

# DNAGENTS™

## SOURCEBOOK



SCHWARTZ / CIPRI



# DNAgENTS<sup>TM</sup>

## SOURCEBOOK

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## CONTENTS

1. HOW TO USE THIS BOOK . . . . .	3
2. TEAM HISTORY . . . . .	4
3. THE DNAgents . . . . .	5
4. THE SUPPORTING CAST . . . . .	10
5. ADVENTURE DATA . . . . .	12
5.1 Mega-Man . . . . .	12
<i>Mega-Man Schematics and Diagrams</i> . . . . .	14
<i>Mega-Man: Interior Deck Maps</i> . . . . .	15
5.2 Buran, South Africa . . . . .	17
<i>Map of Southern Africa</i> . . . . .	17
The Fortress Grounds . . . . .	17
<i>Fortress Grounds Map</i> . . . . .	18
The Stronghold . . . . .	19
5.3 The Black Box . . . . .	22
6. CHARACTER DATA . . . . .	28
6.1 Alexi Vlasov . . . . .	28
6.2 Positron and Electron . . . . .	29
6.3 Crossfire . . . . .	30
6.4 Luger . . . . .	30
6.5 The Commander . . . . .	31
6.6 Stiletto . . . . .	32
6.7 Ape-X . . . . .	32
6.8 Scavenger . . . . .	32
6.9 Project Youngblood . . . . .	33
6.10 Lancer . . . . .	33
6.11 Cadaver . . . . .	34
6.12 Bunjee Jumper . . . . .	34
6.13 Machete Killer . . . . .	35
6.14 Gemstone . . . . .	35
6.15 The Sentry Squad . . . . .	36
6.16 Nightingale . . . . .	36
7. THE MATRIX CORPORATION . . . . .	37
<i>Sub-Level One Map</i> . . . . .	37
<i>Sub-Level Two Map</i> . . . . .	38
<i>Sub-Level Three Map</i> . . . . .	39
8. LEXICON . . . . .	39
CONVERSIONS TO CHAMPIONS . . . . .	43
CONVERSIONS TO SUPERWORLD . . . . .	45
SUBSCRIPTIONS & BACK ISSUES FROM ECLIPSE COMICS . . . . .	47

## INTRODUCTION

Well, now. Speaking as one who still finds *Candy Land* a bit of a challenge, I cannot help but be impressed by what Jack Herman has done here. Among other things, he's saved me a lot of thinking. Concocting a new comic book is no easy task since, with it, often comes the chore of creating an entire universe. When Will Meugniot and I set about to do this with **DNAgents**, we kept coming across matters that needed heavy pondering . . . like how a certain power would work or how a certain facet of the Matrix Company operated. Some we could solve, some we couldn't. But I think it was me who said to him, though possibly it was the other way around, 'Don't worry. Our readers will figure out all the stuff that we can't.' And sure enough, they have. At conventions, I am often approached by people who say, 'I just figured out how one of Tank's gimmicks works. I read all the hints you planted and now I understand it . . .' And they then proceed to deliver a brilliant, high-tech explanation while I nod and chuckle, pretending that's what I had in mind all along.

Many fans have commented on how awesomely 'right' the whole **DNAgents** universe was for one of these here role-playing games and some had even assumed that the whole thing was birthed on that basis. Not so. Though I developed the '*Dungeons and Dragons*' cartoon show for TV and am a demon at certain video games — I hustle '*Pitfall II*' on the side — neither Will nor I have ever been huge buffs of this Art Form . . . though, after reading what Jack Herman has put together here, I am tempted to take up a new hobby.

I hope you enjoy your stay in the **DNAgents** Dynasty (as we, in a fit of semi-cleverness, have come to call it). Whereas much of comic book mythos has been handled on a retro-active basis, attempting to tie together characters who were created individually . . . the world of the **DNAgents** has always been of a single mind from its inception. For about two years now, I've had the most wonderful time working out their adventures, spending my days with these characters. Now, you get the chance. It should make for some exciting adventures . . .

In the meantime, I'm still working on mastering *Chutes n' Ladders* and, once I get that down, there'll be no stopping me. From there, it's on to *Clue* where, I hear, Colonel Mustard is doing naughty things in the library with a monkey wrench. Enjoy.

MARK EVANIER

## AUTHOR'S PREFACE

Welcome to the **Villains and Vigilantes DNAgents Sourcebook**. That's a rather long title, so I'll explain it. Some of you may be familiar with another FGU game, the medieval fantasy RPG *Chivalry & Sorcery*. Well, that game provides you with rules for fantasy role-playing in a European Middle Ages setting. FGU also publishes several Sourcebooks for **C&S** which enable you to expand your campaign to include the Vikings, the Mongols, fantasy Saurians, and other interesting things.

That is sort of what this book does for **Villains and Vigilantes**. It expands the world that is played in and provides a wealthy source of additional material. But with this Sourcebook you can expand your **Villains and Vigilantes** campaign to include the popular Eclipse Comics characters — the **DNAgents**. Their creators, Mark Evanier and Will Meugniot, have also created a great big world of adventures in which the **DNAgents** live and it makes an excellent addition to the world of **Villains and Vigilantes**.

Interestingly, it has often been commented how closely the **DNAgents** comic book resembles the activities of a superhero role-playing game. Even keeping this in mind, I found the translation from comic book to RPG surprisingly easy. My first stab at it was in an article for *Different Worlds* magazine. While that issue received a lot of favorable response, I felt that, among other things, it was too restrictive space wise to properly simulate what the **DNAgents** are all about. A short time after contacting Mark and Will, we were discussing plans for the book you now hold in your hands. Thanks, guys!

This book should cover almost everything in the **DNAgents** Dynasty through about the first twenty issues of the **DNAgents** comic, the first ten issues of **Crossfire** and the **Surge** mini-series. When more characters and adventures accumulate we will be coming out with a new Sourcebook to cover them as well. That way, a **V&V** campaign that incorporates the **DNAgents** will stay fairly up-to-date with the comics. If the response to this Sourcebook is good, complete adventures based on the events in the comics or new adventures involving the **DNAgents** Dynasty may be forthcoming as well.

The folks at Fantasy Games Unlimited, Jeff Dee and myself all strongly feel that the alternative comics are more than worthy of representation in role-playing games. Every effort has been made to make this book a highly accurate simulation of the **DNAgents**. We are providing in-depth coverage of a set of real, extant and currently published comic book characters the likes of which has never been seen in the gaming industry. If you like what you see, please let us know.

Jack Herman  
Crystal Lake, Illinois

## THANKS TO:

*Different Worlds* magazine, Tadashi Ehara, Scott Bizar, Eclipse Comics, Dean Mullaney, Mark Evanier, Will Meugniot, Bob 'Checkmate' Buethe, Jeff Dee, and the girl at the Harley dealership . . .



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Illustrations of Snafu, Dr. Harden, Megaman, Positron and Electron, Machete Killer, and Gemstone by Willie Blyberg. Lancer illustration by Rick Hoberg. Cadaver illustration by Richard Howell. Diagrams and maps by Jeff Dee. All rights reserved.

# I. How to Use this Book

This **DNAgents Sourcebook** is designed to be used in conjunction with the **Villains and Vigilantes** rulebook. Together they function as the official, authorized **DNAgents Role-Playing Game**. The game-master can run adventures for his players that take place in the world of the '**DNAgents Dynasty**,' the world of the **DNAgents**, or he can use the material contained herein to supplement an already existing **Villains and Vigilantes** campaign. In either case, it is suggested that the GM avail himself of the **DNAgents** and **Crossfire** comic books currently being published by Eclipse. They are a constant wellspring of characters, plotlines, and concepts that are indispensable as an aid in running a **DNAgents** campaign.

Basically, there are three ways in which the GM and his players can use this book:

1) The players can play the roles of the **DNAgents** themselves. First, of course, they should read the chapter on the **DNAgents** and decide which ones they would best be able to role play. Optionally, the GM can assign characters based upon what personality and set of powers best fit that particular player.

It is recommended that the players at least have a passing familiarity with the **DNAgents** comic so that the players would know any general information about the world that their characters would know.

In this sort of campaign, the GM could begin the game with the origin of the **DNAgents** and continue to run adventures based on the events of the comics or he could start his campaign where the comic leaves off and come up with new adventures all his own. The **DNAgents** also work very well with any of the adventures **FGU** currently publishes for the **Villains and Vigilantes** role-playing game system.

2) Possibly the players could create their own brand new characters with the theme of the campaign being that they are a new wave of **DNAgents**. Being the second phase of the Biotype Project, the characters might even have been programmed with the personalities and memories of the players. Naturally, this would make role-playing a snap as well as continuing the **V&V** tradition of the players playing themselves with superpowers. This starting set-up is recommended for a group of players who are unfamiliar with the **DNAgents** comic as their characters actually begin their lives at the start of the game. Hence, players can learn about the new world around them a little bit at a time, just as their characters experience it.

This sort of campaign works best with a GM who runs new adventures but it is occasionally fun to put the players through one of the adventures from the **DNAgents** comic book. Afterwards, the GM can give the comic book to the players and have them read it to compare their performance to that of the real heroes of the story. Also, the **DNAgents** themselves can make an occasional appearance as non-player characters. After all, with this set-up, they are sort of the older brothers and sisters of the players.

3) The GM can just run a standard **Villains and Vigilantes** campaign with the players playing their own characters. This is probably the only alternative for the gamemaster who is currently running an on-going campaign, but it is also the easiest to set up. Here the GM is more likely to draw upon the **DNAgents'** enemies to put up against his own player-character superheroes and run his own adventures. But, the **DNAgents** can be the occasional guest-stars as the allies of the player-characters, or possibly their competitors. (Example: the President wants the Protectors to recover a missing space shuttle, but there they encounter the **DNAgents** who have been assigned to recover it for Matrix and help keep an illegal experiment they conducted secret. Get the idea?)

While such a situation may lead to a confrontation, the GM should present the **DNAgents** as basically 'good guys' and possible friends of

the player-characters. A mutual team-up to take on some powerful common menace would also make an exciting adventure.

In any case, if the GM is running a campaign that is going to take place in the **DNAgents Dynasty**, then he should strive to maintain the general atmosphere of the comic book.

The world of the **DNAgents** is a place very similar to that of present day reality, with a few distinctive differences.

It is a world of highly advanced scientific research conducted in secret, behind closed doors. Great strides have been made in the fields of electronics and computerization. This has led to the development of a new era in sophisticated cybernetics, robotics and weapons technology. The general public is almost completely unaware of this as most of it is classified and available only to the rich and those with clout. Private little wars are fought with the hardware of the future in out of the way places by people we never hear about. This is a common occurrence.

But perhaps the greatest advances of all have been made in the field of genetic engineering. Feats such as gene-splicing and cloning have been perfected to a level undreamed of less than a decade ago. Now science has finally taken the next step past replication — the creation of artificial life.

Through genetic engineering, artificial humanoid life can be created that possesses amazing super-powers. It is these lifeforms that will be the major weapons in any war to come.

The world of the **DNAgents** is tremendously chaotic to say the least. It is a world of violent political struggles and cut-throat industrial espionage, poised on the brink of World War Three — the Corporate War. The people in charge wheel and deal, constantly scheming. They play dirty and they play for keeps!

Those who find themselves in the middle of all this, like the **DNAgents**, generally develop a 'neutral' attitude in **V&V** terms even if they are 'good' people at heart. The reason being that it is often quite difficult to tell exactly what side everyone else is on. Many times there are no good guys in a situation, or everyone wears various shades of grey.

Among the **DNAgents** the traditional hardline superhero law-and-order attitude is replaced by a familial sort of loyalty to the team in a fight to survive and get the job done. Being true to yourself and your group is the major requirement for being a 'good guy.' Many have developed a self-serving disregard for others and seek only to get to the top and stay at the top. This is a dangerous attitude as these sorts of people become a possible threat to virtually anyone around them. These are the 'bad guys' to overcome or to stay away from. The trouble often is to tell exactly where the people around you stand.

Other super-types exist in this world besides those who are genetically created. Most of them rely on a high degree of training and uncanny skill development. Many have access to a veritable arsenal of gimmicks, tricks and devices. The only type of character that does not appear to be prevalent in the **DNAgents Dynasty** are those with powers of supernatural origin. Perhaps it is because in this highly scientific world anything considered to be supernatural can fall into the scientific realm of para-psychology. Just about any supernatural phenomenon can be rationalized by some scientific explanation. Still and all, people, places and things of a magical or mythological nature do seem conspicuous by their absence.

A GM who runs his **Villains and Vigilantes** campaign in this world should strive to follow the philosophy set above. The **DNAgents Dynasty** is an exciting locale filled with adventure as it waits to be explored to its length, depth and breadth.



## 2. Team History

The following is a brief re-cap of the story so far from the first twenty issue of the **DNAgents**:

In March 1983 the DNAgents (produced by Matrix, Inc.) were activated by the president, Lucius Krell. The DNAgents are a genetically designed strike force for the Matrix Corporation. They are: Surge, Amber, Tank, Rainbow, and reluctantly, Sham.

Krell sends them on their first mission: to rescue his kidnapped daughter, Angela, from a rival interest group. Unbeknownst to the agents, it is all only a pre-arranged test of their abilities, teamwork and effectiveness.

Matrix has the team enrolled as students at Beachgrove University to learn how to better integrate with human beings. Surge is given the additional assignment of being Angela's bodyguard.



He begins to develop strong feelings for her. But, while the DNAgents rescue Sham from the vengeful former Matrix scientist Vlasov and his creation, Mega-Man, Angela is murdered.



Surge investigates and discovers that the Angela he loved was only a replicant. The real Angela Krell was accidentally killed by Crossfire, a sleazy industrial spy, over ten years earlier. Angela's replicant was killed by Luger, a paid assassin. But Luger is captured by the police before Surge can get to him.



