opponent to detect his weaknesses, yields +5 to hit that opponent and discover one Weakness (if any).
3. Heightened Strength Device: +21
4. Bee Control Device: 46 hits worth of killer bees can be controlled, each hit worth attacks with HTH+1 for 1d4 damage at 4th level. Up to 5 hits worth of bees can attack a normal-sized human opponent at once.
5. Vulnerability: Insecticide used against him automatically hits, for 1d10 damage.

Inventions:

1. Mechanical Wings: max. flight speed = 45 mph., 6 hours of flight per recharge.
2. Stinger Gun: 20 shots per reload, attacks as HTH+3 to hit for 1d20 damage. 15" range.

Weight: 120

Strength: 34

Agility: 14

Charisma: 12

Reactions from Good: -1

Damage Mod.: +2

Accuracy: +1

Carrying Capacity: 2461

Movement Rates: 65" ground, 198" air

Det. Hidden: 12%

Inventing Points: 8.5

Inventing: 45%

Origin & Background: South American, Law Enforcement and Performing Arts skills.

Legal Status: Record, not currently Wanted.

Basic Hits: 3

Endurance: 17

Intelligence: 15

Hit Points: 22

Evil: +1

Healing Rate: 1.2

Power: 80

Basic HTH Damage: 1d12

Det. Danger: 16%

Cash: \$38220

Name: Sanchez, Louis (nickname 'Lee')**Alias:** The Beekeeper

Origin and Background: Lee Sanchez was a boxer who won fights all through Mexico and South America and, in the height of his success, turned to making movies, exploiting his macho 'pretty boy' fighter image. During the filming of his third movie, a kung-fu spaghetti west-



ern, he was arrested when a quantity of illegal drugs and several unregistered firearms were found in his car. The bad publicity the incident generated as well as the commercial failure of the movie itself (which had to be completed without him) put an end to his acting career. He was also banned from boxing due to his criminal record. Having gone through most of the money he had made as a boxer and a movie star he found himself destitute.

After hitting the skids for a few years he stumbled into a job as a security guard for a Manning Enterprises research center. Sanchez discovered he was guarding a 'bio-electric suit' being developed to use against the killer bees which were moving through South and Central America. Figuring the suit's inventors would pay big bucks to get it back if it were stolen he knocked out his partner with a textbook-perfect right cross, donned the suit and flew off into the night...

The more he wore the suit the more he began to realize that the suit, which enabled him control the actions of all bees, could be used to pull off bigger and better crimes — so he kept it.

Tactics/M.O.: The Beekeeper will usually have a few of his bees scout out an area before he makes his move. When attacking, he likes to fly above his opponents and attack with his 'Stingers'. If closed upon by an arial opponent or on the ground he will attack HTH using his boxing tactics. Then he will always evade as his first action and then attempt to detect his opponent's weakness. He will usually use the bees under the following conditions: if he is out numbered, he needs a diversion or means to cover an escape, he is seriously hurt or he is fighting someone who will be freaked out by the bees.

Personality/Character Traits: The weak spot of the Beekeeper's personality is his dignity. He became enraged when it is suggested to him that he is a loser or a failure. He has never quite gotten over the shock of the loss of his boxing and acting careers and wants to be feared and respected as a criminal and have enough cash on hand to live the good life.

He is also protective of his bees. At first he was a bit squeamish around them but he now considers them his 'only true and loyal friends'. If many of them are harmed he becomes enraged enough to kill.

THE BZZARD

Identity: Lt. Vincent Cooper

Side: Evil

Age: 37

Sex: Male

Level: 1

Training: Endurance

Powers:

1. Wings Device w/Speed Bonus: Max. airspeed = 33 mph., 11 hours of flight per recharge.

2. Heightened Agility: +15

3. Venom Device, Teargas Bombs: HTH+2 to hit, 2" blast radius; on impact victims take 1d10 Power damage plus temporary blindness unless an E save on 1d20 is rolled. If blinded, 2 E saves on 1d20 needed to shake the effects (roll saves between-turns). Per turn victim stays in teargas cloud (lasts around 4 turns) E save on 1d20 to remain conscious. Carries 12 bombs.

4. Special Requirement: Must wear gasmask constantly, or save vs. E on 1d100 to have painful convulsions.

Weight: 170

Strength: 12

Agility: 27

Charisma: 12

Reactions from Good: -1

Damage Mod.: +3

Accuracy: +5

Carrying Capacity: 207

Movement Rates: 46" ground, 143" flying

Det. Hidden: 8%

Inventing Points: .9

Inventing: 27%

Origin & Background: American, Communications and Law Enforcement skills.

Legal Status: nil

Other Information: Armed with a police nightstick, HTH+2 to hit, +1d4 damage, 27" throwing range.

Basic Hits: 4

Endurance: 7

Intelligence: 9

Hit Points: 9

Evil: +1

Healing Rate: .8

Power: 55

Basic HTH Damage: 1d4

Det. Danger: 12%

Cash: \$3996



Name: Cooper, Vincent (Lieutenant, Narcotics Division)

Alias: The Buzzard

Origin and Background: Vincent Cooper was a fine young man in superb physical condition when he joined the force years ago, until during a protest demonstration that he was helping to disperse he accidentally inhaled a large amount of tear gas which eventually ruined his health. If not for his superlative record he would have been taken off the force, but was instead transferred to a position where his duties consisted mostly of paperwork. This left him bitter and frustrated and, not long after, very corrupted. Through well-placed bribes he obtained a transfer and promotion to become a narcotics detective and put his plans in motion.

His main racket was to bust drug dealers, confiscate the drugs they were selling and sell them back out on the street. He then took money from the dealers he arrested to be released 'due to lack of evidence'. If anyone he was selling to tried to turn him in, he arrested them for possession and their accusations were usually dismissed or ignored once

Cooper (now known in many circles as 'the dirty Buzzard') began to apply either bribery, threats or both.

Soon he had a small cadre of corrupt police who worked solely for him. During one of their raids they got word of a scientist who was manufacturing drugs illegally to finance his research. Cooper and his men had him arrested on a false murder charge and secretly 'confiscated' his invention — an experimental flight device. With it Cooper created his alter-ego of the Buzzard enabling him to pick the bones of the underworld and the police all the better.

Tactics/M.O.: The Buzzard usually swoops down on victims dropping his 'buzz-bombs', filled with teargas, to blind and confuse them and create havoc in general. He then circles around, flies into the cloud from a different direction and attacks with his nightstick against lone opponents he will sometimes grab them, fly up with them and drop them but will not do this often as he is not all that strong and usually saves this trick for a 'murder which must look like an accident'. Also, due to his poor health, he must wear his gas mask to purify the air for him when he is involved in any strenuous activity. He also tends to avoid HTH combat when possible as he is afraid of his mask being removed. NOTE: He also constantly monitors a police radio as well as using Police information and resources against them to avoid capture and arrest.

Personality/Character Traits: Cooper is the kind of person who'd sell his own mother at a loss to save his own skin. End of story.

CROSSFIRE (AKA SAGGITARIUS)

Identity: Christina Friday

Side: Evil

Age: 24

Sex: Female

Level: 7

Training: Strength

Powers:

1. Heightened Agility: +9
2. Heightened Attack: +7 damage on any hit
3. Heightened Expertise: +4 to hit with crossbow
4. Heightened Defense: -4 to be hit
5. Special Weapon: Crossbow, replaces left hand. HTH+7 to hit, +1d4 damage, 88" range. Sharpened steel bow usable as an axe: HTH+1 to hit, +1d8 damage.

Special Quarrels:

- a) Quarrel Grenade: no arrow tip, instead explodes on impact as a hand grenade: HTH+2 to hit, 1d10 damage, 2" blast radius.
- b) Poisoned Quarrel: carrier Chemical attack, results in paralysis as per a hit from a Paralysis ray.
- c) Flare Quarrel: 12" radius blinding flash on impact, as per Light Control. Thereafter, continues to burn for 5 minutes (20 turns) lighting the radius of effect as full daylight (no further attacks).
- d) Venom Quarrel: carrier Chemical attack, results in a Death Touch attempt (victim may attempt saving throws etc.).
- e) Flaming Quarrel: carrier Flame attack for 1d12 damage, burns for 2 turns.
- f) Sonic Quarrel: no arrow tip, 12" radius filled with shrill noise, on impact emits an automatic Sonic attack for 1d8 damage (or 28% to destroy a device it hits).
- g) Tangle Quarrel: no arrow tip, on a hit encases a 1" cube in gooey tendrils; characters may save vs. S on 1d100 to try to break them, at a cost of one action per attempt.
- h) Cable Quarrel: 12" cable connects re-enforced quarrel to crossbow winch, motor rewinds 1" of cable per phase starting on phase 15 each turn, with a weight capacity of 500 lbs.
- i) Ice Quarrel: no arrow tip, on impact emits an Ice attack for 1d12 damage, covers target with one cubic foot of ice per point of damage inflicted. See Ice rules, p.13.
- j) Adhesive Quarrel: no arrow tip, instead on impact coats a man-sized target in quick-drying glue. As Tangle Quarrel, but worse.
- k) Smoke Quarrel: on impact, belches out 216 cubic inches of vision-obscuring smoke. Without wind, 1 cubic inch dissipates per turn. In a stiff breeze, up to 10 cubic inches per turn may be blown away.

Crossfire's quarrel pouch can hold up to 24 quarrels; she will select an appropriate mixture of types for each new mission.

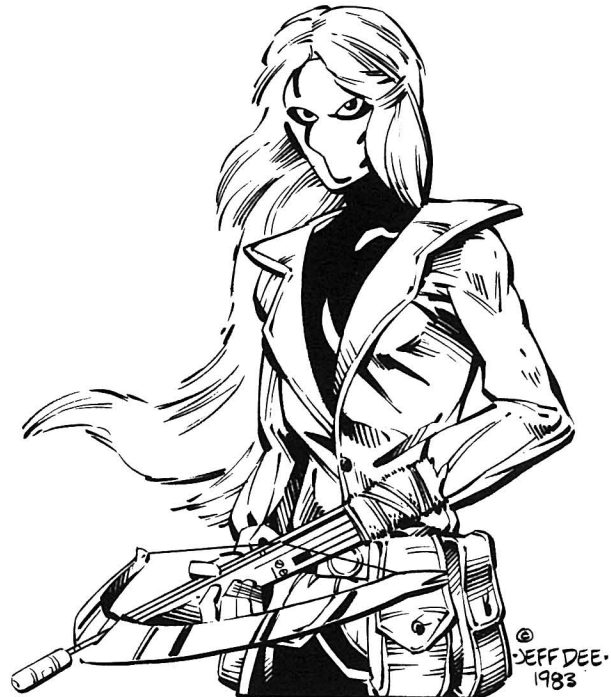
6. Regeneration: Heals max. one action per turn, cannot regenerate fire/flame/heat damage.
7. Physical Handicap: left hand burnt off, replaced by special weapon.

Weight: 140
Strength: 16
Agility: 22
Charisma: 19

Basic Hits: 3
Endurance: 17
Intelligence: 17
Hit Points: 20

Reactions from Good: -3
Damage Mod.: +3
Accuracy: +4
Carrying Capacity: 406
Movement Rates: 55" ground
Det. Hidden: 12%
Inventing Points: .9
Inventing: 51%
Origin & Background: American, Crime and Military skills.
Legal Status: Record, Wanted.

Evil: +3
Healing Rate: 1.2
Power: 72
Basic HTH Damage: 1d6
Det. Danger: 16%
Cash: \$16132



Name: Friday, Christina

Alias: Crossfire (a.k.a. 'Sagittarius')

Origin and Background: Christina Friday, the daughter of a tough marine drill sergeant, turned down the chance to attend West Point to sign on with a group of mercenaries who were going off to fight in a revolution in the small African Nation of Mawali.

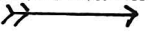
Friday was one of the best marksmen in her assault unit and became skilled as a sniper. Rather than using a high-powered rifle she began using a collapsible crossbow after seeing a safari out on the veldt where they were used. She kept it as her personal trademark as it was untraceable, silent and, according to her, more accurate.

While returning from a successful meeting (where she killed six people) she accidentally set off a booby-trap that some locals had set hoping to get some government troops. In the explosion she lost her left hand. The noise alerted the local authorities who, rushing to the area, confronted the mercenaries who had come to rescue her.

A medic managed to get to Friday and cauterized her arm (which had received such severe nerve and tissue damage that she could never operate a prosthetic hand) and following her instructions strapped the remains of her crossbow over her wrist. Half in shock she joined the developing battle and helped to win it with a few well-timed snipes and lead the merc's escape.

Upon returning to the USA she became an assassin for hire, a mercenary without conscience, a killer for a price.

Tactics/M.O.: Crossfire remains hidden, stalking her quarry, learning all she can about her or him and attacks when they are the most vulnerable. She can, to a certain extent, deflect her quarrels off walls, ceilings, etc., to get at targets not in a normal line of fire. She cannot deflect a shot more than once and when she does this it counts as a special attack.

Her calling card is to leave a business card with the symbol of the Zodiac sign of Sagittarius , usually attached to the shot that does her target in.

Personality/Character Traits: Crossfire is mean and foul-mouthed, with a crude and cruel sense of humor. She is also the kind of person who doesn't take anything from anybody. She is not above trying for revenge but her main motivation is money.

DRAGONHAND

Identity: Daniel Han

Side: Evil

Age: 23

Sex: Male

Level: 5

Training: Agility

Powers:

1. Heightened Agility: +7
2. Natural Weaponry (Martial Arts) +2 to hit, +4 damage HTH
3. Heightened Defense: -4 to be hit
4. Willpower: Type A (variable use), PR=1 per turn of use
5. Body Power (hands): Carrier flame attack for 1d12 bonus flame damage. PR=3 to activate, lasts 4 turns, usable up to four times per day.
6. Special Requirement: must drink human blood consecrated by his dragon tooth amulet once every 24 hours, or his powers temporarily disappear.

Weight: 160

Strength: 18

Agility: 23

Charisma: 17

Reactions from Good: -2

Damage Mod.: +3

Accuracy: +4

Carrying Capacity: 627

Movement Rates: 61" ground

Det. Hidden: 12%

Inventing Points: 8.5

Inventing: 51%

Origin & Background: Chinese, Crime and Mysticism skills.

Legal Status: Record, Wanted.

Basic Hits: 4

Endurance: 20

Intelligence: 17

Hit Points: 38

Evil: +2

Healing Rate: 2

Power: 78

Basic HTH Damage: 1d8

Det. Danger: 16%

Cash: \$33235



Name: Han, Daniel

Alias: Dragonhand

Origin and Background: Daniel Han was a Chinese pauper living on a small boat in the bay of Hong Kong with thirty other people. He worked for a sorcerer who ran a small curio shop and one day while working late to clean up he overheard his master speak of a way to gain fabulous powers.

Punished by the Sorcerer for eavesdropping, Daniel killed his employer in a fit of anger. Stealing the secret — a dragon's tooth amulet — he was later horrified to discover what he must do to maintain the awesome martial arts skill the amulet endowed him with: he must drink human blood.

Soon it began to repel him less and less and he began to truly enjoy using his powers. Moving to Japan, to escape the British authorities, he assembled a mob of scurvy, opium-addicted ninja and began to take over the Yakuza...

For a time his magic-induced powers drove him insane which played havoc with his abilities (he temporarily gained Illusion A and his carrying capacity increased ten times) but he has been 'cured' since then and, resulting, lost the new abilities by 'dying' and being reborn.

At one time Dragonhand apparently reformed and became partners with the famous superhero Lightning-Fist but has since returned to a life of crime.

Tactics/M.O.: Dragonhand always evades on his first action and never uses weapons. He uses his 'dragon's hand' ability only against super-powered foes or as a last resort in other situations.

He has absolutely no qualms about killing but will always try to do

so in some 'fancy' manner.

Personality/Character Traits: Daniel Han pictures himself as the 'tough-guy' type and is constantly emulating his personal hero-Bruce Lee. He is usually smiling and always taunting his opponents.

EBONY ANGEL

Identity: Erica Knight

Side: Evil

Age: 26

Sex: Female

Level: 7

Training: Endurance

Powers:

1. Transformation Device: activates all the following powers, 1 action to change either way, PR=0.
 - a) Heightened Attack: +7 on all damage inflicted.
 - b) Vibratory Powers: 26" range, 2d8 damage, destroys devices 34% on a special hit. PR=5 per attack, PR=2 per use to vibrate through matter, 1 action to set defense.
 - c) Paralysis Ray: 18" range, PR=7 per shot.
2. Vulnerability: while exposed to extreme cold (below zero degrees fahrenheit), she is 'frozen' in her current state (i.e. cannot transform).

Inventions:

1. Glider Cape: 78" airspeed, must have air currents to gain altitude.
2. Nightvision lenses: light amplification
3. Blackbombs: 4" radius Darkness on impact, lasts 3 turns.

Weight: 110

Strength: 17

Agility: 13

Charisma: 15

Reactions from Good: -2

Damage Mod.: +2

Accuracy: +1

Carrying Capacity: 319

Movement Rates: 39" ground, 78" gliding

Det. Hidden: 12%

Inventing Points: 6.5

Inventing: 45%

Origin & Background: American, Law Enforcement and Crime (Criminology) skills.

Legal Status: Wanted, no record.

Basic Hits: 3

Endurance: 9

Intelligence: 15

Hit Points: 7

Evil: +2

Healing Rate: .75

Power: 54

Basic HTH Damage: 1d6

Det. Danger: 16%

Cash: \$37950



Name: Knight, Erica

Alias: Ebon Angel

Origin and Background: Erica Knight was studying to be a police scientist when her younger brother Brian was killed by the Buzzard (see Cooper, Vincent, Lt.) after he had witnessed one of his drug deals. Any illusions she had that the police were made up of 'all decent and honest men' were shattered and she was unable to tell anyone what she knew for fear that one of the Buzzard's flunkies would 'silence' her. Instead, she went underground, digging up bits and pieces of evidence which she gathered in a secret hidden crime lab of her own construction.

But eventually word of her existence leaked back to the Buzzard, who called in his men and burned her laboratory into soot and ashes,

destroying everything. They then injected her with a powerful mind-bending hallucinogenic drug to destroy her sanity. Not only did the drug fail to wrack her brain, it also opened up areas of her mind and neural synapses that humans normally lack the ability to use.

At first those abilities, the power to control her body's vibrational pattern and use it as a weapon as well as firing a ray which closes off the neural synapses of her target, were out of control until she invented a device which could turn her powers on and off. With that, as well as other inventions she had thrown together, she assumed her 'avenging angel' alter ego and set off to fight against those 'who pretended to be on the side of justice but instead work against it'.

Her conflicts against corrupt police soon brought her into confrontations against decent policemen as well as superheroes. Her growing suspicion of all authority figures turned to hatred and she became an outlaw, tearing down justice ten times more often than she defended it. **Tactics/M.O.:** Operating chiefly at night, Ebon Angel clings to the shadows and remains well hidden. Using Black Bombs to disorient opponents she will finish them off with her paralysis ray. She uses her vibratory powers chiefly as a defense or against inanimate objects.

If fighting in a crowd or any place where there are pedestrians or innocent bystanders around she will avoid doing anything that will bring them to harm. If she is in danger of losing a battle or being captured, that consideration becomes secondary. She will never take a hostage, however.

Personality/Character Traits: Erica Knight has suffered much: the loss of her brother, the loss of any chance for revenge and the near-loss of her sanity. Her life has become a shambles and this has left her suspicious, cynical, spiteful, bitter and hateful. Although she operates against good for the most part, she is not truly evil and (possibly) some conscience inside of her could be reached.

BOOGEYMAN

Identity: Jack O'Leary

Side: Evil

Age: 24

Sex: Male

Level: 8

Training: Endurance

Powers:

1. Light Control: 32" range, 2d8 damage, PR=1 per attack. Blinding Flash: 32" radius, special Light attack for blindness vs. all in radius. 1 action to light up as a defense, PR=1 per turn.
2. Flame Power: PR=3 to 'flame on', PR=3 per attack, PR=1 per hour of flight. 28" range, 1d12 damage. Max. airspeed = 44 mph., Flame defense while flaming.
3. Heightened Senses: sees in infrared as well as normal light.
4. Natural Weaponry: +1 to hit, +2 damage HTH, carrier Flame attack while flaming (PR=0).
5. Physical Handicap: Horribly scarred face, -3 additional reaction modifier if face is visible.

Weight: 170

Strength: 17

Agility: 16

Charisma: 19

Reactions from Good: -3

Damage Mod.: +1

Accuracy: +2

Carrying Capacity: 512

Movement Rates: 44" ground, 194" flying

Det. Hidden: 10%

Inventing Points: 9.2

Inventing: 42%

Origin & Background: Irish, Medical and Scientist (Physics) skills.

Legal Status: Record, not currently Wanted.

Basic Hits: 4

Endurance: 11

Intelligence: 34

Hit Points: 10

Evil: +3

Healing Rate: 1

Power: 58

Basic HTH Damage: 1d8

Det. Danger: 14%

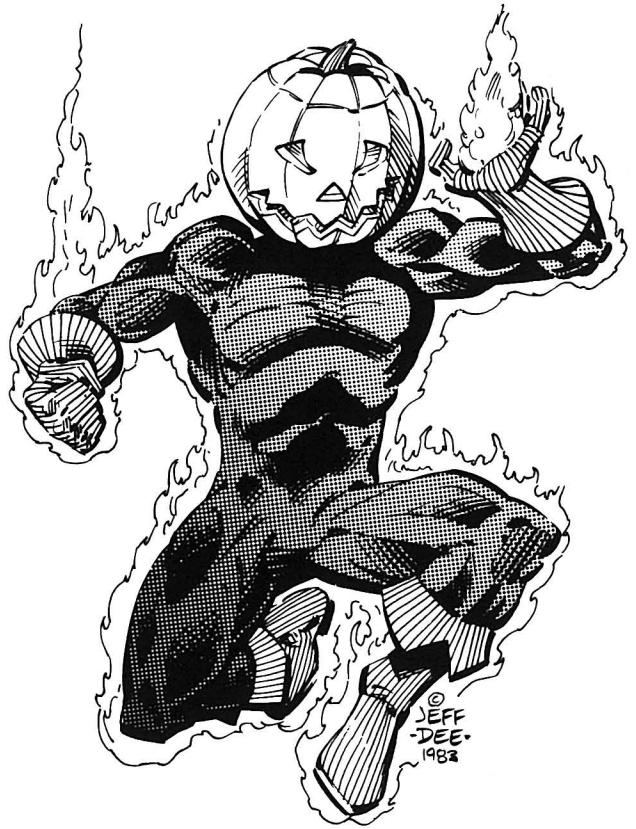
Cash: \$51072

Name: O'Leary, Jack

Alias: Boogeyman

Origin and Background: Irishman Jack O'Leary was well on the way to becoming an optometrists technician and burn victim specialist when an experiment in laser therapy (to treat burns to the eye) backfired. The new prototype laser overheated and exploded. O'Leary was splattered with an unknown mix of various luminous chemicals, struck by a super-intense beam of retracted light and set on fire.

Due to immediate medical attention he survived, but the accident left him changed. He found he had control of light and fire but his face had been destroyed beyond all possible repair. Blamed for the experiment's failure to save the project's research grant and rejected by society due to his disfigurement, Jack O'Leary found himself an outcast. With no place left to turn he decided that with his powers he could become a super-criminal.



Returning to the research center he disintegrated the experiment as well as most of the scientists involved.

After lying low, he then went to work for the IRA for a while. Later he worked for some other terrorist groups and then for the underworld. As a criminal mercenary, Boogeyman never had much success as who ever saw his face was so repulsed he soon found himself without any employees or employers.

Using his loot from various jobs, he built himself his fiber-optic helmet (which creates the unnerving illusion that he has no head!) which tends to surround him with more of an air of mystery than repulsion. He now works mainly for one man: himself.

Combat Tactics/M.O.: Boogeyman likes to spread fear by flying into battle while letting out a ghostly wail and blinding opponents with light attacks. He also likes to use his flame powers to set fires all around an area of battle. A trick he picked up recently is to use a mirror, shiny metal, pools of water, etc. to reflect a laser and use it to attack from behind or the side. Lasers and blinding light are his favorite weaponry. If an opponent removes his mask, he will try to incapacitate or kill that opponent and then flee.

Personality/Character Traits: Boogeyman has a strong pride and gets angry when insulted or belittled (although he never throws temper tantrums). He has a wicked sense of humor and likes to do all he can to sharpen his 'scary' reputation.

JAWS

Identity: Jacob Beachly

Side: Evil

Age: 32

Sex: Male

Level: 6

Training: Agility

Powers:

1. Shark Powers:

- a) Water Breathing: Type A, PR=1 per hour.
 - b) Natural Weaponry: +3 to hit, +6 damage HTH
 - c) Heightened Defense: -4 to be hit.
 - d) Speed Bonus: +70" per turn swimming
 - e) Heightened Attack: +6 damage caused in all attacks.
2. Body Power: Jacob's jaws operate like those of a shark; after a successful bite he may lock his jaws allowing automatically successful HTH attacks thereafter until his grip is broken (requiring a character with a 2000 pound carrying capacity, and that character must make an Endurance save on 1d20 to succeed).

3. Phobia/Psychosis (Blood frenzy): If an opponent is injured and bleeding Jaws will attack him exclusively. If an ally is bleeding Jaws must save vs. Charisma on 1d20 to resist attacking him.