Later, Lucius Krell is abducted and taken to Buran, South Africa. His captor is the Commander, who wants to destroy all the artificial life that has been created by Matrix. It was the Commander who hired Luger to kill the Angela replicant. The DNAgents rescue Krell in a daring raid on the Commander's headquarters.



Back in America, Rainbow is assigned the duty of guarding (and escorting) a South American dignitary to whom the Matrix Corporation is warming up. He is later killed in a helicopter bombing. The main suspect is a female vigilante named Stiletto. Krell now decides to advance the DNAgents Project, making a new lifeform from the body of the Angela replicant. Tank and Sham have a run in with a super-ape, the result of one of Vlasov's experiments.

The DNAgents journey to Santa Avarica to capture Stiletto and unknowingly secure a shady mineral deal for Matrix. But, with the help of Mega-Man, Stiletto gets away and the deal falls through. Upon returning from this mission, it is learned that the DNAgents have been photographed while in South America and that their pictures appear in a lowbrow supermarket tabloid.



Crossfire is murdered and his bail-bondsman, Jay Endicott assumes his identity to catch the killer. The result is that Crossfire is now a 'good guy' and ally of the DNAgents.

The news of the DNAgents existence hits the major news services and Krell, who is used as a scapegoat by Matrix (to avoid the legal implications of such creations) is fired. Meanwhile, the DNAgents are busy with Crossfire, trying to prevent the Commander from destroying the Matrix building with a cruise missile. Fortunately, they are successful. This does not prevent Matrix from disowning them in the midst of a massive outcry of protest against the creation of artificial life. The DNAgents are orphaned and subjected to various cruel public prejudices.

As if things were not already bad enough, a group of high-tech terrorists chooses this time to use a nuclear device to attempt to extort ten billion dollars from the United States. Typically, Krell manages to worm his way into this plot. The DNAgents boldly step in and defuse this world-threatening situation, which improves their public standing, but only slightly.

It is around this time that Rainbow starts losing control of her



illusionary powers. Luger breaks out of prison, and Surge runs off to find him on a quest for vengeance. Tank is confronted by Vlasov/Mega-Man and his hired guns, Positron and Electron, only to discover that Krell and Vlasov have formed an unholy alliance against the Matrix Corporation.

Sham secretly helps Matrix create a new lifeform, but Hotchkiss (now the president of Matrix) accidentally disrupts the process. The new lifeform is ruined and the experiment scrubbed, but it somehow lives on and starts to wander the Matrix Building airconditioning ducts.



Soon, Hotchkiss is ordered by the Board of Directors to get the DNAGents back. Hotchkiss recruits Project: Youngblood, a gang of super-powered ne'er-do-wells to retrieve the agents. The two groups encounter each other in Las Vegas, where the agents are looking for a rare mineral, Regeneratum, to help cure Rainbow. They clash, only to later become friends and join forces to aid a group of imperiled Matrix scientists.

Afterwards, Rainbow's control over her illusions deteriorates even further, to the point where she must be clandestinely aided by a small group of Matrix employees. Amber is sent to Florida on a solo-mission to obtain a sample of Regeneratum ore. There, she encounters a weird living cadaver who fights her for the sample ore. She wins, bringing the Regeneratum back with her.

The DNAGents receive word that Surge is now in prison, awaiting trial for the murder of Luger. Matrix decides that to recover the rest of the team is imperative. They put a mercenary group who helped set up the phony Angela Krell kidnapping on the job. The Regeneratum

treatments fail to help Rainbow and she is smuggled back to the Matrix lab for some major and drastic treatment. Amber and Sham are recaptured by the mercenaries and Tank follows them in pursuit. Unknowingly, he is carrying with him the thing from the airconditioning ducts of the Matrix Building.

As all this goes on, Krell and Vlasov construct a new model of Mega-Man, with which to destroy Matrix.

Tank effects the rescue of Amber and Sham. But, Mega-Man is killed by an explosive device that Krell gives Amber, which she unknowingly triggers. The little creature from the Matrix airshafts turns out to be friendly. It becomes Sham's pet and is dubbed Snafu. Rainbow's powers are now totally out of control. Amidst all this, Krell manages to regain control of the Matrix Corporation.

It is discovered that Rainbow's psychic problems are cured by being near Crossfire. Sham and Snafu encounter Vlasov's intelligent ape experiment, who now goes by the name Ape-X. Surge rejoins the group having been found 'not guilty' on a technicality in a surprise legal decision.

Surge captures the Cadaver down in Florida and drags him back to rejuvenate Angela. The attempt fails and Cadaver escapes. Hotchkiss steals secrets from the Matrix computers while all this is going on.



The high-tech mercenaries are now working for Technor, Matrix's main competitor, and it now has a mysterious new man in charge. He hires Hotchkiss as Vice-President and Hotchkiss turns over secret Matrix information about the DNAGents. The first step in the Technor plan is to capture Tank.

### 3. The DNAGents

It took the Matrix Corporation five years to create the DNAGents. This is not counting the twenty years of technically illegal research and 'borrowing' of patented formulae from other companies. To create the DNAGents required the expenditure of billions of dollars to finance one of the largest scientific experiments in history.

The process began by making living organisms based upon the cell structures of various 'genetic parents.' At the time of conception, advanced bio-engineering techniques were used to make precise and specific alterations to their DNA codes, producing combinations virtually impossible to achieve through natural breeding. Through these alterations, the organisms were implanted with the potential for specified powers and abilities. They were supplied with a fluorocarbon-based solution through their circulatory systems and provided an oxygenated and highly energized environment. The organisms were then given repeated radiation treatments using the rare mineral, Regeneratum. The treatments were designed to nourish the cells and to stimulate growth.

It took several years for them to develop into the more humanoid stages of their evolution. In the final month of their maturation, their minds were being programmed by the Matrix Corporation. They were given such vast amounts of information that they would know more about the world than most of the people already in it. But, they were also encouraged to develop mindsets that would enable the Corporation to better control them in life.

Finally, just coinciding with their initial activation, some were given minor cybernetic implants to increase the potential to which

they could use their powers and to help them use those abilities more safely and effectively. At this time they were also outfitted with their commando suits.

The DNAGents were bred to become a commando squad that would take care of Matrix dirty work. This could mean anything from low-level spying to direct paramilitary intervention. Each member of the team has been crisis-trained and programmed to obey Matrix, though they sometimes go inexplicably against this indoctrination. An additional program for 'cautionary judgement' has also been somewhat less effective on some of the agents.

Each agent was designed and constructed along a genetic blueprint which grew from a general concept of what Matrix wanted that agent to be. The entire team was designed at once and engineered so that their abilities would compliment one another. Resultingly, the DNAGents are more than a match for any conventional human forces.

One of the most phenomenal things about them is the rapidity with which they are developing their own personalities. Several of the agents exhibit a tremendous curiosity about the world around them. They are all strong-willed individuals and, like any normal human being, have a healthy capacity to question orders. Many observers at Matrix have communicated the idea that, perhaps, the DNAGents were made 'too human' for Matrix purposes.

**SPECIAL NOTE:** Due to their unique genetic make-up and their related exposure to Regeneratum, the DNAGents do not age and are highly resistant to virtually all normal diseases. This seems to be a common trait amongst all the artificial life created by Matrix.



**SURGE**

Side: Good  
Experience: 58,000  
Age: 5 (appears 18)

Sex: Male  
Level: 10  
Training: Combat Accuracy with Lightning

**Powers:**

1. Lightning Control x2: Range = 60", 4d8 damage, PR = 4 per attack. Usable as a defense.
2. Heightened Strength

**Special Requirement:** Must wear a 'Regulator' which contains and channels the energy in his body or he will explode in a tremendous burst of energy. Such an eventuality would be the rough equivalent of 18 Lightning attacks unleashed randomly at practically anything within a 60" radius, per turn. If the regulator is removed or destroyed, his body automatically electrifies and he has one action to activate his back-up regulator.

Weight: 170 lbs.  
Strength: 22  
Agility: 16  
Intelligence: 13  
Reactions from Good: +1  
Hit Mod.: 4.4352  
Damage Mod.: +1  
Accuracy: +2  
Carrying Capacity: 1008 lbs.  
Movement Rate: 60 inches ground  
Detect Hidden: 10%  
Inventing Points: 2.6

Basic Hits: 4  
Endurance: 12  
Agility Mod.: —  
Charisma: 12  
Evil: —1  
Hit Points: 18  
Healing Rate: 1.2 per day  
Power: (73)  
Basic HTH: 1d10  
Detect Danger: 14%  
Inventing: 39%



**ORIGIN & BACKGROUND:** The first of the DNAGents to make it off the drawing board, Surge was designed around the concept of the 'Living Dynamo.' Being the first design, Matrix scientists thought they would take a very simple premise and work from there. Seeing as how the organisms were grown in a 'highly energized environment,' theoretically, it should have been rather simple to develop a lifeform that could contain this energy and release it at whim, sort of like an electric eel. After some study, it was discovered that the conscious effort to keep such immense amounts of energy in check would be overwhelming, so a regulator was designed to do that job for the lifeform.

'Surge,' as the first DNAGents concept came to be called, would be potentially very powerful, yet at the same time relatively inexpensive and easy to produce. This idea appealed to Matrix president Lucius Krell so much that he volunteered to become Surge's 'genetic father.' Following this was a brief ceremony where he passed out cigars.

**COMBAT TACTICS:** If he appears to be endangered, Surge will electrify his body. After that, he will feel protected and not worry too much about any surrounding threats (perhaps this feeling reminds him of being in the 'energized womb'). In a fight he will usually stick to his devastating electrical attacks. If this would make a fight unfair, he will engage an opponent in simple hand-to-hand combat. Also, when he loses his temper, he gains more satisfaction by physically hitting things. Surge will never back down from a fight and, once in one, will never surrender.

**PERSONALITY/CHARACTER TRAITS:** 'Life is a series of confrontations.' — seems to be Surge's personal philosophy and he seeks to win them all with a fierce aggressiveness. Surge functions on a highly emotional, occasionally child-like level. He often demonstrates supreme self-confidence and egotism. This self-confidence backfires on him the moment he fails at anything. When that happens, he begins to perceive of himself as a total failure. In life you are either a 'winner' or a 'loser,' by his way of thinking.

He often displays the attitude that everything in life is 'black' or 'white' — 'good' or 'evil' — 'right' or 'wrong' — with no in-betweens. Perhaps this keeps this outlook to avoid the frustrating realization that life just isn't that simple, or that fair.

Among the DNAGents he has formed the strongest emotional tie to someone outside the group — his love for the replicant of Krell's daughter, Angela. Since her death, he has built up their relationship in his mind into some great love affair that never really happened. It is something he agonizes over and that agony is what has driven him to attempt to murder the assassin, Luger.

It should also be noted that Surge wears special tinted goggles to prevent him from being blinded by his own lightning flashes.

**TANK**

Identity: 'Tank' Fisher  
Side: Good  
Experience: 54,000  
Age: 5 (appears 18)

Sex: Male  
Level: 10  
Training: Strength

**Powers:**

1. Armor B: ADR (95)
2. 'Blaster' Gloves Device: Built into the armor, the 'blasters' fire explosive projectiles (+4 to hit, 1d8 damage, range = 11", 3" blast radius), can hold up to 32 rounds, including 2 special armor-piercing rounds (+5 to hit, 2d20 damage).
3. Heightened Expertise: +4 to hit in HTH
4. Bionics: Titanium skeletal supports give Strength: +20 and Endurance: +3.
5. Heightened Senses Device: Helmet contains radio-phone/communications gear and targeting device (+5 to hit with 'blasters' when in use).
6. Body Power: Carrying Capacity is calculated as Weight x Current Power Score. (Also see table below for relation to Basic HTH).

**Physical Handicap:** Needs Regulator to alert him when he is stressing his cardiovascular system.

Weight: 260 lbs.  
Strength: 30  
Agility: 11  
Intelligence: 13  
Reactions from Good: +2  
Hit Modifier: 5.808  
Damage Modifier: —  
Accuracy: —  
Carrying Cap.: 19,240 lbs. max.  
Movement Rate: 61 inches ground  
Detect Hidden: 10%  
Inventing Points: 2.6

Basic Hits: 6  
Endurance: 20  
Agility Mod.: —2  
Charisma: 17  
Evil: —2  
Hit Points: 35  
Healing Rate: 3.5 per day  
Power: (74)  
Basic HTH: 3d10 max., see below  
Detect Danger: 14%  
Inventing: 42%

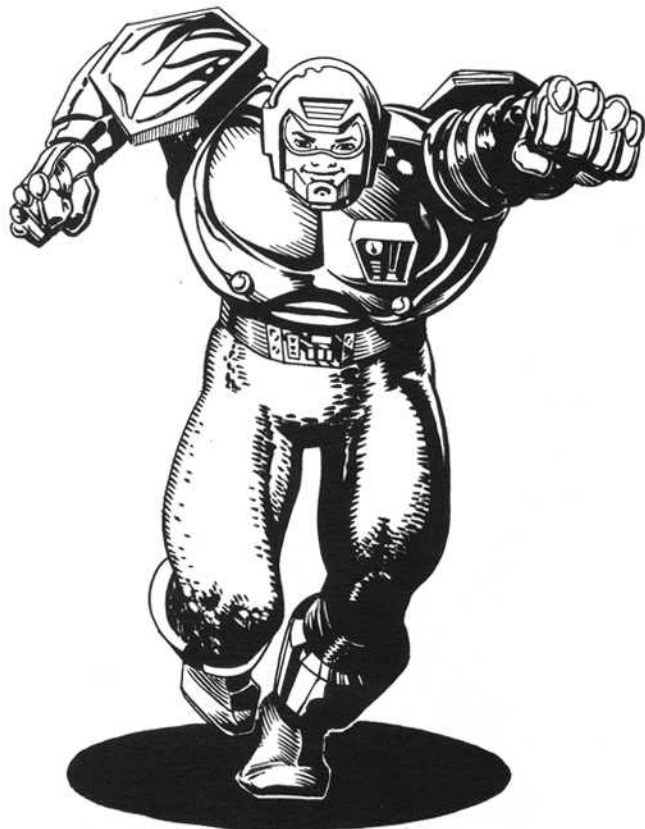


**Tank's Strength Chart:**

Carrying Capacity	Basic HTH
0 . . . . .	.1
260-480 . . . . .	.1d6
481-960 . . . . .	.1d8
961-1920 . . . . .	.1d10
1921-3840 . . . . .	.1d12
3841-7680 . . . . .	.2d8
7681-15,360 . . . . .	.2d10
15,361-19,240 . . . . .	.3d10

If Tank spends more than 25% of his remaining Power Points in one turn, his regulator will sound. It will sound continuously if he drops below 18 Power Points.