Weight: 200
Strength: 18
Agility: 18
Charisma: 18
Reactions from Good: -3
Damage Mod.: +3
Accuracy: +3
Carrying Capacity: 764
Movement Rates: 54" ground/81" swimming
Det. Hidden: 12%
Inventing Points: 9.6
Inventing: 48%
Origin & Background: American, Psychology and Oceanography skills.
Legal Status: Wanted, criminal record.



Name: Beachly, Jacob

Alias: Jaws

Origin and Background: Jacob Beachly, a humanoid amphibian, was born a mutant on a ship at sea. The ship, a passenger liner, was sinking in the middle of the Atlantic Ocean. All others on board were lost, drowned or overturned in their lifeboats by sharks. Jacob merely inhaled his first 'breath' of water and swam away.

He encountered an injured whale shark that he came to look upon as a 'parental substitute' and spent his early years exploring the new undersea world that had opened up to him. Developing his instincts he taught himself how to hunt and feed.

It wasn't until he was washed ashore by a hurricane at age three that he discovered humanity — or it discovered him. The team of marine biologists and child psychologists that attempted to help him adjust to the human world soon discovered his homicidal tendencies as he tried to devour the surrogate mother they had supplied him.

The rest of his childhood and early adult life were spent in research centers and institutions where he was studied, marginally taught, studied some more then dismissed as an unclassifiable curiosity.

Then he escaped.

Tactics/M.O.: Like a shark, Jaws stalks his victims a while waiting for the slightest sign of weakness before striking. One thing that will always provoke an attack from him is the sight of blood. Even in mass combat he will center his attention on his main victim and will tend to ignore any other opponents (unless of course, they obviously pose a serious threat to him). When possible he will move a fight underwater where he will circle his victim, striking from any angle — including above or below!

If an opponent is weakening, he likes to make a special attack to an

arm or leg and hold on.

Personality/Character Traits: Beachly is withdrawn, uncommunicative, merciless, sadistic and blood thirsty. A near-perfect killing machine.

LEO THE LION

Identity: President Doctor Leopold Linus III
Side: Evil
Age: 35
Sex: Male
Level: 9
Training: Strength

Powers:

1. Invulnerability/30
2. 2x Heightened Strength: +44
3. Heightened Endurance: +16
4. Natural Weaponry: +2 to hit, +4 damage HTH
5. Heightened Senses: nightvision, like a cat.

Weight: 350
Strength: 70
Agility: 12
Charisma: 18
Reactions from Good: -3
Damage Mod.: +2
Accuracy: +1
Carrying Capacity: 60,462
Movement Rates: 107" ground (25 mph)
Det. Hidden: 12%
Inventing Points: 15.3
Inventing: 51%
Origin & Background: African; Medical, Military, and Government/Beurocracy skills.
Legal Status: Diplomatic Immunity
(Security Clearance = 18) (Native Country = 1).



Name: President Doctor Leopold Linus III

Alias: Leo, the Lion

Origin and Background: Leopold Linus was born the son of plantation workers in the nation of Malawi on the continent of Africa. As is permitted in Malawi, he joined the Army in his early teens and rose through the ranks quickly. His newly developed mutant powers made him, quite literally, a super-soldier.

At 17 he mustered out a Captain and was immediately hired as the personal bodyguard to the President of Malawi.

In this position he was privy to all sorts of governmental secrets and received many special privileges.

The main one being the chance to study Medicine at Harvard University during one of the President's 'prolonged vacations' to America (while he was plotting against the new government that had overthrown

him). Linus graduated with high honors just in time to return with the President, victorious in reestablishing his power.

Although, his authority was undisputed, the President was getting old and was not in the best of health. Linus was officially made a doctor (despite the fact he only studied four years, by Malawian standards he was quite learned) and was by now a national hero. Slowly gathering up connections, Linus began organizing a coup of his own.

Giving the President, now on his deathbed, a lethal injection, he went on the radio announcing the President's death and that he would take over the position until the initial panic subsided and law and order could be restored. Those who opposed him were arrested and never seen again. With the military on his side, his opposition soon dwindled to nothing and Linus has ruled Malawi with an iron fist for a vast majority of the time since.

He is known as 'Leo, the Lion' to his people for his ferociousness, a reputation he has earned time and again.

Leo is one of the founding members of the international criminal organization known as Zodiac.

Tactics/M.O.: Leo does not worry very much about getting hurt. Ever. If anyone does succeed in hurting him, Leo will remember him and will repay him in kind, even if it's years later or requires extraordinary efforts.

Despite this, Leo never berserks and always manages to maintain an air of dignity about him. He knows how to keep his cool.

He is always optimistic, keeps a stiff upper lip and is always confident of victory but will not object to a strategic withdrawal if one is truly necessary.

Leo rarely uses brawling weapons, but he sometimes makes a direct attack to the face if feeling mean.

Personality/Character Traits: Despite his ill-gotten position, Leo imagines himself as a noble ruler (often socializing with the rich and elite, appearing in tuxedo, bowler, monocle and with umbrella in hand).

Truth to tell, despite his barbaric nature, Leo possesses many of the social graces and can be polite, charming and dignified when he wants to.

In most things Leo has a very even temper. Otherwise Leo is very independent, a bit moody, very finicky about his food and is very cat-like in personality.

MADAME FRIGIA

Identity: Francine Curry

Side: Evil

Age: 26

Sex: Female

Level: 8

Training: Strength

Powers:

1. Heightened Attack: +8 damage caused with all attacks.
2. Life Support Device: unlimited energy, can be damaged in combat (see p. 14).
3. Armor Device: ADR=31
4. Heightened Expertise: +4 to hit with Ice Powers device
5. Ice Powers Device (Ice Gun): 5" range, 1d12 damage, 14 shots per recharge. Damage caused equals cubic feet of clinging ice (doing extra damage between-turns; see p.13). Ice Armor may be created (one point per inch of movement spent doing so), Ice masses can be generated at a rate of 2 cubic feet per inch of movement spent.

Weight: 110

Strength: 10

Agility: 18

Charisma: 16

Reactions from Good: -2

Damage Mod.: +2

Accuracy: +3

Carrying Capacity: 149

Movement Rates: 45" ground

Det. Hidden: 10%

Inventing Points: 10.4

Inventing: 39%

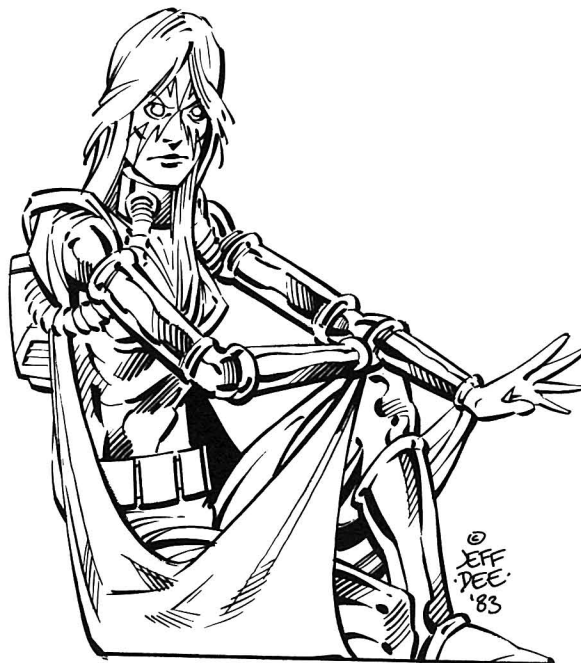
Origin & Background: American, Research/Technology and Manufacturing (assembly line worker) skills.

Legal Status: Wanted, Record.

Name: Curry, Francine

Alias: Madame Frigia

Origin and Background: Francine Curry worked for Med-tech Inc. making life support systems for hospitals and cryogenic units for research centers. She had a successful marriage and was going for her Masters degree in biology.



In the space of a year she got divorced, she was forced, for financial reasons to leave college and found herself stuck in her job. Bored and frustrated she began sneaking into the plant at night and started assembling her special costume.

Equipped with life support capabilities and a cryogenic gun to freeze objects, she began a life of crime.

Faking her death in an 'accidental' lab fire she then had plastic surgery to change her face.

Under the name Madame Crystal Frigia she executed a series of flawless thefts of expensive paintings and jewelry across the country. She always left behind her calling card: a frozen security guard or policeman, shattered like a piece of glass.

She was eventually stopped by the Justice Defenders of Los Angeles, California and placed in a high-security prison. Several months later, she mysteriously escaped. To this day no one knows how.

Currently Madame Frigia operates a small gang taking her place in the local underworld. She has adapted to this position quite well and has become a shrewd and calculating business woman.

Tactics/M.O.: Frigia always armors up to full power before engaging in any crime (which gives her 131 points of armor including ice armor).

A favorite tactic of her's is to cover something with ice until it is crushed or broken, such as the roof of a building.

Her favorite game is to torture people with her ice powers and she still leaves 'calling cards' around whenever she commits a crime.

Her crimes mostly center around the theft of precious art objects.

Character/Personality Traits: Madame Frigia is completely heartless and cruel. She has no friends. She is a loner.

MARUTUKKU

Identity: Scott Parkerton

Side: Evil

Age: 24

Sex: Male

Level: 4

Training: Agility

Powers:

1. Force Field: 24" range, force screen max. area 1" per side per point of current Power score. PR=½ damage repelled; attack inflicts 1d8 damage, PR=1 per attack. See p.12.
2. Flight: 204 mph. maximum speed, PR=1 per hour.
3. Heightened Expertise: Gravity, +4 to hit.
5. Gravity Control: Max. multiplier x 17, 17" range, PR=1 per multiple applied, see rules p.12.
6. Lightning Control: 24" range, 2d8 damage, PR=4 per shot, short out or control devices: see p.14.
7. Special Requirement: Must perform ancient rites to the 'Great Old Ones' once per month plus whenever defeated or fatigued to maintain his arcane powers.

Weight: 200

Strength: 17

Basic Hits: 4

Endurance: 12

Agility: 10
 Charisma: 12
 Reactions from Good: -1
 Damage Mod.: +1
 Accuracy: -
 Carrying Capacity: 612
 Movement Rates: 44" ground, 898" flying
 Det. Hidden: 12%
 Inventing Points: 4
 Inventing: 45%
 Origin & Background: American, Mysticism and Psychology skills.
 Legal Status: nil

Intelligence: 15
 Hit Points: 10
 Evil: +1
 Healing Rate: 1.2
 Power: 54
 Basic HTH Damage: 1d8
 flying
 Det. Danger: 16%
 Cash: \$17280



Name: Parkerton, Scott

Alias: Marutukku

Origin and Background: Theology student Scott Parkerton got the experience of a lifetime when he got the chance to travel to the Vatican. Unfortunately, the experience changed his life forever.

While visiting the Vatican library he felt a strange beckoning leading down to a sub-basement. There, among books centuries old, he came across a copy of the Necronomicon. It was irresistible. Parkerton sat down and read it cover to cover. The evil secrets he was exposed to twisted his mind.

Tampering into the mystic energy of the Great Old Ones he managed to steal one of the powers of the ancient god Marduk. He gave up his soul to bear one of Marduk's fifty secret names.

Unfortunately, he must perform a heinous ritual ceremony at midnight on the night of each new moon to maintain his powers. For this reason Marutukku tends to leave behind a trail of 'bizarre murders' wherever he goes.

Parkerton is now so far over the edge that he has 'delusions of godhood', sometimes demanding that the few hirelings he can get to work for him 'worship him and follow him with unbending loyalty'.

One of the few groups that will have him is the 'Inhuman League'. As the average member is about on equal terms with him super-power wise, there is no one he can really lord it over.

Combat Tactics/M.O.: Marutukku hangs back and delays his action, letting the fight come to him. He rarely moves and staying put protects

himself with his Force Field. He likes to taunt his opponents and lure them into gravity warps. Any stragglers tend to get hit by lightning bolts which prod them towards Marutukku.

Marutukku will brand defeated opponents with his mark (shown on his chest) using a bolt of lightning.

Marutukku fears the Elder Sign (a star-shaped stone created eons ago), although it cannot actually harm him.

Personality/Character Traits: Parkerton is so completely absorbed in himself that it is impossible to deal with him on a one to one level. All conversation with him must be on a subservient sort of level or he will refuse to respond.

MIRAGE

Identity: Meryl Jordon

Side: Evil

Age: 29

Sex: Female

Level: 7

Training: Endurance

Powers:

1. Illusions: Type A: Full sensory range, PR=5 per illusion created, and PR=5 per turn to maintain them. Type B: Range = 130", PR=2 for inanimate/8 for animate, created from Force Field type energy. See p.13-14 for more rules on these powers.
2. Heightened Sense of Reality: automatically detects illusions, imposters, bluffs, lies, etc; 8x Detection rolls, and automatic Willpower defense vs. Mind and Emotion control.
3. Mutant Power: 'Phantom Pain' 15" range, attacks as Force Field, 2d12 devitalization damage, costs 20" movement per use (i.e. no Power of action cost).
4. Special Requirement: one dose/day of mind-altering drug which activated her powers, or she loses her sense of reality entirely.

Weight: 110

Agility Mod: +2

Endurance: 11

Intelligence: 11

Reactions from Good: -2

Hit Points: 6

Healing Rate: .75

Power: 51

Basic HTH Damage: 1d4

Det. Hidden: 64%

Inventing Points: 7.7

Inventing: 33%

Origin & Background: American, Social Work and Radio Communication skills.

Legal Status: Wanted, no record.

Basic Hits: 3

Strength: 14

Agility: 15

Charisma: 16

Evil: +2

Damage Mod.: +1

Accuracy: +2

Carrying Capacity: 212

Movement Rates: 40"

Det. Danger: 96%

Cash: \$35728



Name: Jordon, Meryl

Alias: Mirage

Origin and Background: Meryl is a mutant whose abilities were triggered by drug use at an early age. The drug she experimented with was a dangerous experimental hallucinogenic developed by the CIA known as THX-13. It had been used in that organizations various mind control experiments.

The drug triggered her latent mutant abilities and she kept using it until it boosted her psi-powers to their prime. Unfortunately, after a prolonged period of use she found she could not come off the drug without experiencing the disturbing distortion of reality that one normally experiences when on the drug. In addition there is the sensation of the complete loss of her powers or the sensation that they are completely out of control.

It was around this time that her precious supply of TXH-13 dried up.

Since then she has become involved in drug abuse treatment (often secretly donating portions of her stolen loot) both to get closer to the 'drug scene' and in hopes of finding a way to 'kick her habit'.

In the meantime, she has mastered the technique of manufacturing the THX-13 she needs to support her habit.

Combat Tactics: Mirage's main trick is to drive her opponents crazy, switching back and from solid illusions to holograms, to the normal, expected appearances to the most bizarre, and strange images she is capable of dreaming up.

One of her meanest tricks is to create illusionary injuries on her opponents.

During combat she tries to stay out of sight as much as possible, many times attacking without her opponents even knowing she is around.

She is an enemy of Ebony Angel and they have met and fought on several occasions. Sometimes circumstances force her to work alongside the Buzzard, something she does not enjoy but will tolerate.

Personality/Character Trait: She takes her life as a 'super villain' in stride. Mirage will analyze a situation completely before doing anything. She is also a terrible flirt . . .

MOTHER SUPERIOR

Identity: Margaret Mary Stevenson

Side: Evil

Sex: Female

Age: 30

Level: 8

Training: Agility

Powers:

1. Flight Magical Item: maximum speed = 200 mph. This item takes the form of a belt.
2. Invulnerability Magical Item (suit of armor): 10 points of Invulnerability.
3. Special Weapon Magical Item (holy water sprinkler/flail): HTH+3 to hit, +1d6 damage. Carrier Lightning attack for 1d10 damage, unlimited charges. Also fires Lightning bolts 13" range for 2d10 damage, 12 charges per day.
4. Adaptation: PR=1 per hour or per use as a defense.
5. Weakness Detection: 1 action required within 1" of opponent to gain +4 to hit and learn one Weakness (if any).
6. Psionics: Reverse prejudice; no one's sure what side she's on.

Weight: 140 lbs.

Strength: 17

Agility: 13

Charisma: 18

Reactions from Good: +3

Damage Mod.: +2

Accuracy: +1

Carrying Capacity: 449

Movement Rates: 45" ground, 880" flying

Det. Hidden: 12%

Inventing Points: 13.6

Inventing: 51%

Origin & Background: American, Religion and Archaeology skills.

Legal Status: nil

Basic Hits: 3

Endurance: 15

Intelligence: 17

Hit Points: 12

Evil: +3

Healing Rate: 1.2

Power: 62

Basic HTH Damage: 1d6

Det. Danger: 16%

Cash: \$73440



she had a dream wherein God told her to take up the Crusader's mantle and go forth to set right all of the world's wrongs. She awoke believing it was an omen and went out to the dig and picked it clean. Amazingly enough, the relics possessed some magical properties which bestowed upon Ms. Stevenson awesome powers. Donning the garments, which now seemed almost new, and picking up the Crusader's Holy Water Sprinkler she flew off filled with a religious righteousness.

Unfortunately she had also inherited the double-standard morals of a Crusader. For a time she helped people and stopped criminals. But during times when she needed money she looted the crooks as well as stopped them.

Her perspective shifted beyond anything normal. Superheroes who will not follow her in her 'Holy Crusade' are 'Sinners' and they must be destroyed.

Combat Tactics/M.O.: Upon first encountering opposition she will talk to them. While preaching she approaches them in an overtly friendly manner, all the while detecting their weaknesses.

Once that is done, if they don't appear to be 'listening to reason' she lets in with the holy water sprinkler.

She rarely flies, leaving that for a quick, surprise escape (or the occasional dramatic entrance) or tactical move.

Once engaged in combat she shows opponents no mercy but will go to almost any length to prevent innocent bystanders being harmed 'for they may yet be saved and someday may serve her in her quest'.

Personality/Character Traits: Although she is the living embodiment of the 'holier-than-thou' attitude, she is shrewd and will never underestimate an opponent.

MOTIVATOR

Identity: Karen Frost

Side: Evil

Age: 42 (18 physically)

Sex: Female

Level: 17

Training: Intelligence

Powers:

1. Heightened Intelligence: +30
2. Heightened Charisma: +15
3. Willpower A (variable use) PR=1 per turn
4. Mind Control: 385" range, PR=20 per success, see complete rules p.15.
5. Emotion Control: Fear or Hate, 55" range, PR=8 per success, see complete rules p.12.
6. Telepathy: 550" range, Thought scan 1 action, PR=1. Mental switchboard: max. 55 minds at once, 1 action to establish, PR=1 per turn. Thought Tracking: PR=1 per hour, 1 action per turn. Mind Probe max. strength = 243, PR=5 per attempt, Mind Control attack. Takes 1d6 turns per attempt, range = 0". Detailed descriptions p.17.

Name: Stevenson, Margret Mary

Alias: Mother Superior

Origin and Background: Marg Stevenson was pursuing a lifelong dream of becoming an archeologist when, while working on a dig somewhere in the Middle East, she discovered the garments, armor and weaponry of an ancient Crusader.

Such a 'religious experience' affected her deeply. That same night

7. Weakness Detection: 1 action, 1'' range to gain +19 to hit, plus learn one Weakness (if any).

Weight: 110
 Agility Mod: +2
 Endurance: 17
 Intelligence: 55
 Reactions from Good: -6
 Hit Points: 61
 Healing Rate: 1.2
 Power: 119
 Basic HTH Damage: 1d8
 Det. Hidden: 38%
 Inventing Points: 93.5
 Inventing: 165%
 Origin & Background: British, Medical/Surgery, Psychology, and Computer Science skills at super-genius levels.
 Legal Status: Record, Death Sentence pending (Britain).



Name: Frost, Karen

Alias: Motivator

Origin and Background: Even as a small child Karen Frost displayed an intellect that was remarkable as well as a vicious coldness that was frightening. Her parents literally lived in fear of her and sent her off to various ultra-strict private schools.

At school she was hated and friendless for being so much more intelligent than anyone else and prone to all kinds of cruel practical jokes and bullying. That all stopped when the girl mainly responsible for Karen's harassment got up in the middle of a class, opened the sixth story window and threw herself out of it to her death. The entire school was shocked, Karen laughed.

Since then murder, to her, was as casual as a handshake. She breezed through the educational system, finishing graduate school at the age of 18. Soon after that she arranged for her parents to have 'an accident' and she collected her inheritance. She then married her father's best friend and tried to have him done in as well and then took over his multi-million pound corporation. Finishing her medical internship she

later fully developed her powers as the disciple of a group of Tibetan lamas.

She was expelled from their number before learning all of their secrets when she was revealed for her evil self.

Since then she has been driven by nothing but her insatiable desire for power and her lust for controlling the minds of others.

She is the number one Public Enemy of Great Britain and the most powerful telepath on Earth.

Motivator is the greatest medical doctor, surgeon, psychologist and computer scientist in the world above and beyond all possible reproach. She has nearly a hundred various inventions at her disposal and generally operates with technology, on the average fifty to seventy-five years ahead of the rest of the world.

Combat Tactics/M.O.: Avoids actual physical confrontation and combat if possible, but has no fear of it. Her main tactic is to gain the psychological edge over whoever is in her way through manipulation of friends, threats to family, blackmail if not out and out Mind or Emotion Control, itself.

If in trouble, she will Mind Control an opponent to attack his teammates or to harm himself or use Emotion Control to make her opponents run in fear.

If all else fails she carries a dagger coated with a poison which acts as Death Touch (-2 to both saves) and she has a +3 to hit when using it. If capture becomes unavoidable she will hit the toughest opponent with it.

In a vial hidden in her necklace is the antidote to the poison. It can save the poison victim if administered in 60 seconds. It makes an excellent bargaining tool.

Personality/Character Traits: Motivator is an extremely difficult person to understand, impossible to predict, slightly different every time encountered. Two things that will never change are her uncanny intellect and her massive potential for cruelty.

MOUNTAIN MAN

Identity: Angus McCallum

Side: Evil

Age: 36

Sex: Male

Level: 4

Training: Agility

Powers:

1. 3x Mutant Power: Strength x10, Weight x10.

2. Power Blast Device: 12'' range, 1d20 damage, 18 shots per day.

Hunting Knife: HTH+1 to hit, +1d2 damage

Hatchet: HTH+1 to hit, +1d6 damage

Weight: 2000 lbs.

Strength: 100

Agility: 2

Charisma: 8

Reactions from Good: +1

Damage Mod.: -2

Accuracy: -6

Carrying Capacity: 1,001,800

Movement Rates: 120'' ground (27 mph)

Det. Hidden: 10%

Inventing Points: 5.6

Inventing: 42%

Basic Hits: 40

Endurance: 18

Intelligence: 14

Hit Points: 136

Evil: -1

Healing Rate: 20

Power: 141

Basic HTH Damage: 9d10

Det. Danger: 14%

Cash: \$28,224

Origin & Background: Anachronism, Military (local militia) and Farming skills area 1779.

Legal Status: Wanted, Never successfully incarcerated.

Name: McCallum, Angus

Alias: Mountain Man

Origin and Background: Back in the year 1779 Angus McCallum saw a great shooting star in the sky come crashing down in the woods near his mountain home and went to investigate. As he came closer to the fallen meteor, he and his old hunting rifle were exposed to weird radiation which changed them both.

McCallum, a simple mountain man, found himself with the strength to lift mountains and his hunting rifle, which strangely enough never needs reloading, could cut down the tallest of trees in one shot. McCallum claimed the whole mountain as his own and he had the muscle to back it up.

One day McCallum was attacked by a grizzly bear. At first he ignored the swipes of its claws (he could barely feel them) but the creature's persistence began to annoy him. With a mighty yell he grabbed and wrestled it to the ground. During the struggle, McCallum slipped in the mud and the grizzly turned and ran for its life.

Enraged he got up and chased the bear back into its cave, yelling



and cursing and shooting his gun into the air. The mountain man raised such a ruckus that he started an avalanche which trapped him inside the cave.

Weird gases in the cave made him sleepy and as he slept he was held in suspended animation.

In the year 1979 he was accidentally freed by a construction crew working on an Appalachian mountain strip mine. When McCallum saw what they did to his mountain he was not in the best of moods. . .

Combat Tactics/M.O.: McCallum is quite bewildered by 'the future' and his first instinct is to shoot at anything that moves. If something stands up to one of his rifle blasts he will probably pick up the largest object available and use it as a brawling weapon.

Mountain Man is a trained hunter, more than capable of living off the land as well as a tracker able to follow a person's trail, something he can do automatically in the wilderness.

Personality/Character Traits: Mountain Man is enraged by what has happened to the vast forests and mountains of America and doesn't think much of 'modern folk'. He is generally impatient and short-tempered about everyone and everything.

MYSTICO

Identity: Mandrake Hayes

Side: Evil

Age: 37

Sex: Male

Level: 4

Training: Intelligence

Powers:

1. Transmutation: Anything to anything automatically on a hit, except that the target's sentience and animation cannot be affected; i.e. a brick could be turned into a dead, inanimate body or a human could be changed into a thinking, animate brick. PR=8 per success, 52'' range.
 2. Animal Control: control of transmuted animals; up to 20 hit points worth can be controlled, or at least one creature. Heightened Intelligence +13.
 3. Animated Servant: Reginald Stone, Zombie. see separate stats.
 4. Special Requirement: Alcoholic.
- Sacrificial Dagger: HTH+1 to hit, +1d2 damage.