Tank also carries Hand Grenades (+2 to Hit, 1d12 damage, 2" blast radius, 11" throwing range) when on 'commando' style missions.



**ORIGIN & BACKGROUND:** Lucius Krell came up with the 'Human Tank' concept himself, as he is often proud to admit. Consequently, this DNAgent was built for sheer strength. Concurrent with his development, Matrix engineers were working on Tank's special armor and weaponry. Maximum protection and maximum firepower were the operative phrases in their design.

**SPECIAL NOTE:** An excellent description and series of diagrams featuring Tank's armor appear in **DNAgents** No. 13.

Titanium bone sheaths were surgically fitted to his arms, legs, and spinal column to give his body greater structural durability for lifting, carrying, and throwing massively heavy objects. This plus his heavy, bulky armor puts a great strain on his cardiovascular system, so a regulator was installed within Tank to alert him when he is pushing his physical limits.

**COMBAT TACTICS:** Tank's main advantage is that he is highly effective as both a HTH and a ranged fighter. When facing multiple enemies at further than arm's reach, he will usually stick to 'blaster' attacks. Generally, Tank will save his grenades and special armor-piercing rounds for use against such things as escaping vehicles or heavy artillery. If faced with one main foe, Tank has no qualms whatsoever about going toe-to-toe with that foe. He rarely evades, relying on his armor to protect him. He will 'roll' with damage whenever possible, however.

**SPECIAL NOTE:** If a player were to play this character, the GM may wish to keep track of Tank's current Power score and carrying capacity for the player, giving the player only a general description of how tired or how strong Tank felt, and of course, telling him when

his regulator was beeping. This will more accurately simulate Tank's weakness in V&V terms.

**PERSONALITY/CHARACTER TRAITS:** Tank finds himself torn between devotion to the DNAgents and a fascination with his human ex-girlfriend, Casey. Other team members sometimes get the feeling that Tank doesn't devote himself to the team as much as he should and he often feels very guilty over this. Reluctantly, he is a 'big brother' figure for Sham.

**TANK'S MOTORCYCLE:**

This is a highly customized version of the Harley Davidson FLHTC Tourglide. The windscreens, gas tank and engine covering are reinforced with a special lightweight Matrix version of half-inch NATO armor plating. The tires are solid rubber and the wheel spokes have been replaced with bullet-proof steel plates. The windshield itself is inch thick bullet-proof/shatter-proof glass. The front wheel is fitted with two large automobile shock absorbers.

The bike has enough mass and protection to be used as a battering ram. In crash tests at the Matrix labs, the bike was set into a head-on collision with an economy car. The car was completely totalled by the crash, while the bike, although damaged, was still in running order and the crash dummy 'riding' it was only slightly shaken.

Behind the handlebars is a cellular telephone jack which plugs into communications gear in Tank's helmet. This also puts him on-line with an additional targeting computer that allows him to utilize his blasters while riding at high speeds without the usual negative modifiers to hit. The headlight can be switched to infra-red mode at night to pick up heat sources (like a car exhaust) and follow vehicles after dark without a headlight giving him away. The use of this infra-red system also doubles his detection percentages.

There are two steel-lined cargo carriers mounted over the rear wheel and both contain seven digit combination locks. These are roomy enough to carry virtually anything from a generous supply of munitions to an additional set of Tank's armor.

Weight . . . . .	1068 lbs.
Passengers . . . . .	.1 + 1
Cargo Capacity . . . . .	.250
Speed. . . . .	.115
Hit Points to Disable . . . . .	.18
Hit Points to Demolish . . . . .	.22

The bike has a 1340cc engine and gets 25 miles to a gallon of gas. It has an Armor Defense Rating of (50). Anyone attacking the rider will have to make a special attack to hit when attacking from the front of the bike due to the great amount of cover that the bike itself can provide.

**AMBER**

Side: Good	Sex: Female
Experience: 54,000	Level: 10
Age: 5 (appears 16)	Training: Charisma

**Powers:**

1. Flight: Max. speed = 225 m.p.h., PR = 1 per hour of flight.
2. Force Field: Maximum area of effect is a square plane that is one inch per side per current Power Point. Range = 30" per turn, PR = 1/2 damage repulsed. Pummeling: 30" range, HTH damage, PR = 1.
3. Magnetic Powers: Capacity is 7500 lbs. of metal. Defense costs 1 action/PR of 1 to set up plus a PR of 1 per attack repulsed. Blast Range = 15", 2d8 damage, PR = 5 per shot. To manipulate metal requires one action/roll to hit and PR = 5. Lasts 14 turns.  
Special: Can control devices, requires save vs. Intelligence on 1d20 and PR = 4, plus a save vs. Agility to avoid mishap per use if unskilled in the use of the particular device being controlled.

Weight: 100 lbs.	Basic Hits: 2
Strength: 15	Endurance: 15
Agility: 16	Agility Mod.: +2
Intelligence: 15	Charisma: 18
Reactions from Good: +3	Evil: -3
Hit Modifier: 4.8384	Hit Points: 10
Damage Modifier: +2	Healing Rate: .8 per day
Accuracy: +2	Power: 61
Carrying Capacity: 244 lbs.	Basic HTH: 1d6
Movement Rates: 46 inches ground, 990 inches air	Detect Danger: 16%
Detect Hidden: 12%	Inventing: 45%
Inventing Points: 3	



**ORIGIN & BACKGROUND:** Amber was built around the concept of the 'electromagnetic agent.' With her magnetic powers she would be able to manipulate electronics and machinery. The talent to bypass security systems, tap into computers and phone-lines, and control almost any sort of electrical or mechanical device would make her indispensable to any sort of commando or espionage team. Additionally, she could also move large masses of metal telekinetically, a useful skill in combat.

Upon completing the original design work, Matrix scientists had realized that they had designed 'Agent: Amber' better than they had anticipated. The re-examined her genetic blueprint and came up with a variety of additional imaginative and esoteric uses for her abilities.

By having her create fields of magnetic repulsion, she could literally repel herself from the ground and fly. Setting up a surrounding repulsor field, she could defend herself from incoming attacks such as bullets and other physical objects.

Matrix gave the scientific team who had come up with these additional applications of Amber's abilities an extra month's vacation, with all expenses paid.

**COMBAT TACTICS:** Amber prefers to stay airborne during a fight and uses force fields to protect herself. She tends to use her powers more for a frontal assault and physical barrage, not quite having learned how to master the more subtle uses of her powers just yet. She is learning every day, though. In combat, she usually sticks to pummeling her opponents with magnetic fields (counts as Magnetic blast attack) or moving objects about (with magnetism or disc-shaped force fields if used against some non-metallic object). She is a surprisingly good hand-to-hand fighter, when the situation calls for it.

**PERSONALITY/CHARACTER TRAITS:** Amber is very naive about the world around her. She has an unusually trusting nature and tends to view things as if seen through 'rose colored glasses.' She is very outgoing and likes meeting new people, making friends easily.

Currently, one of her better friends is an Olympic gold medal-winning track star named Burke.

## RAINBOW

Side: Good

Experience: 54,000

Age: 5 (appears 19)

Powers:

1. Telepathy: Range = 180'', can 'thought-scan' up to 18 minds at once, PR = 1. Thought-tracking has PR = 1 per hour. Mind Probe: strength up to 149, PR = 5.

2. Willpower B: Permanent mind-link with the DNAgents, can establish a link after one turn within one inch, PR = 5, lasts up to 18 hours.

3. Illusions (Type A): Full sensory range. PR = 5.

4. Heightened Agility: +10

Special Requirement: Requires regulator built into her headband, a liquid quartz crystal that monitors her output of psychic energy and helps her to use it more effectively.

She has difficulty controlling her powers when separated from Jay Endicott (Crossfire).

Weight: 115 lbs.

Strength: 14

Agility: 24

Intelligence: 18

Reactions from Good: +2

Hit Modifier: 8.19

Damage Mod.: +4

Accuracy: +4

Carrying Capacity: 238 lbs.

Movement Rate: 52 inches ground

Detect Hidden: 14%

Inventing Points: 3.6

Basic Hits: 3

Endurance: 14

Agility Mod.: +2

Charisma: 17

Evil: -2

Hit Points: 17

Healing Rate: .9 per day

Power: 70

Basic HTH: 1d4

Detect Danger: 18%

Inventing: 54%

NOTE: Rainbow has established a permanent mind-link to Crossfire.



**ORIGIN & BACKGROUND:** It has long been one of Matrix's desires to have a 'Super Spy' under permanent employment with unswerving loyalty to the Corporation, so when the DNAgents Project got under way, they set out to build themselves one.



It was decided that this spy would be female and she was genetically designed to possess rather exotic good looks. Utilizing the greater natural psychic potential of the female, she was bred for telepathic ability. For her, there would be no need to plant a listening device or remain within eyesight when following a suspect. By using her mind, she could pick up more about the world around her with her eyes closed than the most observant human being ever could with their eyes wide open. She would be irresistible in interrogation. By focusing her abilities, she could probe the mind of another person and sort through their thoughts and memories like a secretary would sort through a filing cabinet. From her, no secret was secure.

A logical extrapolation upon her telepathic ability is her ability to project illusions directly into the minds of others. By rearranging another person's pattern of sensory stimulation, she can make them see, feel and experience whatever it is that she wants them to. Against her, no one would really be sure what they were up against. Since 'Rainbow' utilizes so much of her brain and employs such a great deal of psychic energy in using her abilities, Matrix scientists designed a regulator for her to wear, just in case.

Lastly, she was given incredible agility and acrobatic ability. This makes her very difficult to catch, also a prerequisite for a good spy. It is for the diversity of her talents and the all-around practicality of them (as well as for her unusual hair color) that she is given the code-name: Rainbow.

**COMBAT TACTICS:** Rainbow avoids physical confrontation whenever possible. She almost always uses her first action to evade. Rainbow relies upon her illusionary abilities to frighten off or confuse any attackers. Her main usefulness in a battle is to telepathically take count of the enemy, learn their plans and strategy, and relay that information to the other DNAgents. She also keeps track of where everyone else is to prevent one of the other team members from being separated (especially Sham, who may not always be recognizable) and to avoid walking into an ambush.

**PERSONALITY/CHARACTER TRAITS:** Rainbow is undoubtedly the most mature member of the team. While unafraid of the outside world, she openly questions the practicality of jumping headlong into it. She is the leader of the team and, hence, everyone else's 'big sister' (a job sometimes indistinguishable from baby-sitting).

Rainbow has developed a strong romantic attachment to Crossfire and stays in periodic mental contact with him.



## SHAM

Side: Good                      Sex: Male  
Experience: 54,000              Level: 10  
Age: 5 (appears 14)              Training: Intelligence  
Powers:

1. Transformation (Disguise): Can assume the shape, appearance, voice, etc. of any person or creature that is relatively human size and shape. Can duplicate any physical trait (Wings, Natural Weaponry, Body Power, etc.) but retains his own weight, mass and characteristics. Cannot duplicate clothing or equipment. He must have seen or be able to form a mental image of whoever his is imitating. Requires 1 action to change/transform.
2. Heightened Senses: Night vision.
3. Body Power: Twice normal Power Points.
4. Heightened Expertise: +4 to hit using autofire weapons.

Weight: 95 lbs.	Basic Hits: 2
Strength: 12	Endurance: 15
Agility: 18	Agility Mod.: +2
Intelligence: 14	Charisma: 14
Reactions from Good: +1	Evil: -1
Hit Modifier: 4.5144	Hit Points: 10
Damage Modifier: +2	Healing Rate: .8 per day
Accuracy: +3	Power: 116
Carrying Capacity: 154 lbs.	Basic HTH: 1d4
Movement Rate: 45 inches ground	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 2.8	Inventing: 42%

## SHAM'S COMBAT TOOLS:

1. Auto-Pistol: Range = 108", see auto-fire rules, V&V, pp. 25-26.
2. Auto-Rifle: Range = 180", see autofire rules, V&V, pp. 25-26.
3. Hand Grenades: +2 to Hit, 1d10 damage, 2' blast radius, 17" throwing range.
4. Microvel Dispenser: Dispenses a thin, plastic-based, multi-purpose fabric used to make instant costumes and disguises.
5. 40-Foot Rope & Spiked Grapple-Mace: +3 to Hit, HTH + 1d6 damage if used as a weapon.

**ORIGIN & BACKGROUND:** Sham was built around the concept of 'the Ultimate Imposter.' Despite the simplicity of the concept, he was by far the most difficult and expensive to produce. Sham has the most sophisticated genetic code of any living thing ever to exist. For the most part, he contains far more energy than even Surge. This energy is heavily utilized when effecting his transformations. No living thing could eat enough food to produce the calories necessary to burn to produce the massive energy Sham needs for even the simplest of his changes. Matrix has even used him as an 'energizer' in an experiment to create another lifeform.

By forming a picture in his mind, Sham is giving subconscious mental instructions that activate the secretion of complex hormones which cause drastic alterations in his own cell structure. These changes follow along the guidelines of the mental image. Through the utilization of his internal energy, these transformations are practically instantaneous. He can become young or old, male or female and of varying size and shape. His body weight and mass do not change. Sham's own original form is stored in a sort of internal genetic memory and he can revert back as easily as he can discard the mental image of the disguise form he currently employs.