Weight: 160

Strength: 12

Agility: 14

Charisma: 15

Reactions from Good: -2

Basic Hits: 4

Endurance: 11

Intelligence: 26

Hit Points: 10

Evil: +2

Damage Mod.: +3
Accuracy: +1
Carrying Capacity: 227
Movement Rates: 37'' ground
Det. Hidden: 18%
Inventing Points: 10.4
Inventing: 78%

Healing Rate: 1
Power: 63
Basic HTH Damage: 1d4

Det. Danger: 22%
Cash: \$53,872

Origin & Background: American, Social Work and Mysticism skills.
Legal Status: Record, not currently Wanted.



Name: Hayes, Mandrake

Alias: Mystice

Origin and Background: Mandrake Hayes is an American citizen of Haitian and Jamaican descent. Immersed in voodoo culture since he was a child (from his mother) it opened his mind to incredible psionic potential and powers of transmutation developed after early adolescence.

For a long time Hayes worked in his home town of New Orleans for the Department of Health, Education and Welfare. He found himself using his powers to help the people he encountered on the job, often doing so more effectively than the Department.

Trajectory struck when Reg, an unemployed steel worker who was Mandrake's best friend, was wrongly accused of a crime and shot down by police while trying to escape.

Disgusted, angry and grief stricken, Hayes quit his job and hit the skids. While on a three day drinking binge he found that he missed Reg so much that he had subconsciously used his powers to reanimate him as a Zombie. No matter what he did or how hard he tried he could not turn him off.

To make matters worse, Reg is 'programmed' to follow Hayes around and having repeatedly been seen with this dead body has caused the police to be after him for being some sort of 'voodoo graverobber' and other nonsense.

On the run, he left New Orleans starting up a career as a small-time magician turning to crime when necessary or when bored.

Since then he has also gotten heavily into drinking as well as the casual use of other drugs.

Combat Tactics/M.O.: When engaged in Combat Mystice will turn his enemies into mice or bugs or something similarly harmless and step on them if they present a threat. If in trouble he will turn nearby plants or animals into monsters and order them to attack, giving him a diversion and opportunity to escape.

Reg is his 'muscle' and also used to frighten off the 'non-super' types.

Although Reg is stuck with him, Mystice will not retreat if Reg has

been captured or detained and will try to kill anyone who seriously harms him.

Reg always positions himself in a battle to keep an eye on Mystice's back.

Personality/Character Traits: Despite the hard times, Mystice enjoys living the life of an 'outlaw' and in Robin Hood fashion sometimes lends a hand to someone worse off than himself.

However, he has only mistrust and disdain for the establishment in general. This includes police, the government, and superheroes.

NIGHTMARE

Identity: Nigel Williamson

Side: Evil

Age: 24

Sex: Male

Level: 6

Training: Endurance

Powers:

1. Darkness Control: 14'' radius max. area of effect, range = 42''. Agility saves (see p.11) required in Darkness to avoid accidents, PR=2 per Darkness area created or reshaped. 1 action to create, +1 action per turn to maintain, movement to reshape.
2. Emotion/Control/Fear: 18'' range, PR=8 per success, see p.12.
3. Illusions: 28'' range, solid Emotion (Fear) energy, see p.13-14.
4. Psionics: Mind Probe as per Telepathy, but takes only one action (PR=5) to perform. See p.17.
5. Teleportation: PR=3 per use, movement only, max. range = current Power x100''
6. Paralysis Ray: 22'' range, PR=7 per shot, wake-up rolls to regain consciousness.

Weight: 160

Strength: 13

Agility: 14

Charisma: 19

Reactions from Good: -3

Damage Mod.: +2

Accuracy: +1

Carrying Capacity: 264

Movement Rates: 38'' ground, max. 5600'' teleport.

Det. Hidden: 10%

Inventing Points: 10.8

Inventing: 54%

Origin & Background: British, Accounting/Finance and Commercial Art skills.

Legal Status: Record, Wanted in the U.K.

Basic Hits: 4

Endurance: 11

Intelligence: 18

Hit Points: 9

Evil: +3

Healing Rate: 1

Power: 56

Basic HTH Damage: 1d4

Det. Danger: 14%

Cash: \$49248



Name: Williamson, Nigel

Alias: Nightmare

Origin and Background: Nigel Williamson was constantly beaten as a child by his father and plagued as a boy by steady and severe nightmares. As he grew up his psychiatrist realized the major role fear played in his life. He became convinced that 'bad things' were inside him. Having been born a rather strange-looking albino, he had a great deal of trouble making friends among normal people.

While being taunted by children at school the combination of his psychological make up, the anguish they made him feel and his unusual body chemistry altered chemical levels in his brain which resulted in his powers.

Since development of his ability to take the deepest fear from someone's mind and turn it into a tangible reality he found himself avoided and feared by everyone.

Eventually he became completely psychotic as he realized fear really controls everyone's lives and that he was in charge of fear itself. He envisions himself as a sort of special servant of the ultimate Evil or Terror.

Combat Tactics: Nightmare's main tactic is to teleport behind a victim who is alone or unaware, mind probe him, use illusion power to create his deepest fear and teleport out of sight, to the shadows, etc. where he can control the illusions at will.

He likes to stay out of sight, stalking his victims.

If confronted, he will fight with Darkness or Emotion Control. If they become a serious threat, he will switch to illusions and then paralysis. If all else fails, he will teleport away.

Personality/Character Traits: Nightmare, it goes without saying, is a little strange. He tends to spend his spare time hanging around old movie theatres watching old horror movies. He has no real friends or allies but is very impressed by other villains, the more impressed the more evil they are.

The two people in the world he is probably the most taken with are Motivator and Samhain.

OD

Identity: Omar Drokman

Side: Evil

Age: 21

Sex: Male

Level: 2

Training: Strength

Powers:

1. Armor (type A); ADR=80, heals back 18 points per day.
2. Heightened Strength: +24
3. Illusions (type A); visual and audible components, PR=2 per illusion per turn, one action per turn to maintain. Movement only to alter illusions.
4. Transmutation: 26'' range, PR=8 per attempt, changes targets entirely into abstract art objects. Wake-up rolls allowed to change back. The GM must determine the random temporary effects on the victim.
5. Psychosis: Desires above all to collect and create great Art.

Weight: 432

Strength: 38

Agility: 10

Charisma: 18

Reactions from Good: -3

Damage Mod.: -

Accuracy: -

Carrying Capacity: 12177

Movement Rates: 63'' ground

Det. Hidden: 10%

Inventing Points: 2.6

Inventing: 39%

Origin & Background: American, Crime and Fine Art skills.

Legal Status: nil

Basic Hits: 9

Endurance: 15

Intelligence: 13

Hit Points: 50

Evil: +3

Healing Rate: 3.6

Power: 76

Basic HTH Damage: 2d10

Det. Danger: 14%

Cash: \$9828

Name: Drekman, Omar

Alias: Od

Origin and Background: Omar Drekman was a lonely street kid who displayed incredible artistic talent at an early age by painting murals and graffiti on subways and tenement walls. The strictly limited schooling he was receiving offered no artistic stimulation to him so he quit. His playing 'permanent hookey' led to him joining the local street gang.

His initiation into the gang involved stealing a truck and taking it for a 'joyride'. Almost immediately after stealing one the gang found themselves pursued by police so they pulled into an alley to get out of sight.



Sirens blaring all around them, they knew capture was inevitable. The rest of the gang decided to make a break for it. Locking their slowest member (Omar) in the back of the truck to take the rap they vanished safely into the night.

What they didn't know was that the truck was loaded with dangerous radioactive materials that filled Omar with a strange energy. Beaten senseless he somehow found the strength to pull himself from the truck and escape.

Soon his body grew over with strange organic armor and he discovered the full extent of his powers. Using them to steal art books and break into museums (just to look around) he became exposed to modern art which left a big impression on him.

He now considers the world as 'his canvas which he will cover with the images in his mind'. Assembling a secret army composed of the local street gangs, Od is a powerful force on the street and in the underworld.

Combat Tactics/M.O.: Od uses his illusionary powers for only one purpose: to create false illusionary terrain (usually a bizarre pop art landscape, his favorite being a flat field with scattered trees dripping with elongated melting clocks). Against major threats he attacks HTH (sometimes creating a giant boxing ring complete with an illusionary cheering crowd) but turns minor annoyances into 'modern art'.

Personality/Character Traits: Od has a very high opinion of himself, his work and has the temperament of an artistic mad genius. He also has absolutely no qualms about killing, although he is normally a very genteel person.

PSI-PHON

Identity: Cyril Wembler
Side: Evil
Age: 26

Sex: Male
Level: 2
Training: Agility

Powers:

1. Psionics: immune to thought reading/mind probes, 20 pt. Invulnerability vs. mental attacks.
2. Natural Weaponry: +2 to hit, +4 damage in unarmed combat.
3. Body Power: suction feet, can run on walls/ceilings at normal ground speed
4. Absorption: when in physical contact with an opponent, 1 action automatically drains 2d6 Power from the victim into Psi-phon or he can drain one psychic type ability, leaving the victim with ½ strength in that ability. Permanent, unless Psi-phon voluntarily relinquishes the power (which can be done at any range).
5. Psychic Powers: at any time, Psi-phon may have the use of one or more psychic abilities.

Invention:

1. Hypno-Darts: fired from a standard Pistol (HTH+3 to hit, 1d8 damage, 102" range) carrier Paralysis attack allowing post-hypnotic suggestions: as per Mind Control, but no additional instructions can be given once the subject regains consciousness.

Weight: 140

Strength: 16

Agility: 17

Charisma: 20

Reactions from Good: -3

Damage Mod.: +2

Accuracy: +2

Carrying Capacity: 378

Movement Rates: 46" ground/wallwalking

Det. Hidden: 12%

Inventing Points: 1.2

Inventing: 48%

Origin & Background: American, Bum/Vagrant and Performing Arts (circus) skills.

Legal Status: Wanted, no Record.

Basic Hits: 3

Endurance: 13

Intelligence: 16

Hit Points: 14

Evil: +3

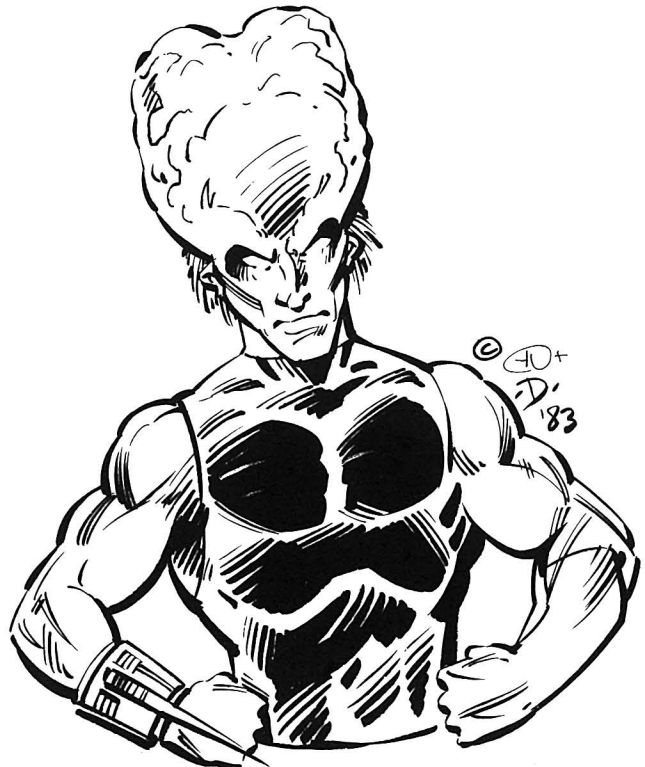
Healing Rate: .9

Power: 62

Basic HTH Damage: 1d6

Det. Danger: 16%

Cash: \$16640



Name: Wembler, Seril

Alias: Psi-phon

Origin and Background: Seril Wembler was born a horrible looking freak. His parents found the sight of him so unbearable that they abandoned him in a national park. His father later killed himself and his mother was placed in a psychiatric hospital. Seril was a mutant with strange psionic powers and managed to survive by draining some of the mental energy from campers who were staying in the park and passers-by.

Through such constant absorbing he also managed to pick up basic knowledge from his victims (thus he learned how to speak, read and

etc.) and there he grew up.

Eventually his existence was discovered by park rangers who led police and vigilantes in a park-wide search for him. He managed to out-wit them and escaped into the big wide world that he had learned of but never seen.

Wandering about, frightening people and one jump ahead of the law, he managed to find himself a job with a circus freak show, where he plans his revenge against mankind for hating and shunning him.

Combat Tactics/M.O.: Psi-phon is not much of a fighter. He tends to sneak around on walls and ceilings and stays out of sight (and combat) as much as possible. He watches any super-types for signs of psionic ability and if he sees it he absorbs from that person.

In combat he'll use any psionic ability he's picked up and will fight hand-to-hand with anyone who looks weaker than him.

If he is faced with tougher opposition, he retreats immediately.

Personality/Character Traits: Psi-phon is mistrusting toward all humanity and has a secret desire to find his parents, whose fate remains unknown to him.

SAMHAIN

Identity: Samuel Haine

Side: Evil

Age: 21

Sex: Male

Level: 7

Training: +1 to hit with knives

Powers:

1. Heightened Strength: +13
2. Heightened Endurance: +20
3. Heightened Attack: +7 damage caused in all attacks
4. Invulnerability/20
5. Body Power: allowed wake-up rolls once per turn even if incapacitated. If slain, regenerates from death unless his body is destroyed by fire.
6. Regeneration: 1 action per turn maximum to heal full rate, cannot heal flame damage.
7. Psionics: telepathically immune.
8. Mute: cannot speak, breathing is heavy and labored and easily heard at a distance.

Knife Skill: +4 to hit.

Unarmed Combat Skill: +2 to hit.

Weight: 270

Strength: 25

Agility: 11

Charisma: 20

Reactions from Good: -3

Damage Mod.: -

Accuracy: -

Carrying Capacity: 2582

Movement Rates: 72" ground

Det. Hidden: 10%

Inventing Points: 8.4

Inventing: 42%

Origin & Background: American, Crime and Education skills.

Legal Status: Wanted, never caught or convicted.

Basic Hits: 6

Endurance: 35

Intelligence: 14

Hit Points: 56

Evil: +3

Healing Rate: 6

Power: 84

Basic HTH Damage: 1d12

Det. Danger: 14%

Cash: \$none; disdains materialism



extra action a turn regenerating. He likes to come out at night and uses mainly opportunity weapons found at the scene.

Personality/Character Traits: Samhain has no personality. He is a killing machine.

SHADOWJACK

Identity: Jack Shelton

Side: Evil

Age: 22

Sex: Male

Level: 3

Training: Agility

Powers:

1. Stretching Powers: max. bodily stretch = 78" length, 39" flat square, or 19½" cube. PR=1 per use as a defense (operates automatically). Movement only to employ.
2. Special Weapon: Bullwhip, HTH+1 to hit +1d4 damage, 15" extension.
3. Heightened Expertise: +4 to hit with bullwhip.
4. Heightened Intelligence: +15
5. Heightened Senses: catlike nightvision.
6. Darkness Control Device: 12" range, max. area = 11" radius sphere, 20 uses per recharge. See detailed rules p.11.

Invention:

1. Infrared vision goggles, which he supplies to his hired thugs.

Weight: 220

Strength: 14

Agility: 10

Charisma: 10

Reactions from Good: -

Damage Mod.: +3

Accuracy: -

Carrying Capacity: 434

Movement Rates: 36" ground, 39" stretching

Det. Hidden: 20%

Inventing Points: 6.7

Inventing: 87%

Basic Hits: 5

Endurance: 12

Intelligence: 29

Hit Points: 14

Evil: -

Healing Rate: 1.5

Power: 65

Basic HTH Damage: 1d6

Det. Danger: 24%

Cash: \$19140

Name: Hane, Samuel

Alias: Samhain

Origin and Background: Sam Hane was born the son of witches who practiced Black Magic. At age seven he was offered up by his parents' coven as a sacrifice to the living spirit of All Hallow's Eve. When the deathblow was struck by his father, the evil spirit entered into Samuel. The first action of his new life was the murder of his parents and the coven. When discovered by the authorities they could not determine exactly what happened as the only witness, the boy, was apparently, due to shock, unable to speak. Having suffered massive psychological damage, the boy was placed in a mental institution and the case was quietly closed.

Eleven years later, Sam Hane got up, knocked down the door to his room and walked out of the building knocking down anyone trying to stop him. He has never been caught again.

Occasionally he is called upon by a witch or sorcerer or other evil magical type and given a task. Sometimes he complies, sometimes he gets real mad.

Combat Tactics/M.O.: Samhain's tactics are crude, but effective. He sneaks up on people and attacks them. He never evades, rarely delays and only retreats so he can attack again from a different place and gain surprise.

If he takes any considerable amount of damage he will spend an

Origin & Background: American, Research/Technology and Physics skills.
Legal Status: nil



Name: Shelton, James

Alias: Shadowjack

Origin and Background: James Shelton, known as Jack to all his friends, was a physics student whose pet project was a light-trapping device. The device bent light rays and pulled them inside, like a black hole without the tremendous gravitational pull.

When Jack nearly got himself pulled into the device it short-circuited, creating a power surge throughout the building, which destroyed dozens of other experiments and considerable amounts of equipment. The school expelled him for being so reckless.

Shelton soon flipped over into his negative 'shadow form' in which he possesses his powers. Normally an easy-going guy, in his shadow self Jack Shelton became petty and greedy and attracted to a life of crime.

At first Shelton turned to crime just to support himself, but his desire for more was increasing almost as fast as his success rate. Jack Shelton, now known as 'Shadowjack', found himself becoming a master criminal and it wasn't so bad, after all.

He must wear the miniature 'black hole' on a chain around his neck. If it is removed he loses his Darkness Control.

Combat Tactics/M.O.: Shadowjack's main tactic is to keep everyone in the dark as much as possible. Any stragglers are bound to feel the business-end of his bullwhip.

He doesn't evade very much, tending to rely on his stretchable shadow-form body to twist out of harm's way. Of course, he keeps the little necklace he wears very well guarded.

Character/Personality Traits: While Jim Shelton was a friendly, nice guy, Shadowjack tends to be selfish, petty, greedy, and annoying.

SIMON SHREW, THE ASSASSIN EXTRAORDINAIRE

Identity: Simon Shrew

Side: Evil

Age: 36

Sex: Male

Level: 12

Training: Strength

Powers:

1. Heightened Expertise: +4 to hit with all attack forms
2. Natural Weaponry: +3 to hit, +6 damage in unarmed combat.
3. Heightened Attack: +12 damage caused with all attacks.
4. Heightened Defense: -4 to be hit while conscious and mobile.
5. Heightened Agility: +8
6. Heightened Intelligence: +16
7. Weakness Detection: 1 action within 1" of opponent to detect his weaknesses, yields +11 to hit that opponent and discover one Weakness (if any).
8. Psychosis: has the emotional stability of an ill-tempered, hyper-active child.

Weight: 140
Strength: 17
Agility: 29
Charisma: 22
Reactions from Good: -4
Damage Mod.: +6
Accuracy: +5
Carrying Capacity: 456
Movement Rates: 62" ground
Det. Hidden: 22%
Inventing Points: 26.4
Inventing: 96%

Origin & Background: American, Government/Beaurocracy, Accounting/Finance, Military, and Commercial Art skills.
Legal Status: Wanted, long Record.

Basic Hits: 3
Endurance: 16
Intelligence: 32
Hit Points: 36
Evil: +4
Healing Rate: 1.2
Power: 95
Basic HTH Damage: 1d6

Det. Danger: 26%
Cash: \$304,128



Name: Shrew, Simon

Alias: none (sometimes called, 'The Assassin Extrordinaire')

Origin and Background: When young, Simon Shrew was a kid who wanted to be a comedian just like his idol - Jerry Lewis. As time wore on he realized he was no actor, comic or otherwise. So, instead, he became a make-up expert and is, to this day, a master of disguise as both male and female.

Getting a college scholarship in gymnastics he found he hated being a 'jock' and instead applied himself to his courses. He studied Political Science, Economics as well as several foreign languages and was hailed by his professors as brilliant. He was approached by a CIA recruiter after graduation and decided to join the Agency. He soon became one of their top agents.

A year later he quit, as his note to then CIA Admin. Homer Grimsby said, because 'it was too boring'.

Easily avoiding the agency's attempts to stop him, he began his 'assassin for hire' service and has basked in a life of luxury and excitement every since.

Combat Tactics/M.O.: Various and unpredictable. He loves mingling with his victims in disguise, sometimes as people they know very well. He loves to tease potential victims by jury-rigging easily escapable bombs or tricky devices that, when actually set off, release a note saying: 'Ha! Ha! This could have gotten you. Maybe next time it will. S.'

His attacks are always hit and run, he is an infallible sniper if the occasion calls for it.

When cornered he lets go with multiple attacks. He always carries a small arsenal of disguised and/or concealed weaponry.

Character/Personality Traits: When Simon doesn't get his way he tends to stamp his foot and throw a temper tantrum. Other than that, he maintains quite the 'distinguished gentleman' image. He always dresses well in various finery and is always in the height of fashion, although he also always wears a pair of funky red-tinted sunglasses.

He makes almost no attempt to cover up his involvement with a murder and the file of his victims reads like a phone book.

SNOW MAN

Identity: Sidney Harris

Side: Evil

Age: 22

Sex: Male

Level: 4

Training: Intelligence

Powers:

1. Heightened Strength: +21
2. Light Control Device: 38" range, 2d8 damage, 16 shots per recharge. Blinding Flash, see p.14.
3. Sonic Abilities Device: 40" range, 1d12 damage, 12 shots per recharge. 20% chance of destroying a device on a special hit, etc: see p.17.
4. Ice Powers Device: 6" range, 1d12 damage, 12 shots per recharge. Ice clings on a hit, Ice Armor (no charges required), Ice creations (ditto), 19 backup charges for ice object maintenance only: 1 charge per object between-turns to maintain. See p.13.
5. Diminished Senses: Blind, compensated for by Light and Sonic devices.

Weight: 210

Strength: 27

Agility: 12

Charisma: 13

Reactions from Good: -1

Damage Mod.: +1

Accuracy: +1

Carrying Capacity: 2183

Movement Rates: 50" ground or ice-slide.

Det. Hidden: 8%

Inventing Points: 4

Inventing: 30%

Origin & Background: Australian, Beaucracy and Research/Technology skills.

Legal Status: Wanted in Australia, no record.

Basic Hits: 5

Endurance: 11

Intelligence: 10

Hit Points: 15

Evil: +1

Healing Rate: 1.25

Power: 60

Basic HTH Damage: 1d12

Det. Danger: 12%

Cash: \$11440



Name: Harris, Sidney

Alias: Snow Man

Origin and Background: Sidney Harris was an Administrative/Technical Liaison for a large university and the government of Australia. Harris became fed up with his career limitations (having been blind since birth) and was jealous of lesser colleagues who were being promoted over him due to his handicap.

One day came the straw that broke the camel's back and Harris stole equipment used in the various laser-tech experiments being done in the Physics department. Combining them with sonic wave and cryogenics equipment in storage, he used his newly gained powers to kill off most of the research staff and administration.

Since then he has set off on a wild life of crime.

Tactics/M.O.: Snow Man always enters a battle with a blinding flash of light. He tends to try to freeze opponents, saving the lasers for situations where he can fully utilize such a long-ranged attack. Snow Man will attempt to destroy his enemies' devices with sonic attacks.

If hidden, he will sometimes use his sonic abilities to mimic other people's voices, noises, use ventriloquism and etc. to cause confusion.

He moves about in battle near-silently on ice skates, making an instantly evaporating ice trail beneath his feet.

Personality/Character Traits: Snow Man is basically out to prove himself, that even though he is blind he is still to be reckoned with.

SPYDER

Identity: Daryl Gardner

Side: Evil

Age: 27

Sex: Male

Level: 11

Training: Strength

Powers:

1. 2x Heightened Agility: +30
2. Heightened Expertise: samurai sword, +4 to hit
3. Arachnid Powers: Endurance +11, Strength +13, Special: wallwalking at normal ground rate, 2x Natural Weaponry: +4 to hit/+8 damage unarmed, Venom: carrier Chemical attack on an unarmed HTH hit, for Paralysis: 5 doses per day.
4. Weakness Detection: 1 action required within 1" of opponent to detect his weaknesses, yields +5 to hit that opponent and discover one Weakness (if any).
5. Body Power: tiny hairs covering his body are sensitive to air currents, giving him 5x normal Detection rolls when applicable.

Weight: 150

Strength: 26

Agility: 43

Charisma: 11

Reactions from Good: -

Damage Mod.: +7

Accuracy: +7

Carrying Capacity: 1514

Movement Rates: 95" ground/wallcrawling

Det. Hidden: 12% (60%)

Inventing Points: 12.5

Inventing: 45%

Origin & Background: American, Education and Accounting/Finance skills.

Legal Status: nil

Spyder-Grapppler: 12" steel cable with a metal spider-like retractable grappling hook. Agility save to catch it where desired: saving die chosen by GM to reflect the difficulty of the attempt. Samurai Sword: HTH+2 to hit, +1d6 damage Spyder is often equipped with infrared vision goggles and an IR flashlight.