Sham has pressed his ability to the point where he can duplicate things such as facial cosmetics or simple masks, although it is not easy or comfortable for him to do so at the present time. Easily the agent with the most scientifically advanced design, Sham is the most powerful of the DNAgents in his own way.

**COMBAT TACTICS:** Sham is next to useless in standard hand-to-hand combat, but more than makes up for it with his proficiency with firearms. He almost always carries with him a backpack filled with tricks and weapons. One of Sham's most effective tactics is to impersonate one of the enemy in a confrontation and attack them from amidst their own ranks. Where he is also very useful is in infiltration as he can simply impersonate anyone that his victims would be ordered to let pass their guards or checkpoints.

**PERSONALITY/CHARACTER TRAITS:** Sham has very little sense of self-worth. This is partially due to a disappointing start as an active DNAgent. Also, due to the nature of his ability, he is having a very difficult time establishing his own personal sense of identity. He clings unyieldingly to the team as a surrogate family and exhibits jealousy and disappointment as they develop relationships with others. He seeks affection and subtly tries to coax Dr. Harden into becoming a sort of father to him, but to no avail.

Of all the DNAgents, Sham is the only one to actively avoid contact with any outside human being.

Sham's pet, Snafu, is the result of a failed attempt by Matrix to create another lifeform. The experiment was flushed and was believed to have been destroyed, but somehow it developed independently without the normal external biological support, and at a surprisingly accelerated rate. It seems to have an affinity with Sham and is friendly with the rest of the DNAgents, although it possesses little more than basic animal intelligence ('non-sentient' in game terms).

### SNAFU

Side: Neutral

Sex: ?

Age: 1

Level: 4

Powers:

1. Stretching Powers: Maximum body length possible is 24", PR = 1 per use as a defense.
2. Heightened Senses: A pair of antennae on which are mounted an additional pair of eyes (blue) usable for looking up over objects, around corners, etc.
3. Body Power: A pair of short back legs good for making frog-like leaps (up to 3' in height or length) from a standing start. Also a pair of long skinny arms complete with three-fingered hands (with opposable thumbs).
4. Natural Weaponry: Big, sharp, strong teeth, +3 to hit, +6 damage HTH when using teeth.

Weight: 30 lbs.

Strength: 12

Agility: 20

Intelligence: Non-Sentient

Reactions from Good: —

Hit Modifier: 3.192

Basic Hits: 1

Endurance: 12

Agility Mod.: +8

Charisma: 9

Evil: —

Hit Points: 4

Damage Modifier: +2

Accuracy: +3

Carrying Capacity: 44 lbs.

Movement Rate: 54 inches ground (66 inches when using stretching)

Detect Hidden: —

Inventing Points: 0

Healing Rate: .3 per day

Power: 53

Basic HTH: 1d2

Detect Danger: 30%

Detect Danger: 30%

Inventing: 0%



## 4. The Supporting Cast

Included in the following chapter are the main supporting characters from the **DNAgents** comic book published by Eclipse. They are vital to the game if the GM wishes to run a campaign where the players are the DNAgents, for without these supporting characters, the game will lose much of the atmosphere of the comic book.

These characters can also fit into other types of **V&V** campaigns. If the GM should need a scientist NPC in his game for instance, using 'Dr. Harden from the DNAgents Project' would make the game much more 'realistic' than a newly made-up character. An entire adventure could revolve around having the players hired by 'Lucius Krell, President of Matrix, Inc.' to recover some stolen documents. Having an NPC on tap who may already be familiar to the players will make a given situation easier to visualize.

The following characters are given without game statistics as they are non-superpowered and, hence, will naturally shy away from any super-powered combat.

### 4.1 LUCIUS KRELL

Lucius Krell built the Matrix Corporation up from nothing, as he is fond of reminding everyone. In fact, he has a public image as sort of a free-enterprise cult hero along the lines of a Steve Wozniak, Nolan Bushnell, Lee Iacocca or a Howard Hughes. Krell is a very influential man who courts governors and senators for political favors and he regularly receives them. He is a man who thrives on cutthroat competition. In his contract with Matrix he was making a cool million dollars a year as the President of the Corporation.

The real Lucius Krell is a shadier version of the picture painted above. He is what is known as a 'wheeler-dealer,' a 'high-roller.' He has the soul of a con artist and the mind of a bookkeeper. Krell is a master player in the chess game of industrial espionage. Always scheming, Krell seems to always have his next two moves figured out in advance.





If he cannot do that, he certainly is not above rearranging the pieces on the board when no one else is looking. Most of his political allies are either on his payroll or he has incriminating evidence against them. Sometimes both.

It is quite easy to believe that he would sell his own grandmother, provided there was a big enough profit margin involved. The pursuit of money and influence seem to be the driving goals behind his very existence.

While his wife was dying, he was out manipulating stock prices. He was later quoted as saying, 'Well, my being there wouldn't have saved her, whereas I could help the price of Matrix Preferred.' Since the death of his daughter, Angela, and the death of her replicant ten years later, Krell has no family. He carefully cultivates a playboy image, but this seems to be more for appearance's sake than for any actual enjoyment.

While fired from the Matrix Corporation, Krell had become an almost Napoleonic figure, carefully planning his glorious return to power and waiting for the right moment to put his plan into action. If there is one trait that is ultimately revealing of Lucius Krell, it is his ability to land on his feet. To make the best of a bad situation and rebuild after a loss and come back bigger and better than before is Krell in principle and in fact. This makes him a dangerous business rival.

He is a figure so seemingly corrupted and enigmatic that he is fascinating and exhibits a powerful, if insincere Charisma.

## 4.2 TAWNY SHEPHERD AND DOCTOR HARDEN

Shepherd and Harden are the two principle employees involved with the Biotype Project.

Tawny Shepherd is a psychologist and educator with a minor in medical science, having graduated from Loyola University in Illinois. She spent several years as a political activist before 'going establishment' and working as a aide for an influential mid-western Governor.

Swept away by Krell into the ranks of Matrix, Inc. (along with a half billion dollars of the aforementioned Governor's tax money), Shepherd found herself involved with the programming and 'environmental initiation' phases of the DNAgents' development. She found the job both stimulating and challenging.

Shepherd seems to have quite a fascination with Krell to the point of quitting her position at Matrix to follow him when he was fired. At the same time, she does not accept or condone his activities. She is one of the few Matrix employees to go out of her way to treat the DNAgents as human beings.

Shepherd is an attractive black woman who appears to be in her late twenties.



alongside Dr. Alexi Vlasov (see section 6.1), but is now the head researcher for the entire Biotype Project. Whereas Vlasov was subject to wild flashes of brilliance, Harden is more quiet and methodical, but no less effective. He has tons of dirt on all the various illicit activities of Matrix, Inc. and most of its key employees. He uses that information to avoid getting pushed around.



Harden is a stoic, gregarious and sarcastic individual with a genuine dislike for social pleasantries. He is far more interested in data.

With his long hair, full beard, stocky frame and soiled lab apron, Harden looks more like an Irish bartender than a scientist. His appearance is made even more incongruous by his habit of constantly smoking tiny hand-rolled cigarettes in a long, narrow black cigarette holder.

## 4.3 PHILLIP W. HOTCHKISS

Phillip Hotchkiss, formerly one of Lucius Krell's underlings, was made President of Matrix upon Krell's firing. He as a man, who having reached the top, looked down only to discover that he was afraid of heights. He had no idea of how to keep his own position or exactly what to do with that position. Being a company man, he had absolutely no imagination and the personality of a walking shareholder's report.

Hotchkiss began his career at Matrix in the Accounting Department and worked his way up by 'brown-nosing' and being the company 'snitch.' No one at Matrix ever liked or trusted Hotchkiss very much as he had never been caught doing anything wrong in his twenty years of employment by the Corporation.



Professor J.D. Harden is a noted scientist who, in 1962, defected from the Soviet Union to the United States. Originally, he worked

His favorite tactic is to act as a 'yes-man' for his superiors, write memos to the file relieving himself of responsibility for all their errors, and then let go with some incriminating statements about them. Sent anonymously, of course.

The trouble with Hotchkiss was, after becoming President of the Matrix Corporation, that none of his usual tactics would work for him in that lofty position. You cannot climb on the shoulders of the man or woman above you if there is no one else above you.

Hotchkiss is basically a coward, a wimp and a weasel. He tried desperately to cultivate some sort of a hard-nosed corporate tough guy image, but without success. There was positively no one who was afraid of him. He buckled under the slightest bit of pressure from the Board of Directors and lived in fear of the ghost of Lucius Krell. He thought of the DNAgents as mere corporate holdings, but they were constantly beyond his control.

Hotchkiss was the 'Frank Burns of the Matrix Corporation,' but he now works for Matrix's arch-competitor, the mysterious Technor Corporation. By toadying up to and bootlicking the corporate heads of Technor, he is now one of Technor's Vice-Presidents. But, he brings with him secret knowledge of Matrix Corporation operations and of the DNAgents. With that knowledge, he is a dangerous enemy for Matrix, Inc.

Valentino's character, 'normalman' and Hotchkiss bear a strong resemblance to one another.

#### 4.4 ANGELA KRELL

When Crossfire raided the Krell residence back in 1973 to recover a set of photocopies of illicit pay-off checks made to a corrupt Senator, he was surprised by Krell's daughter Angela. Although not intending to kill her, Crossfire panicked and hit her with the nearest opportune weapon — a candlestick. Angela later died of her injury.

At this time, Matrix began work on the Biotype Project and were preparing to create a normal human model, code-named 'Proto-1.' Lucius Krell, pulling some strings, enabled them to use the genetic code of his deceased daughter. Krell had kept the genetic pattern of his entire family on file at Matrix.

Proto-1 was programmed to respond as Angela and to have all the knowledge, memories, and emotions that Angela had in life. The memory of her death was erased from those memories. She was, for all practical purposes, just the way Angela had been, except that she would never age. She was kidnapped for an exercise to test the DNAgents, although she was in no real danger the whole time. She was placed in Beachgrove University as a student, but remained under observation



by Matrix and assigned Surge as her bodyguard. Apparently, someone at Matrix had advance intelligence reports suggesting that the Commander would attempt to eliminate all artificial life created by Matrix and would probably begin with Angela (Proto-1).

Despite this early warning, she was terminated by Luger. On her deathbed, she was inexplicably able to recall her earlier death from her 'existence' as the original Angela Krell. It has since been deemed impossible that she be brought back to life. But, since most of the technology and data behind the DNAgents' creation was lost during the first attack of Mega-Man, the body of 'Proto-1' is the only place where the exact breakdowns of the original formulae can be obtained. The secrets of artificial life are locked inside the body of Angela Krell. While in the comics it has been firmly established that she cannot be brought back to life, the GM, if he so wishes, can 'change history' for his own V&V campaign.

Angela was a beautiful young woman, with reddish-brown hair and blue eyes, somewhere in her late teens. She was a headstrong, independent person, just like her mother.

## 5. Adventure Data

The following chapter contains information on unusual places and things in the DNAgents Dynasty and also a mini-adventure. While not all of the following sections are complete adventures, they can be used along with issues of the DNAgents comic book to recreate the exploits of the agents. Also, the GM can use the information in these sections to create brand new adventures. The following chapter is for Gamemasters only. Players should stop reading at this point.

### 5.1 MEGA-MAN

**ORIGIN & BACKGROUND:** Mega-Man was created by the brilliant but twisted Professor Alexi Vlasov (see section 6.1) as his instrument of vengeance against the Matrix Corporation. It was built in secret by Vlasov's flunkies, Positron and Electron, in a hidden underground labyrinth beneath the campus of Beachgrove University.

Mega-Man is a gigantic robotic juggernaut designed to replace Vlasov's useless body, giving him, at last, a body to match his brain (as Vlasov sees or perceives it).

Originally, Mega-Man required the excessive life energies of Sham as a power source, but it has since undergone radical design changes that make Sham no longer necessary. The following is an breakdown of all previous designs, containing all the various features.

#### STATISTICS

Mega-Man weighs half a million pounds (250 tons) and stands just over ten stories high. It has a carrying capacity of 1,908,000 lbs. and does 10d10 damage Hand-to-Hand. If one were to make just general attacks at it (attacks not made to any specific part of its body), it would require 2500 points of damage to disable it and 10,000 points of damage to demolish it.

For every four points of damage Mega-Man takes (rounded up), from an electrical or energy based attack, there is a 1% chance that this will cause an overload in its circuit breakers. If the total damage caused is less than 10 points, then it will cause Mega-Man to be paralyzed for 1d4 turns. If the final damage from such sources is greater than ten points and this damage successfully overloads its circuit breakers, then part or all of its body will become disjointed.

Damage Total	Parts Disjointed
Over 10 points. . . . .	Loses One Part
Over 20 points. . . . .	Loses Two Parts
Over 30 points. . . . .	Loses Three Parts
Over 40 points. . . . .	Loses Four Parts
Over 50 points. . . . .	Becomes Completely Disjointed

For an attack to overload a circuit breaker, it must be made against a specific part of Mega-Man's body. Due to Mega-Man's great size, the normal special attack rules do not apply. To hit a specific part of Mega-Man, the player must state which part he is aiming for before making a normal roll to hit. If he fails to make such a statement, the attack counts as just a general attack and any damage caused will be removed from Mega-Man's grand total of hit points rather than from the number of hit points for any specific area (see the listings of these below). Also, the attack will have no chance of causing Mega-Man to become disjointed due to overloading a circuit breaker.