Basic Hits: 3

Endurance: 26

Intelligence: 15

Hit Points: 93

Evil: -

Healing Rate: 2.1

Power: 110

Basic HTH Damage: 1d10

Det. Danger: 16% (80%)

Cash: \$49,005

Name: Gardener, Daryl

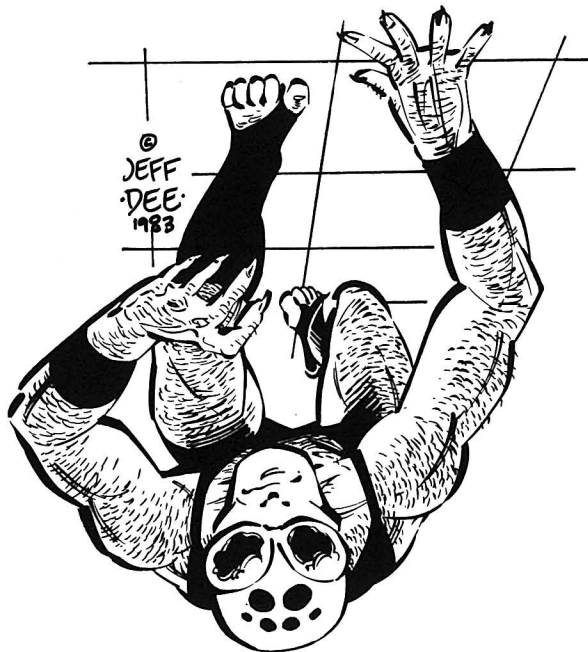
Alias: Spyder

Origin and Background: Not much is known about Daryl Gardener other than that he was unpopular instructor at a Midwestern junior college. Bored with his students, his job and his life, he began studying Eastern philosophies which he later rejected to devote full time to studying the martial arts.

He showed amazing natural ability for this and, after becoming a third-level black belt, he supplemented his powers by taking a formula he stole from a brilliant bio-chemist.

Tactics/M.O.: Spyder hates using weapons as his ego makes him feel he is above the need for them. He also loves violence and will often use multiple and/or special attacks to do nasty things to his opponents.

His favorite attacking method is to cling to a ceiling and drop down on an opponent, taking him by surprise. He only uses his venom as a



last resort.

Personality/Character Traits: Spyder is the leader of the group of villains known as the Inhuman League and those in the group who forget this are often reminded with broken bones.

STIGMATA

Identity: Jonathan Harker

Side: Evil

Level: 1

Training: Agility

Powers:

1. Robotic Body: 21% humanoid, +19 Strength, 5 x Weight
Bonus Device: Bat Powers: Wings with PR of one per hour of flight, Heightened Strength +9, Heightened Endurance +19, Natural Weaponry +2 to hit/+4 damage HTH (Claws & Fangs, extend 8 inches for ranged attack), Heightened Senses/Sonar: 360°, 2 times Detection.
 2. Heightened Charisma: +13
 3. Heightened Defense x 2: -8 to be hit
 4. Teleportation Device: 3 charges, max. range = 10,000 inches times current Power. Cargo limit = carrying capacity.
 5. Adaptation: PR = 1 per hour or per use as a defense.
- Psychosis: Delusions of vampirism and claustrophobia. Diminished senses: Blindness.

Weight: 1000 lbs.

Agility Mod.: -6

Endurance: 30

Intelligence: 11

Reactions from Good: -4

Hit Mod.: 7.98

Damage Mod.: -

Accuracy: -2

Carrying Cap.: 31,160 lbs.

Movement Rates: 77 inches ground, 308 inches flight

Det. Hidden: 16%

Inventing Points: 1.1

Origin & Background: American; Medical and Administration skills.

Legal Status: Wanted, Record is Classified.

Basic Hits: 20

Strength: 39

Agility: 8

Charisma: 22

Evil: +4

Hit Points: 160

Healing Rate: Repair only

Power: 88

Basic HTH: 4D10

Det. Danger: 24%

Inventing: 33%

Name: Harker, John

Alias: Stigmata

Origin and Background: John Harker was a man dying from a rare disease. He was approached by scientists from a group known as MEDUSA (Military Espionage Department, United States of America) and offered this proposition: They would save his life by implanting his brain into a robot body if he would work as a special agent for them.

Faced with death as an alternative, he agreed and he was placed into a mechanical gargoyle-like body. Soon his claustrophobic nature drove him insane as he could not live with the fact that he was trapped inside a robot forever.

After that came delusions of being a vampire and he broke free from MEDUSA headquarters.

Harker was not the first man to have become Stigmata. Originally Frank Kmielek, who was in a similar situation having suffered a body destroying accident, was made a similar deal and for a time was a superhero as Stigmata. But, he has since gained a new body.



Combat Tactics/M.O.: Stigmata never evades, using his claws and fangs as his main weapons. He likes to attack from the air and teleports out of trouble if things take a bad turn.

He only operates at night, true to his vampiric nature.

Personality/Character Traits: Stigmata is insane, unpredictable and vicious. The only things he fears are the cross, churches or anything bearing any religious significance.

TANK GUNNER

Identity: Gunnery Sgt. Leo McAlister

Side: Evil

Age: 23

Sex: Male

Level: 3

Training: Agility

Powers:

1. Heightened Agility: +12
 2. Natural Weaponry: +2 to hit, +4 damage unarmed HTH
 3. Vehicle: Tank, 40000 lbs, 200 pts. disable/800 pts. demolish. Armament: Cannon: 2600" range, HTH+4 to hit on target, explosive shell as Medium Bomb. Hvy. Machine Gun: 260" range, HTH+1 per bullet over one, 2d8 damage per bullet -1 per die per bullet over one. Must fire in 4-round bursts. Maximum Speed: 80 mph. Passengers: 1+4. Ramming: HTH+5 to hit, 3d10 damage.
 4. Psychosis: He's convinced he's fighting a personal war against 'the Communists'.
- Personal Armament: Automatic Rifle w/bayonet, Pistol, 6 Hand Grenades (see p.44-45).

Weight: 190

Strength: 12

Agility: 26

Charisma:

Reactions from Good:

Damage Mod.: +4

Accuracy: +4

Carrying Capacity: 235

Movement Rates: 50" ground, Tank: 352"

Det. Hidden: 12%

Inventing Points: 4.5

Inventing: 45%

Basic Hits: 4

Endurance: 12

Intelligence: 15

Hit Points: 21

Evil:

Healing Rate: 1.2

Power: 65

Basic HTH Damage: 1d4

Cash: \$12375

Det. Danger: 16%

Origin & Background: American, Finance and Military skills.
Legal Status: Record, Wanted.



Name: McAlister, Leonard (Gunnery Sergeant)

Alias: Tank Gunner

Origin and Background: Coming from a 5th generation military family, Academy wash-out Leo McAlister joined the Army hoping against hope to make his way up from PPC to become an officer of a more respectable rank.

The pressure placed on him by his family (who threatened to disown him) plus the realization that rank climbing does not go easily in the peacetime army plus the normal pressures of military life snapped his mind.

Before he could be given a Section 8 he stole several guns, a great supply of ammo, and grenades from an armory, jumped into the nearest tank and rode off in hopes of becoming a hero fighting an imaginary war in his mind against 'those Godless communists'.

Combat Tactics/M.O.: Tank Gunner loves to blow things up! Inside his tank he is in his own little world and he is very protective of it.

Outside his tank he moves about commando style and attacks without mercy. He is automatically suspicious of anyone who tries to talk him into the real world. He is not above hostage taking, but refuses to harm civilians.

Personality/Character Traits: A member of the Inhuman League, he believes it is his 'Company'. He refers to Spyder as 'Commander', Marutuku as 'Captain' and etc. Occasionally he will be talked into hurting civilians by being told that they are Nazi spies.

TENGU

Identity: Toshimi Kagesuki

Side: Evil

Age: 25

Sex: Male

Level: 2

Training: Endurance

Powers:

1. Wings: PR=1 per hour of flight, max. airspeed = 78 mph.
2. Speed Bonus: +50" to winged flight speed (recorded above).
3. Weakness Detection: 1 action required within 1" of opponent to detect his weaknesses; yields +4 to hit that opponent and discover one Weakness (if any).
4. Heightened Defense: -4 to be hit while conscious and mobile.
5. Heightened Expertise: +4 to hit in aerial melee.
6. Special Requirement: Tengu's powers come from an ancient scroll, which he must read aloud once per day while facing the rising sun or his powers fade.

7. Magical Spell: Non-corporeality, PR=6, lasts 1d3 turns per use.
Sword: HTH+2 to hit, +1d6 damage.

Weight: 180

Strength: 10

Agility: 15

Charisma: 9

Reactions from Good: -

Damage Mod.: +1

Accuracy: +2

Carrying Capacity: 216

Movement Rates: 39" ground, 343" flying

Det. Hidden: 10%

Inventing Points: 1.4

Inventing: 36%

Origin & Background: Japanese, Crime and Transportation (Shipping) skills.

Legal Status: Wanted in Japan, no record.

Basic Hits: 4

Endurance: 14

Intelligence: 12

Hit Points: 10

Evil: -

Healing Rate: 1.2

Power: 51

Basic HTH Damage: 1d4

Det. Danger: 14%

Cash: \$



Name: Kagesuki, Tashimi

Alias: Tengu

Origin and Background: Tashimi Kagesuki was a smuggler of art objects and precious gems who brought stolen merchandise from the black market in Hong Kong to Japan to sell to collectors at top dollar prices.

Once, while checking out his cargo (a mysterious and ancient Japanese Tengu statue), Kagesuki discovered a secret panel revealing a scroll hidden inside. When he read the scroll (which just happened to be as the sun was rising) he found he had the ability to transform into a winged humanoid creature. He delivered the statue but not the scroll, which made his employers quite upset.

After several unsuccessful attempts by his disgruntled employers to kill him, he went to America hoping to lose himself amidst the massive and various criminal organizations there.

Combat Tactics/M.O.: Tengu casts his Non-Corporeality spell upon himself before entering any situation which would possibly lead to combat. On his first action he evades, on his second he attacks with his sword.

Personality/Character Traits: Tengu has the personality of a con man. On the surface he is very cool and mannered, but beneath that is a keen business sense and a cruel sense of humor.

TRICKSHOT

Identity: Roy Alexander

Side: Evil

Age: 24

Sex: Male

Level: 7

Training: Endurance

Powers:

1. Heightened Agility: +10
2. Heightened Charisma: +10
3. Heightened Expertise: +4 to hit with Trickshooters
4. Special Weapon: Trickshooters, modified sixguns with special bullets:

Special Bullets:

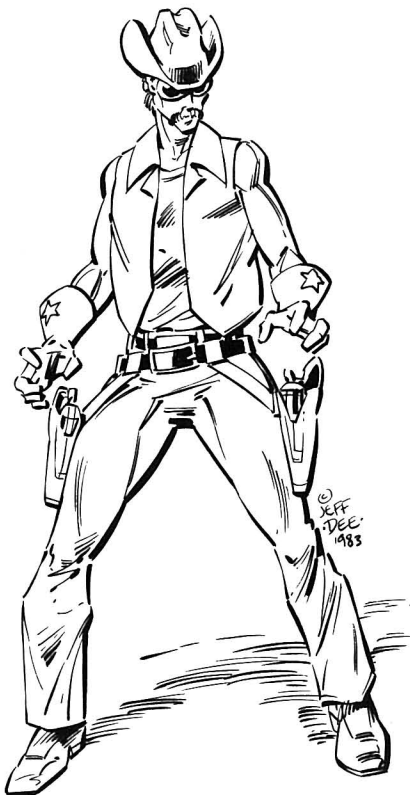
All of Trickshot's bullets can be ricocheted off walls, etc. en route to their target (save vs. A on 1d20 per rebound or the bullet goes off course), without the bullet releasing its special effect until it reaches its final target. Ricochets can be used to achieve attacks from behind, around corners, etc.:

- a) Explosive bullet: explodes for 1d12 damage on impact.
 - b) TearGas: 4" cubic cloud released on impact, Chemical attack causes temporary blindness and choking (E save on 1d20 between-turns to shrug off it's effects, if the character escapes the cloud).
 - c) Smoke: 6" cubic cloud released on impact, as Darkness.
 - d) Flare: 1d8 damage plus carrier Flame burst for 1d8 more damage. Burns for 2 turns, 3" radius continual Blinding Flash as per Light Control.
 - e) Gun Specifications: HTH+4 to hit, standard bullets do 1d10 damage, 230" range. Self-Destruct setting: up to 10 turn timer, explodes as Medium Bomb. Safety: backfires vs. the gun's wielder, with whatever's in the chamber.
5. Reduced Charisma: -7

Inventions:

1. Reflective rear view/side vision sunglasses, negate facing restrictions.
2. Derringer: fires dart + cable 6", with 500 lb. pull auto-rewind motor. As a weapon, HTH+5 to hit, 1d12 damage.
3. Spurs: HTH+1 to hit, +1 damage.

Weight: 170
 Agility: 23
 Charisma: 14
 Reactions from Good: -1
 Damage Mod.: +3
 Accuracy: +4
 Carrying Capacity: 546
 Movement Rates: 55" ground
 Det. Hidden: 12%
 Inventing Point: 8.2
 Inventing: 48% (working on Trick Rifle)
 Origin & Background: American, Performing Arts and Crime skills.
 Legal Status: Record, Wanted.



Name: Alexander, Roy

Alias: Trickshot

Origin and Background: Roy Alexander was a young rebellious type working in carnies and sideshows with his trick-shooting act and going nowhere fast. Discouraged, he became a small-time thief just to put cash in his pockets. He was 'no big shakes' as a criminal as crime was just a hobby to him and what he really wanted to be was a rodeo star.

During one robbery, however, he tried to shoot the pistol out of the hand of the security guard who was trying to stop him, missed and accidentally killed him. He was caught and went in without a fight, and was sentenced to life in prison.

A few years later he was approached by MEDUSA. They offered him a deal: if he would undertake a 'special mission' (read 'suicide mission') and survive they would arrange a full pardon for him. He took the job and survived (due to an amazing stroke of luck) and was highly successful.

Trickshot worked as a MEDUSA operative for a time before his rebellious nature made it impossible for him to keep following orders.

He quit and went back to the carny and now lives life very much the same as he always has.

Combat Tactics: Trickshot delays his first action until his opponent tries to attack and then 'outdraws' the opponent. He tries to make every attack be a special or multiple attack. His favorite trick is to ricochet bullets to attack opponents around corners, etc.

He can also shoot bullets at walls so that they bounce off and hit target's in the back (free attack from behind).

Personality/Character Traits: Trickshot is rowdy and rebellious. He loves displaying his talents, gathering a crowd. He is a show off with a big ego.

VIBRON

Identity: Jeffrey Mathers

Side: Evil

Age: 22

Sex: Male

Level: 3

Training: Endurance

Powers:

1. Heightened Strength: +20
2. 2x Heightened Intelligence: +23
3. Vibratory Powers: 26" range, 2d8 damage, 56% to destroy a device on a special hit, PR=5 per shot. PR=2 to vibrate through solids, see p.18.
4. Telekinesis: 840 lb. capacity (TK attack does maximum 1d8 damage), TK speed = 33", range = 39". PR=1 per use, see p.17.
5. Heightened Expertise: +4 to hit with Telekinetic attacks.

Weight: 130

Strength: 28

Agility: 13

Charisma: 13

Reactions from Good: -1

Damage Mod.: +5

Accuracy: +1

Carrying Capacity: 1499

Movement Rates: 52" ground, 33" TK flight

Det. Hidden: 24%

Inventing Points: 9.9

Inventing: 99%

Origin & Background: American, Commercial Art and Comic History skills.

Legal Status: Wanted, no record

Basic Hits: 3

Endurance: 11

Intelligence: 33

Hit Points: 16

Evil: +1

Healing Rate: .75

Power: 85

Basic HTH Damage: 1d10

Det. Danger: 28%

Cash: \$28314

Name: Mathers, Jeffrey

Alias: Vibron

Origin and Background: Jeffrey Mathers was a comic book junkie since before he could read and has wished he had super-powers ever since seeing his first Saturday morning cartoon show.

By thinking about superheroes and wishing for super powers so much he opened up portions of his mind normally left unused by human beings. By doing so, his powers spontaneously generated themselves.

Designing a flashy costume and calling himself 'Vibron', he zoomed off to do good deeds. But after a time he found that being a hero was tough work along with being morally restricting.

So, due to lack of dedication, Vibron slowly slipped into lawlessness.

Combat Tactics/M.O.: Vibron spends his first action setting up a vibro-defense and his second with a vibro attack.

Occasionally Vibron likes to vibrate through a wall into another



room, peeking in he uses his TK ability to move things around and cause confusion.

Personality/Character Traits: Mathers is happy-go-lucky and playful. To him the dangerous super powered combat in which he participates is just a big, fun game.

VINDICATOR

Identity: Madge Eagleton

Side: Evil

Age: 22

Sex: Female

Level: 4

Training: Endurance

Powers:

1. Heightened Charisma: +16
2. Heightened Defense: -4 to be hit while conscious and mobile.
3. Natural Weaponry: +3 to hit, +6 damage unarmed
4. Speed Bonus: +100" ground
5. Heightened Senses: Acute hearing, 3 times normal (triple Detection when applicable).
6. Disintegration Ray Device: 13" range, 1d20 damage, 17 shots per recharge. Ignores structural rating rules.
7. Reduced Endurance: -2

Weight: 150
Strength: 13
Agility: 14
Charisma: 22
Reactions from Good: -4
Damage Mod.: +1
Accuracy: +1
Carrying Capacity: 248
Movement Rates: 138" ground (31 mph)
Det. Hidden: 10% (30%)
Inventing Points: 4.8
Inventing: 36%
Origin & Background: American, Communications and Legal skill.
Legal Status: Record, Wanted.

Basic Hits: 3
Endurance: 11
Intelligence: 12
Hit Points: 6
Evil: +4
Healing Rate: .75
Power: 50
Basic HTH Damage: 1d8
Det. Danger: 14% (42%)
Cash: \$23232



Name: Eagleton, Madge

Alias: Vindicator

Origin and Background: Madge Eagleton was a criminal mercenary with a wicked temper trained by the Underworld in the martial arts and in the use of high-tech weaponry.

For a time she worked for them exclusively, but after an accident in which she was exposed to a chemical mist that she was sent to steal (which adversely effected her health) she refused to allow herself to truly be in anyone else's employ.

She is now a free agent.

Combat Tactics/M.O.: Vindicator's main tactic is to use her ray gun to fire off multiple attacks. If she is in close to her opponent she will choose to engage in HTH.

Personality/Character Traits: Vindicator's personality is one of a true mercenary, one who does nothing unless there is something in it for her. She is a highly efficient person.

Incidentally she is also in love with Vibron in spite of, or maybe because of, his childish ways.

THUGS

A common method of operation with many 'super-powered' criminals is to employ a small army of hirelings to carry out much of the simpler, more tedious tasks that need doing, as well as a fair share of the dirty work!

Not all villains do this (if Jaws found himself with a bunch of thugs, he'd have lunch!) and the GM can decide whether or not a specific criminal would need to employ hirelings, or if they would even want to employ such thugs.

Here is a selection of 20 thugs to choose from. Please note that although a thug may carry a knife or club, almost any thug would insist upon being supplied with at least some sort of firearm before going up against any superheroic opposition.

Most thugs are what is politely put in law-enforcement terms as 'habitual offenders.' They come from prisons, mental institutions, street gangs, the underworld, or petty crime careers all their own. A self-respecting supervillain who has a reputation to consider (or

more likely, his own ego) usually dislikes surrounding himself with such riffraff.

Many villains attempt to instill their hirelings with a bit of style and panache by outfitting them with distinctive or unusual uniforms or weaponry and equipment. For an example of this see Od's hirelings below. No longer are they just a collection of hoods and goons. They are a private army, an elite fighting force — 'The Avant Guards.'

| Thugs | | | | | | | | | | |
|----------------|-----|------|-------|---------|------|-------------|----------|-----|----------|--|
| Name | Sex | Hits | Power | Agility | Move | Damage Mod. | Accuracy | HTH | Weapon | |
| 01. Helsing | M | 7 | 45 | 9 | 30" | — | — | d6 | Knife | |
| 02. Richter | M | 8 | 46 | 9 | 34" | +1 | — | d6 | Knife | |
| 03. Galloway | M | 11 | 54 | 10 | 32" | +1 | — | d8 | Club | |
| 04. Holmes | M | 10 | 55 | 16 | 29" | +1 | +2 | d8 | Club | |
| 05. Alvarez | M | 8 | 47 | 14 | 31" | +2 | +1 | d6 | Knife | |
| 06. Loomis | M | 7 | 43 | 16 | 36" | +2 | +1 | d6 | Knife | |
| 07. DeBoer | F | 6 | 41 | 16 | 40" | +1 | +2 | d4 | Pistol | |
| 08. Kristensen | M | 9 | 48 | 11 | 42" | — | — | d6 | Club | |
| 09. Burrows | M | 4 | 40 | 11 | 39" | — | — | d4 | Big Club | |
| 10. Jaarda | M | 11 | 56 | 17 | 47" | +1 | +2 | d8 | Knife | |
| 11. Ingram | M | 8 | 45 | 13 | 43" | +1 | +1 | d6 | Pistol | |
| 12. Koning | F | 7 | 44 | 11 | 40" | +1 | — | d6 | Chain | |
| 13. Mako | M | 12 | 57 | 8 | 36" | — | —2 | d8 | Club | |
| 14. Valentine | M | 9 | 52 | 13 | 35" | +1 | +1 | d6 | Knife | |
| 15. Walsh | M | 9 | 50 | 11 | 31" | — | — | d6 | Rifle | |
| 16. Childs | M | 7 | 45 | 11 | 32" | +1 | — | d6 | Club | |
| 17. Kerkstra | M | 5 | 40 | 11 | 33" | — | — | d4 | Chain | |
| 18. Pierce | F | 8 | 45 | 9 | 34" | +1 | — | d6 | Pistol | |
| 19. Griffin | M | 10 | 53 | 9 | 36" | — | — | d8 | Knife | |
| 20. Nugent | M | 9 | 49 | 11 | 30" | — | — | d6 | Knife | |

Od's Thugs (The Avant Guards)

| Names | Sex | Hits | Power | Agility | Move | Damage Mod. | Accuracy | HTH | Level |
|------------|-----|------|-------|---------|------|-------------|----------|-----|-------|
| Harwol | M | 15 | 60 | 15 | 35" | +2 | +2 | d8 | 4 |
| Miller | M | 12 | 56 | 14 | 34" | +1 | +1 | d8 | 4 |
| Boswell | M | 11 | 49 | 10 | 40" | — | — | d6 | 3 |
| Steranko | M | 10 | 53 | 12 | 42" | +2 | +1 | d6 | 3 |
| Carpenter | M | 10 | 52 | 13 | 53" | +1 | +1 | d6 | 3 |
| Vandenburg | M | 8 | 52 | 12 | 42" | +1 | +1 | d6 | 2 |
| Lovecraft | M | 9 | 50 | 11 | 31" | — | — | d6 | 2 |
| Kane | M | 7 | 48 | 11 | 31" | — | — | d6 | 2 |
| Romero | M | 6 | 47 | 12 | 32" | +1 | +1 | d6 | 1 |
| Crowley | M | 6 | 49 | 10 | 30" | — | — | d4 | 1 |

THE AVANT GUARDS

The Avant Guards are equipped with the following:

Sword Canes: HTH +2 to hit, HTH +d4 damage as a cane. HTH +3 to hit, HTH + d4 + 1 damage as a sword.

Pistols (equipped with silencers): +3 to hit, d8 damage. A x 6 inch range without silencers. A inches range with silencers in use.

Bulletproof Vests: Enables the wearers to 'roll' with twice as much damage as normal vs. firearms damage as well as other types of impacts (but not HTH).

Communicators: 352 inches range (1/3 mile), ties in with all other Avant Guard communicators.

The Avant Guards' Leader (no. 1, Harwol) is also equipped with the following special equipment:

Poison Ring: If HTH hit is scored, treat as a chemical attack. The poison causes unconsciousness for one hour. Three doses.

Command Communicator: This communicator has a 30 mile range and can tie in with the Avant Guard communicators as well as a special communicator worn by Od.

AND NOW FOR SOMETHING COMPLETELY DANGEROUS! FROM THE FILES OF C.H.E.S.S. HEADQUARTERS COMES A CROSS-SECTION OF THE CRIMINAL ELEMENT; THE COMPLETE DATA ON 30 SUPER-VILLAINS, THEIR POWERS, ORIGINS, PSYCHOLOGICAL PROFILES AND TACTICS. BUT HAVE A CARE, THE KID GLOVES ARE NOW OFF! THESE PEOPLE MEAN SERIOUS BUSINESS.

ALSO INCLUDED ARE OVER 100 FULL-COLOR COUNTERS FOR USE IN YOUR V&V™ CAMPAIGN, COMPLETE WITH AGENTS, VEHICLES, THUGS, AND THESE VILLAINS:

| | | | | | |
|---|---|---|--|---|---|
|  |  |  |  |  |  |
| BANDIT | BEEKEEPER | BOOGEY MAN | BUZZARD | CROSSFIRE | DRAGONHAND |
|  |  |  |  |  |  |
| EBONY ANGEL | JAWS | LEO | MADAME FRIGIA | MARITUKKU | MIRAGE |
|  |  |  |  |  |  |
| MOTHER SUPERIOR | MOTIVATOR | MOUNTAIN MAN | MYSTICO | NIGHTMARE | Od |
|  |  |  |  |  |  |
| PSIPHON | SAMHAIN | SHADOWJACK | SIMON SHREW | SNOW MAN | SPYDER |
|  |  |  |  |  |  |
| STIGMATA | TANK GUNNER | TENGLU | TRICKSHOT | VIBRON | VINDICATOR |