When parts of Mega-Man become disjointed, the part that was hit by the attack is always the first to go, unless that part was the torso. Where the head and the torso meet is always the last part of Mega-Man to become disjointed, unless a disjointing attack successfully hits the



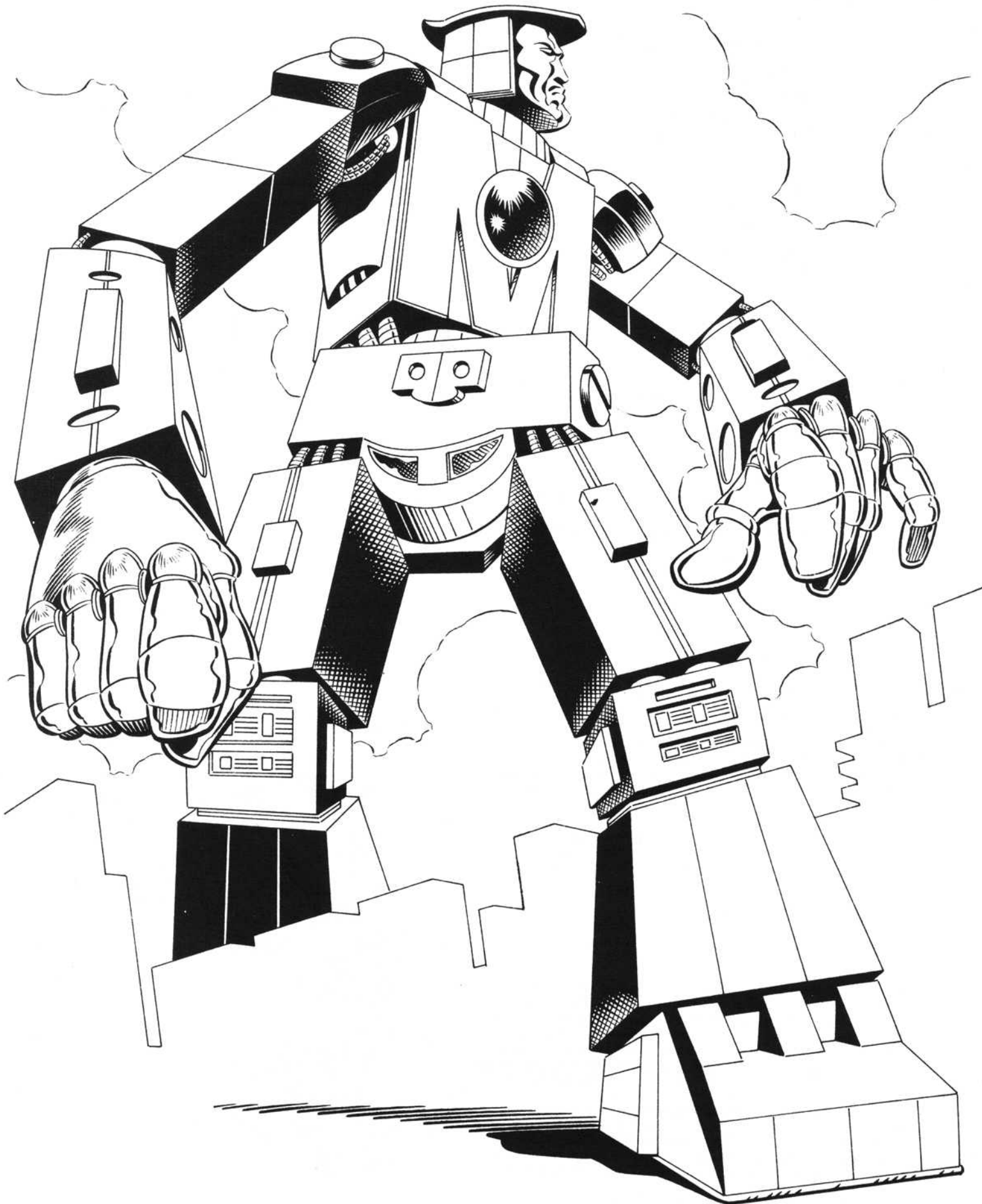
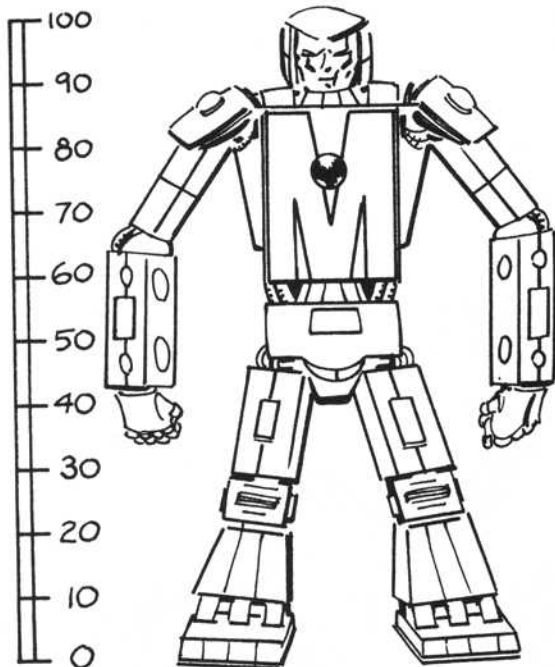


DIAGRAM A



head. If hit by minor disjoining attacks, Mega-Man is more likely to lose the use of arms or legs. These can be reattached on the spot (unless Mega-Man has become entirely disassembled) through the magnetic attraction by which he assembles himself from his basic component parts. It requires one action for Mega-Man to do so.

Mega-Man has separate hit point totals for the various portions of his body. These represent the amount of damage necessary to disable that specific part of Mega-Man's body:

Head	125 pts.
Torso	875 pts.
Left Arm	300 pts.
Right Arm	300 pts.
Left Leg	450 pts.
Right Leg	450 pts.

Even lumbering along, Mega-Man can travel at an extremely fast rate due to the size of its giant steps and tendency not to let things like buildings and landscape get in its way. On the ground it walks at 350 inches per turn, or around 80 miles per hour.

Utilizing powerful rockets built into its legs, it can fly ten times normal ground speed, or 800 miles per hour (3520 inches per turn).

Mega-Man fights at the experience level of whoever is in the pilot's seat. If set on auto-pilot, it fights at 4th level automatically. Its combat initiative is always 30 and 15 every turn — no need to roll and add Agility as the robotic giant is consistent.

Detection scores are doubled for the pilot and attackers gain no bonus to hit for attacking the rear or to the side as video cameras are mounted in the outer hull and are capable of seeing 360 degrees around the leviathan.

#### INTERIOR DESIGNS (see Diagrams A and B):

Mega-Man replaces the U.S. Space Shuttle as the most sophisticated machine ever to fly, as the following section should demonstrate.

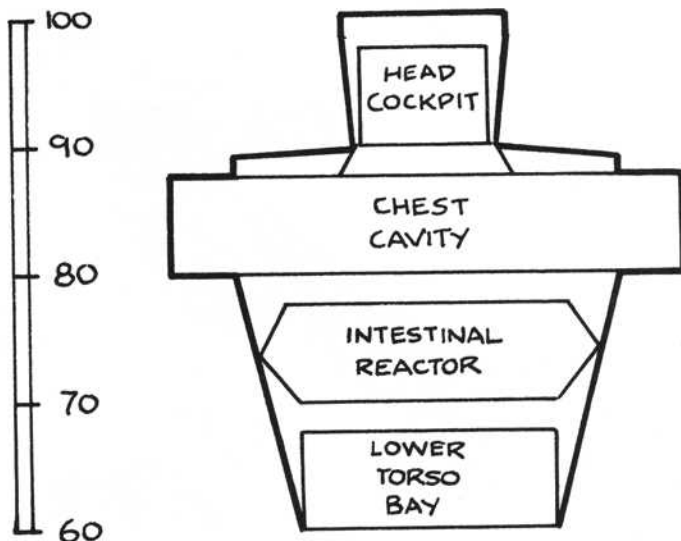
#### ARMS (See Diagram C)

**A: Armflex Servomotor:** This motor interlocks with a separate motor located in the shoulder area of the chest cavity. In tandem, they allow the arm to have complete up and down, forward and backward, sideways and twisting movement similar to that of which a human arm is capable. This motor also serves the various pistons located in the upper arm. It has a Structural Rating of 8 and can withstand 15 points of damage before being disabled and 60 points before being demolished. The motor weighs 3000 pounds.

**B: Hydraulic Musculature: Bicep Pistonry:** These eight foot long pistons serve the function of the human arm's bicep muscle by alternately intaking and expurgating hydraulic fluid. They weigh ten thousand pounds each, have a Structural Rating of 11, and require 50 points of damage to disable or 200 points to demolish. Additionally, these count as having Armor, ADR: (30).

**C: Wheel Pulley Elbow Joint/Hydraulic Fluid Drum:** This large metallic

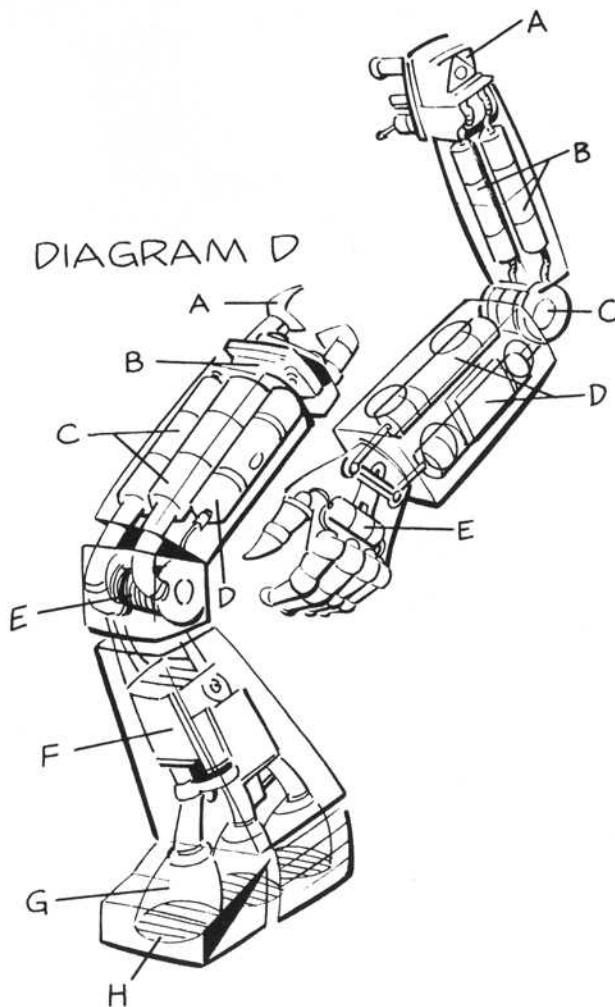
DIAGRAM B



wheel is ten feet across and two feet thick. It rotates on its own axis as the arm bends. It is turned by pressure from the hydraulic musculature and moves cables that lead to the Armflex Servomotor and the Prosthetic Hand. The cable has a Structural Rating of 13. The Wheel Pulley Elbow Joint weighs 5000 pounds (25 hit points to disable, 100 points to demolish) and has a Structural Rating of 10.

Adjacent to it is a large barrel of hydraulic fluid. Plastic tubing connects it to the various arm pistons as they draw upon or deposit their hydraulic fluid. The drum has a Structural Rating of 10 and contains 125 gallons of the oily, carbonic fluid, so anyone who manages

DIAGRAM C





to puncture this drum will cause quite a mess.

**D: Hydraulic Musculature: Forearm Pistonry:** These are similar to the Bicep Pistonry, except that they are smaller. They weigh only 8000 pounds each (40 hit points to disable, 120 points to demolish) and have a Structural Rating of 10 with Armor, ADR: (30).

**E: Prosthetic Finger Pistons/Microprocessors:** Here are a series of smaller hydraulic pistons leading into the fingers. The pistons that actually extend into the fingertips are inaccessible, but the larger ones that lead into the hand weigh 1000 pounds each (5 points of damage to disable, 20 to demolish) and have a Structural Rating of 11. Directly above the finger piston system is a battery of microprocessors which regulate the amount of pressure exerted by the fingers. They give the hands an amazing degree of sensitivity and enable Mega-Man to do things like pick up a kitten by the scruff of its neck without harming it.

The microprocessors are far to widely distributed throughout the hand section for any one attack to be made directly against them, but each individual unit has a Structural Rating of 3 and there is a 1% chance per point of damage done to one of them that the entire hand system of opening and closing will go down.

#### LEGS (See Diagram D)

**A: Magnetic Torso Anchor:** This is a powerful electromagnet (it has 250,000 pounds of pull) which attaches the lower leg to the torso. The Structural Rating is 20 and it weighs 15,000 pounds. It requires 25 points of damage to disable the magnet and 100 points to demolish it completely.

**B: 'Babystep' Servomotor:** So named because it allows Mega-Man to walk in its rather slow, short-gaited manner. It weighs 5000 pounds and has a Structural Rating of 9. 25 points of damage are required to disable this servomotor, and 100 points will demolish it.

**C: Hydraulic Load Lifters:** While similar in appearance to the arm's musculature, the load lifters are set to help the entire structure of Mega-Man stand erect and still support its own weight. They have a Structural Rating of 14 and weight 12,000 pounds each. 60 hit points are required to disable one and each takes 240 points of damage before being demolished. Disabling these would put great structural stress on the legs of Mega-Man.

**D: Solid Fuel Storage Tank:** Each of these tanks has a Structural Rating of 12 and stores 3500 cubic feet of solid rocket fuel. Igniting this fuel would have the same effect as a 'Small Nuke,' see the V&V rules on page 25.

**E: Knee Joint Hamstring Coil Cable Reel:** This reel weighs 9000 pounds and has a Structural Rating of 10. It requires 45 points of damage to be disabled or 180 points to be demolished. It extends a series of four cables from up in the servomotor to down to where they are anchored at the bottom of the leg. This reel system plays the part of the knee and leg muscles. The cables themselves are Structural Rating 15.

**F: 'Vlasov Drive' Rocket Propulsion Engine:** This is the most technologically advanced rocket engine in the world. It achieves a huge amount of thrust potential with a rather low rate of fuel consumption. It also burns fuel at a much lower temperature than most rocket engines. But much like Vlasov himself, the engine is highly unstable in actual use. There are literally thousands of monitors and emergency back-up systems for this engine. Its application in any other type of aircraft would be highly impractical, and without Vlasov's supervision, just about impossible.

Each engine weighs over ten tons and has a Structural Rating of 18. Each can absorb 100 points of damage before being disabled, and 400 points are required to demolish one.

**G: Rocket Exhaust Cone:** Placed to channel rocket exhaust harmlessly

out of the leg. Structural Rating is 16 and it is specifically built to be heat resistant (counts as Adaptation defense against heat/flame attacks) Rocket Exhaust does 2d20 damage per engine.

**H: Exhaust Screen:** Installed primarily to keep foreign objects from clogging the rocket exhaust cone as Mega-Man walks. Heat resistant and reinforced to support Mega-Man's weight. Structural Rating = 18.

**Special Note:** While easily reachable by access hatches, the entire interior machinery of the arms and legs are coated with a ferrofluidic solution (a magnetic liquid which sticks to metal, used for permanent lubrication and to prevent corrosion). Although hand-grips and small repair platforms abound inside the arms and legs, nothing seems to be able to keep the ferrofluids from getting on these as well. Hence, the insides of the arms and legs are as slick as ice.

Anyone moving about inside the arms and legs of Mega-Man while it is in operation must make an Agility save on 1d20 once per action if the character intends to move on that action. If the roll fails, then that character must save versus Agility on 1d100 to avoid a 'mishap.' The GM dictates what the nature of the mishap is to be. A character can slip and fall, find himself coated with the sticky ferrofluid, or be caught in some part of the machinery. Watch your step!

Mega-Man's outer hull has a Structural Rating of 20.

#### HEAD COCKPIT LEVEL

**A: Flight Chairs:** These chairs for the main pilots of Mega-Man can eject in case of emergency and have internal parachutes and a jet-pack which can be activated by use of armrest controls. Also located there are built-in intercoms and emergency override systems.

**B: Command Console:** The station at the left is the pilot station and the station at the right is the weapons control station (although this can all be controlled from only the pilot station as well). Between the two stations is the Master Terminal from which all of Mega-Man's functions can be controlled. This is where all of the data from the various cameras and sensors is fed.

**C: Visor:** This swings down and opens for emergency escape.

**D: Magnetic Plate:** This plate is used to secure Vlasov's walker when not in use. It has a 500 pound pull.

**E: Pole and Ladder:** This leads all the way down to the lower torso. Vlasov's walker attaches to a track in the wall and can operate as an elevator, which can take him down into the lower levels.

#### CHEST CAVITY LEVEL

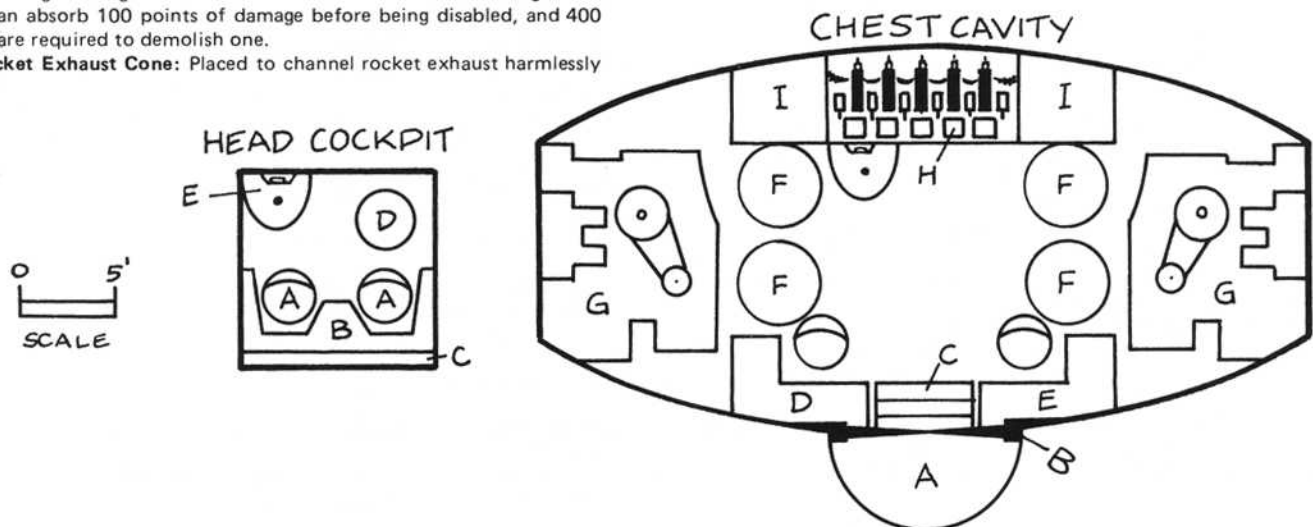
**A: Containment Dome:** This is where Sham is kept when being used as an energy source. There is an assortment of harnesses and arteries designed to restrain Sham and to drain away his life energy into the Emergency Batteries (F). When not used to drain a 'host,' it can be refitted as a solar collector to help meet minor electricity needs.

**B: Iris Valve Dome Hatch:** The controls to open this entryway are at Positron's Substation (D). It has a Structural Rating of 18.

**C: Stairs to Dome:** Nothing special about these stairs except that beneath them is the life support machinery for the 'host' which runs into the Containment Dome (A). There is also a tank of Paralysis Gas (Chemical Power attack, 4th level, causes paralysis).

**D: Positron's Substation:** This station monitors the life-signs of the 'host' and regulates the life support system. It also keeps track of the power level in the Emergency Batteries.

**E: Electron's Substation:** This station monitors the nuclear reactor and the electromagnet.



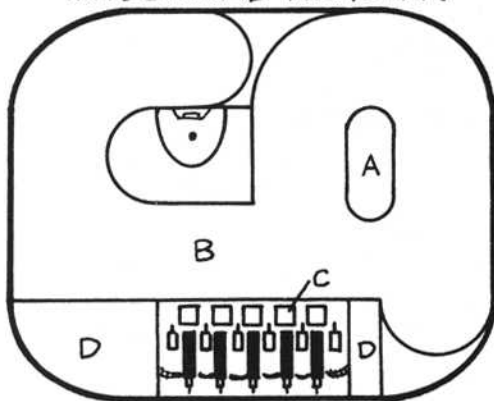
**F: Emergency Batteries:** These batteries comprise the reserve power supply of Mega-Man. They each weigh 3000 pounds and have 60 hit points. Disruptive contact with these will unleash a Lightning Control attack, 4th level, doing 2d8 damage.

**G: Armlock Mechanism and Servomotor:** Apart from holding the arms in place, these secondary servomotors help give the arms more mobility. They weigh 9000 pounds (45 hit points to disable, 180 to demolish) and have a Structural Rating of 11.

**H: Machine Gun Emplacement:** This section is actually a three foot high accessway that contains a line of five M-60 machineguns, a series of video cameras with infra-red tracking mode, and various targeting hardware/software. Weapons attack individually, multiple attack rules do not apply. Count machineguns as Auto-Rifles but with 1d12 damage per bullet.

**I: Belt Feed Machinery:** These machines feed long belts of bullets through the machineguns. As the empty belts come into the other room, a machine automatically reloads them. When one room has fully expended its belt and all of its ammunition has been used up, the belt simply begins feeding in the reverse direction. Each of these emplacements has a stockpile of over ten thousand rounds.

### INTESTINAL REACTOR



#### INTESTINAL REACTOR LEVEL

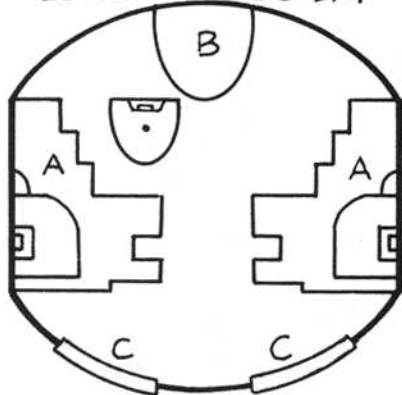
**A: Nuclear Fusion Reactor:** This 'safe' fusion reactor can power Mega-Man for up to six months at a time. The walls have a Structural Rating of 18.

**B: Nuclear Regulator:** A computer system which monitors and regulates the Fusion Reactor.

**C: Machine Gun Emplacement:** See Chest Cavity (H).

**D: Belt Feed Machinery:** See Chest Cavity (I).

### LOWER TORSO BAY



#### LOWER TORSO BAY LEVEL

**A: Leglock Mechanism and Servomotor:** This operates in tandem with the Leg Section's 'Babystep' Servomotor, enabling Mega-Man to walk. Weight is 6000 pounds (30 hit points to disable, 120 to demolish) and the Structural Rating is 12.

**B: Electromagnet Control Grid:** This controls the main electromagnetic coil that runs up along the spinal column. Mega-Man uses the coil, for among other things, to keep his sword magnetized to his back and out of the way.

**C: Observation Posts:** These glassteel viewports are transparent from the inside but opaque, shiny and appear as metal from the outside of Mega-Man. They have a Structural Rating of 14.

### WEAPONRY

Mega-Man has three main defense systems:

**1: Machine Gun Emplacements:** There are six such emplacements distributed throughout its body. They are located in the stomach, between the shoulder blades, one on each shoulder, one on each forearm. They conform to the guidelines set in the section on the Chest Cavity (see the diagrams and description of the Chest Cavity). The shoulder emplacements are built into turrets and can fire in any possible direction except straight down.

**2: Mega-Man's Sword and Dagger:** The sword is fifty feet in length and weighs ten tons. It has a +7 to hit and does HTH + 3d10 damage. Normally, it is carried samurai-like over the shoulder, kept in place by an electromagnet.

The dagger is thirty feet long and weighs 12,000 pounds. It has a +5 to hit and does HTH + 2d10 damage. This is held in a specially built slot along the outside of Mega-Man's left leg.

**3: Mega-Man's Internal Electromagnet:** This is powered by its internal nuclear fusion reactor and gives Mega-Man the equivalent of Magnetic Powers. It has a 10,000 pound capacity. It costs Mega-Man one action to set up a Magnetic defense that lasts for five turns. It can fire a magnetic blast with a 200 inch range that does 2d10 damage. Mega-Man can manipulate up to 10,000 pounds of metal at a time. This does not cost Power points of charges from a device as its power source is considered unlimited for all practical purposes.



### BREAKDOWNS INTO SEPARATE VEHICLES

Mega-Man has the ability to separate its various body parts and to disguise them as different types of land and air vehicles. These vehicles can then move independently as a convoy, unrecognizable as Mega-Man, and then reassemble as the gigantic robotic vehicle — Mega-Man.

The various wheels, headlights, grills, engines, rotors, and cabs (most of which are purely artificial and included for camouflage purposes) are contained in specially sealed off compartments and are not accessible to or from Mega-Man's normal interior. This is to prevent any trace of the giant robot from being discovered if one of these phony vehicles should be captured or searched. When broken down into vehicles, the pilot is in constant radio control of all of them and they cannot be operated manually or independently.

There are basically two configurations for this breaking down maneuver by Mega-Man.

#### Configuration One

Vehicle Type	Weight	Speed	Hit Points:	
			Disable	Demolish
Giant Helicopter <sup>1</sup>	25,000	250	125	500
Construction (type)				
Earthmover <sup>2</sup>	175,000	75	875	3500
Tractor/Trailer <sup>3</sup>	60,000	100	300	1200
Semi with Two Railroad Cars <sup>4</sup>	90,000	90	450	1800

1) This vehicle is made up of the head, torso, sword and spinal column.

2) This vehicle is made up of the torso.

3) Each of these vehicles is made up of an arm.

4) Each of these vehicles is made up of a leg.

#### Configuration Two

Vehicle Type	Weight	Speed	Hit Points:	
			Disable	Demolish
Heavy Jet (type)				
Cargo Plane <sup>1</sup>	270,000	650	1590	6360
Mini-Rockets <sup>2</sup>	45,000	800	225	900

- 1) This vehicle is made up of the head, torso and arms.
- 2) These vehicles are each made up of one half of a leg.

The separate modular body components reconnect with the aid of Mega-Man's electromagnetic powers and a system of computers. The fuel nozzle for the rocket engines in Mega-Man's legs are located just above the kneecap.

**Historical Note:** Mega-Man first appeared in **DNAgents** No. 2 and was later destroyed by a hidden bomb in **DNAgents** No. 18.

## 5.2 BURAN, SOUTH AFRICA

Area . . . . . 16,742 square miles  
 Population . . . . . 932,000  
 Capital . . . . . Buran  
 Largest City . . . . . Buran (greater); population of 89,000  
 Highest Point . . . . . Mount Judd (6,422 feet)  
 Monetary Unit . . . . . Buranian Pound  
 Major Languages . . . . . English, Bantu  
 Major Religions . . . . . Roman Catholic, Tribal religions  
 Agriculture, Industry, and Resources . . . . . Plantation agriculture, nomadic livestock herding  
 Major Minerals . . . . . Gold, diamonds, manganese, platinum, uranium, vanadium, tungsten

### HISTORICAL TIMELINE

1945 — Buran gains independence from the Republic of South Africa and Dr. Joseph Malwa, leader of the peaceful Separatist movement becomes its first president.

1953 — Buran officially admitted to the United Nations.

1956 — Over 3000 killed in the 'Golden Lions' rebellion. Russian intervention suspected.

1957 — President Malwa officially reinstated to office as the last of the 'Lion' rebels are officially imprisoned or executed.

1962 — President Malwa survives an assassination attempt, only to suffer a massive heart attack.

1968 — A completely recovered President Malwa calls for the military de-escalation of Buran and its neighbors.

1972 — The military stages a successful coup led by a man known only as 'the Commander.' President Malwa is imprisoned.

1975 — Apartheid legislation passed. All protesters are shot.

1983 — Buran ranks number seven in Amnesty International's list of the ten worst civil rights violating nations.

At the base of Mount Judd, in the middle of the jungle, about fifty miles from the official capital city lies the fortress of the Commander. Here is the reins of power that actually run the country are held.

For more than a decade the Commander has kept Buran under his thumb. By selling away the mineral rights to his own country to multinational corporations, he has raised billions of dollars which he has used to make his army one of the most technologically advanced in the world.

This formidable force of oppression crushes all hope of rebellion and discourages intervention from other countries. In many ways, the average Buranian soldier is better equipped and better trained than the average American soldier.

These forces keep the Commander and his impenetrable fortress well-defended at all times. It is in this fortress that President Doctor Joseph Malwa is being kept prisoner to this very day.

### THE FORTRESS GROUNDS

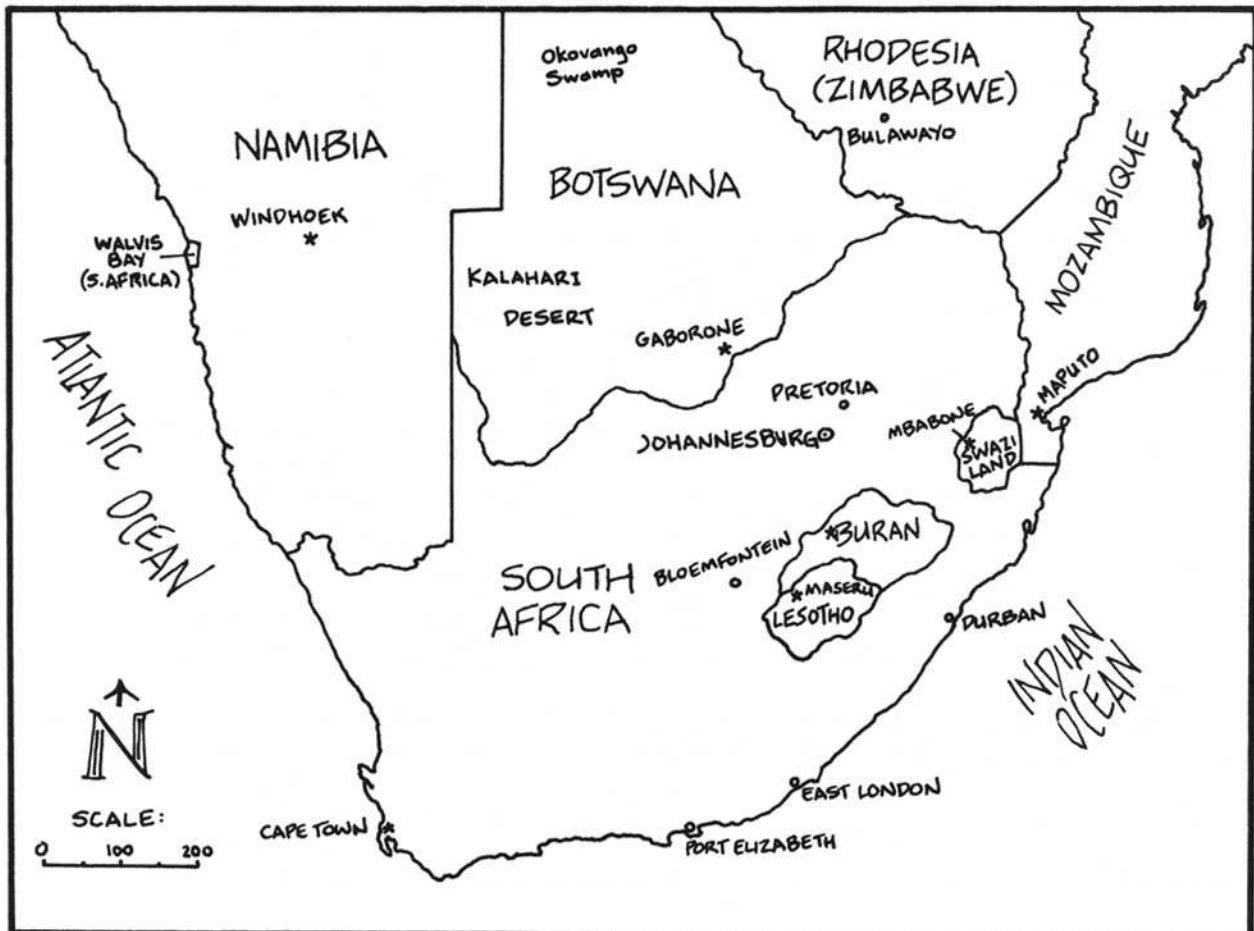
In the outer perimeter surrounding the Commander's fortress, small six-man patrols are constantly on the prowl for intruders. Here is a sample squad.

#### Sample Buranian Squad:

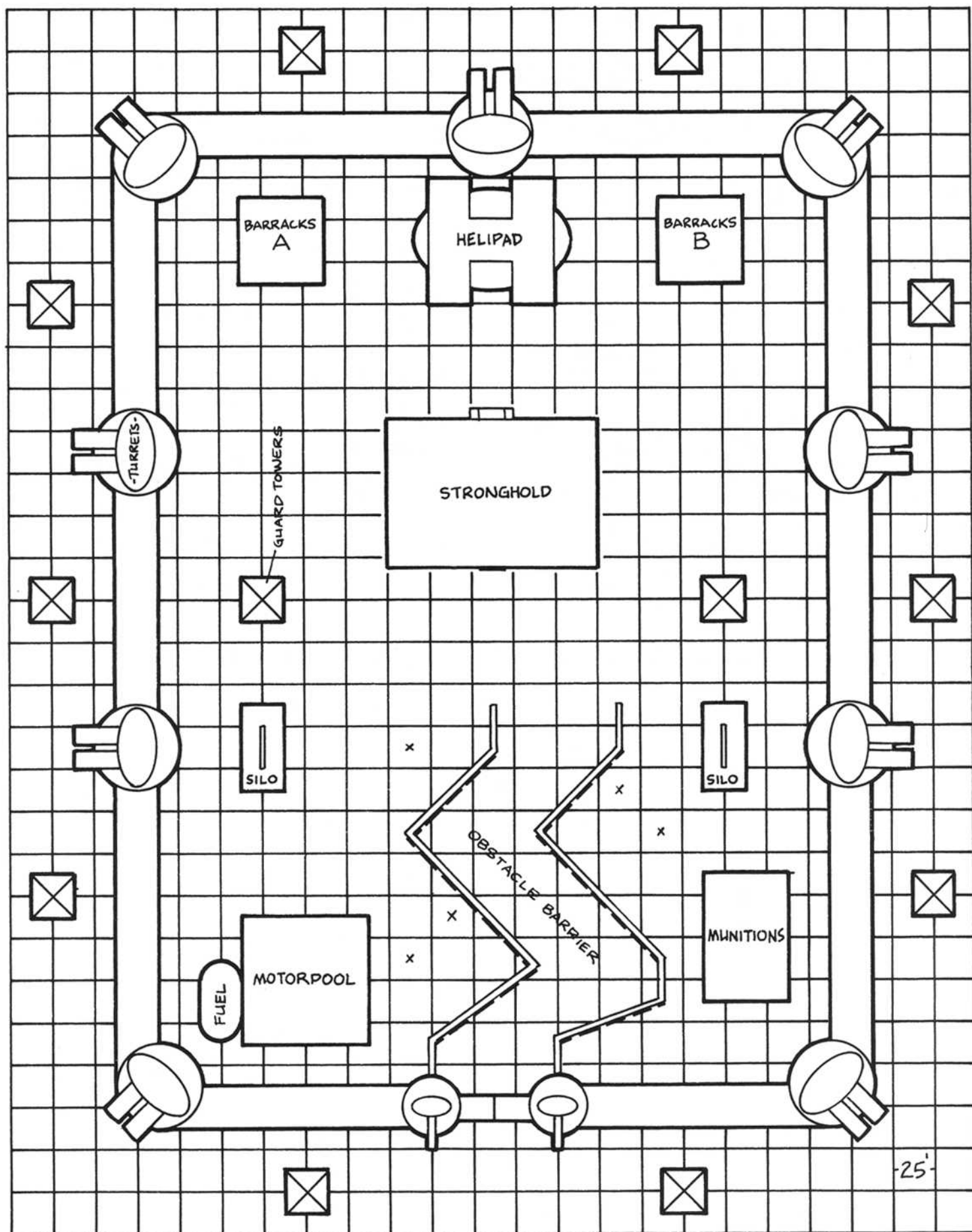
No.	Level	Hits	Power	Agility	Move	Damage	Accuracy	HTH
1	1	6	50	11	36"	—	—	1d6
2	1	8	60	12	48"	+1	+1	1d8
3	2	4	48	16	52"	+2	+2	1d4
4	2	5	49	13	35"	+1	+1	1d4
5	3	7	56	14	46"	+1	+1	1d6
6	4	6	49	11	43"	—	—	1d6

Soldiers wear Armor: ADR 30, carry Energy Pistols and Energy Rifles (see V&V Rules), and travel on foot or in armored Land Rovers

## SOUTH AFRICA







(50% travel each way). Treat the armored Land Rovers as 'Vans' in the V&V rulebook, with Armor ADR: 50. All squads have radios and stay in communication with the fortress and with each other. There are anywhere between six and sixteen of the squads out on patrol at any given time, depending upon how Internal Security interpret local intelligence reports and if it feels there is any threat to the fortress nearby.

**Recon Towers:** There are ten of these guard towers located about the fortress and two within the fortress walls. They are thirty feet tall, contain heavy machineguns and are each manned by two or three men.

The machineguns have a range of 100 inches, HTH + 6 to hit, and do 2d8 damage.

**The Wall:** The wall surrounding the Commander's stronghold is twenty-five feet thick and fifty feet tall. It is made of solid granite with outer steel reinforcing. Structural Rating is 15.

The large turrets sport the fortress' heavy artillery. They have a range of 250 inches and do 3d20 damage to a 5 inch wide area. They are +3 to hit. These turrets are each manned by two soldiers, a gunner and a targeting specialist.

The smaller turrets which defend the fortress doors require only one gunner as all targeting is handled by a small built-in computer. These guns do 2d20 damage with a +5 to hit and have a 30 inch range.

**Truck Obstacle Barrier:** This is a series of cement barricades which all vehicles must pass through before being allowed near the stronghold itself. Either side of the barrier has spaces marked 'X.' These areas are mined. Anyone traveling through these areas must make an Agility save versus their Agility on 1d20 or set off a mine. Treat mines as Medium Bombs as per the V&V rules.

**Missile Silos:** There are two of these on the fortress grounds. Each contains sixteen surface-to-air missiles to defend the stronghold from an air strike. Treat missiles as HTH +5 attacks doing 2d20 damage to everything within an 8 inch radius. They travel at 1760 inches per turn and move at 12 (for initiative). When a missile moves in close enough to its target to touch it, and makes a successful attempt to hit, it detonates itself. Missiles contain radar and heat-seeking devices that can track targets up to 1760 inches away. After six turns, all unexploded missiles will fall back to earth. There is a 20% chance that they will detonate on impact with the ground.

All missiles contain detailed internal radar maps of the surrounding area. It is impossible to lure a missile into hitting the fortress, and even missiles falling over it that have run out of fuel will detonate themselves if they are at a height which will not cause damage to the fortress.

**Barracks:** These buildings contain three above-ground stories and three below-ground stories. The Barracks buildings (A and B) have fifteen dormitory style rooms per level plus latrine, shower and mess facilities. These buildings can each house up to 270 men.

**Helipad:** This helipad is large enough to accommodate even the largest of helicopters currently in use by the Buranian military forces. When the helipad is not being used, it slides open to reveal an olympic-sized swimming pool. More recently, the Commander has allowed his men to use the space as a volleyball court.

**Motorpool:** The garage and maintenance area of the fortress houses various military vehicles, jeeps, half-tracks, armored cars, escort motorcycles, etc. Hidden beneath the camo-pattern tarp is the Commander's personal tank.

#### The Commander's Tank

Weight	Passengers	Cargo Capacity	Speed	Hit Points:	
40,000lbs.	1 + 3	10,000 lbs.	80	Demolish	Disable
				8000	2000

The tank has armor plating equivalent to Armor ADR: (140). It has the following armaments:

2 Omni-directional machineguns: 180" range, HTH+3 to hit, and does 2d8 damage.

4 forward firing machineguns: 100" range, HTH+1 per bullet fired, damage is 1d10 per bullet fired (-1 per point of damage to each bullet fired for each bullet fired after the first bullet).

Particle Beam Weapon: 29" range, does 2d20 damage, attacks as a Disintegration Ray, 11 shots per recharge.

Flame thrower: 26" range, does 1d12 damage, attacks as Flame Power, 18 shots per fuel load.

Lightning Generator: 30" range, does 2d8 damage, attacks as for Lightning Control, 15 shots per recharge.

The Commander's console in the tank is covered with a Plastisteel dome (Structural Rating of 14) which has been treated to be especially heat-resistant. Heat/fire/electrical damage done against this dome shield is reduced to one third (rounded up).

The tank is equipped with a microwave broadcast system and a satellite dish so that the Commander can communicate with the fortress

at all times, even when he is thousands of miles away.

**Munitions Storage:** Here assorted weapons, ammunition and explosives are stored. The building is completely flameproof and has an airtight seal on the door and windows.

## THE STRONGHOLD

### Level One:

**Administration Lounge:** A room containing a couch, several comfortable chairs, a bar and various tables and end tables. This is where important Buranian administrators and the Commander's more civilized flunkies go to tie one on.

**Art Gallery:** Here a small, but priceless collection of beautiful African art is permanently on display. There are also a number of European works, including several that were brought over during the heyday of the British Empire. On some of the artworks there are small plaques indicating that the particular piece was donated by one of many large corporations. One of them has been donated by the Matrix Corporation.

**Communications Room:** This room monitors radio and television broadcasts from all over Europe and Africa. It is filled with machinery and operator stations. A powerful microwave communications system which broadcasts through a satellite dish hidden in the jungle is controlled from here as well.

This is also where various secret messages to and from the Commander are coded and decoded.

**Computer Room:** This room contains the gigantic mainframe and storage unit for the fortress's entire computer system. The room is constantly airconditioned to keep the mainframe from overheating and the system from going down.

**Dark Room:** Here is a complex, technical photo-developing room equipped to handle anything from spy satellite photos to family snapshots.

**Dining Room:** This enormous room shows off an intricately carved, thirty-foot long dining table. The floor is covered with a burgundy Oriental rug and ten-foot tall oil-on-canvas portraits of the Commander and members of his family adorn the walls. On the table rest five solid gold candelabra.

**Entrance Hall:** The floors and walls of this room are of solid marble. Various large potted palms have been placed along the walls here. The ceiling is twenty-five feet high and it is adorned with an inlaid carving of a map of Africa with Buran marked in gold.

**File Room:** The door to this room is always locked. In it are microfiche files on passports, criminal records of the Buranian citizenry (including how they voted in the last election), information on dozens of illegal operations of the government of Buran, and dirt on the Commander's political opponents.

**Freezer:** This is a large, walk-in freezer containing plenty of fresh (now frozen) meat.

**Kitchen:** A fully-stocked, large-scale kitchen with all the modern conveniences. A staff of kitchen help usually keeps this place busy preparing something or other twenty-four hours a day. Here are the facilities and ingredients to prepare virtually any dish once could possibly desire.

**Lavatories (Men's and Women's):** These are the men's and women's bathrooms.

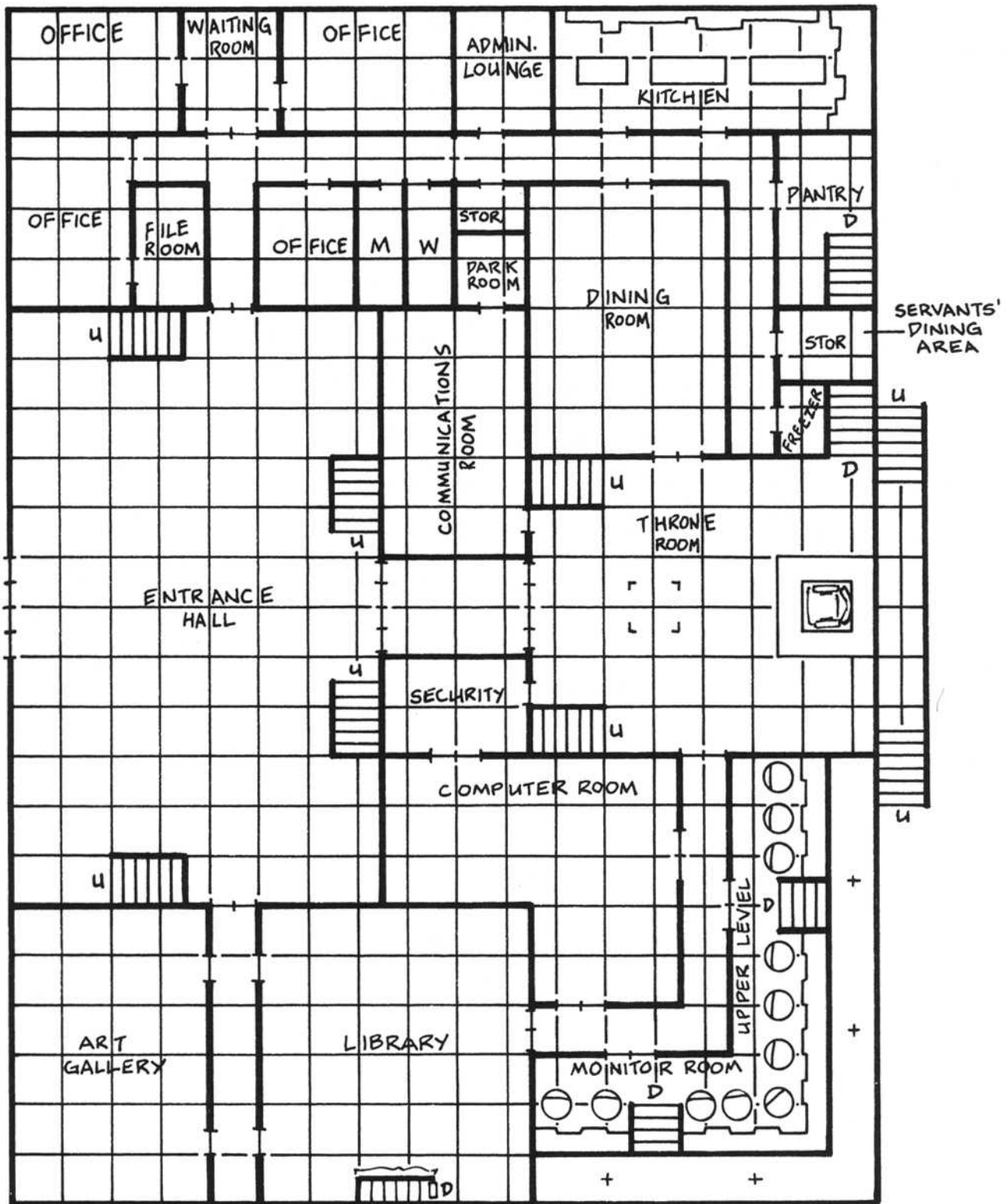
**Library:** This room is full of bookshelves. They completely line the walls. This library contains works of classical literature, history, science and religion, military history, and philosophy. There is a section filled with music albums on compact discs. There is everything in music from classical to the Beach Boys. In the northwest corner of the room is a large computer terminal where literally thousands more books and magazines are stored on floppy discs. In the center of the outer wall is a large, intricately carved oak mantelpiece. Hung on it are the horns of an African antelope. Along the left hand side of it is a secret panel which reveals (when opened) a flight of stairs that go down into the Commander's hidden bomb shelter.

**Monitor Room:** The multi-level monitor room receives everything from radar signals, data from weather forecasting equipment, to video feeds from all over the stronghold, the fortress grounds, and much of the jungles and surrounding area.

The outermost wall is completely taken up by a large digital view-screen. This can be programmed to carry either a multitude of small displays monitoring virtually everything about the surrounding or a single large picture. In times of crisis, it automatically switches to the 'Big Picture,' usually either a map of Buran or a tactical view of the fortress and its surroundings.

**Offices:** The offices on this level are modestly furnished and are occupied by whatever low-level bureaucrats that the Commander should require to have on the premises at that time. They could be dealing with anything from tourism to intelligence gathering.

## LEVEL ONE



**Pantry:** Here, bread, canned fruit, and canned vegetables are kept in shelves along the western wall. In the southeast corner of the room are several refrigeration units for the storage of fresh fruit and vegetables, milk, cheese, and other perishable goods.

**Security:** This is the office of the Commander's Honor Guard and special escorts for guests in the stronghold. Also, all computer use in the stronghold is monitored and can be overridden from a special security terminal at the push of a button.

**Storage:** Here, various equipment, junk, spare uniforms, etc. are stored. Note: the Storage area adjacent to the Freezer also has been set up as a dining area for the fortress servants.

**Throne Room:** This majestic room is covered with marble and has

a very high ceiling, like that of the Entrance Hall. Various flags and banners hang on the walls. Ten feet before the throne itself is a hidden trap door. When a hidden activator is pushed on the right armrest of the throne, the door opens and the victim will fall into a cell below.

**Waiting Room:** A waiting room and reception area furnished with two couches and assorted comfortable chairs. A coffee table in the center of the room is covered with the latest issues of news and art magazines from Europe and America. A television set sits in the south-west corner of the room, but it is broken.

#### Level Two:

**Balcony:** This is used primarily as a speaking platform for the



Commander when he addresses his troops. Along the underside of the railing are two pushbutton controls. These activate the conversion of the helipad into an olympic-sized swimming pool.

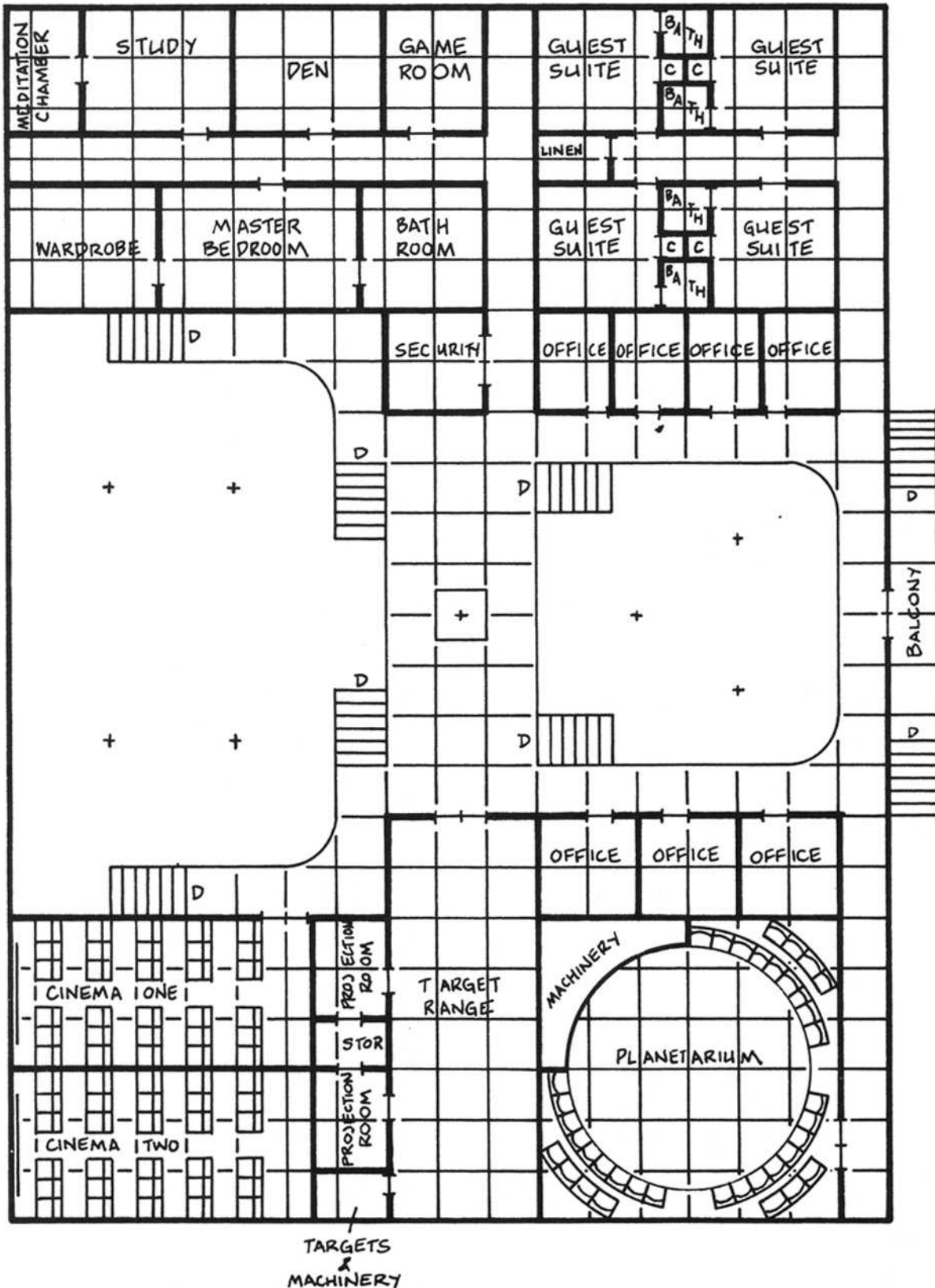
**Bathrooms:** All of the bathrooms on this level are ultra-luxurious. The bathrooms adjacent to the guest rooms contain six-foot wide sunken bathtubs. The one connecting to the Commander's Master Bedroom has a hot tub large enough to accomodate twelve people.

**Cinemas (1 & 2):** Being quite a motion picture buff, the Com-

mander demands that the premiere of any motion picture to be shown in his country be held at his Stronghold. Currently showing are Bill Murray in *'The Razor's Edge'* and the uncut version of *'Once Upon a Time in America.'* These theatres are for the exclusive use of the Commander and his guests.

**Closets:** If the Commander is expecting a guest, he will usually have the closet in their room filled with expensive, brand-new high-fashion clothing, perfectly matching the guest's size and tastes.

## LEVEL TWO



**Den:** This is basically a room filled with furniture for comfort, rather than for luxury. Here will be found overstuffed couches and leatherbacked chairs. The floor is covered with white, shag carpeting. On the walls are display cases filled with medals awarded to the Commander by himself. In the corner sits an old Victrola and an equally old wooden box filled with seventy-eights.

**Game Room:** The walls of this room are filled with shelves containing all sorts of wargames. The Commander has every game that has ever been produced by Avalon-Hill. A large table is in the center of the room, surrounded by office style chairs. On the table is an Apple IIe Computer and a file filled with games on discs.

**Guest Suite:** Each of these extravagant rooms has a king-sized four poster bed, a recliner, a comfortable chair, a chest of drawers, a night table, a bookcase, and a television set.

**Linen Closet:** Here the servants get all the fresh linen for the bedrooms.

**Master Bedroom:** The Commander's own bedroom is furnished in a rather spartan style. It is all white and the floor is bare. The Commander sleeps in a modest double bed and keeps his uniforms in a tiny pine wardrobe.

**Meditation Chamber:** This room contains a small shower stall, a sensory deprivation tank, a massage table which reclines at remote control, and a bio-feedback machine.

**Offices:** The offices to the right of the Commander's throne are occupied by high-level national bureaucrats and representatives of the multi-national corporations with interests in Buran. These offices are rather small, ill-furnished, and poorly supplied. The offices to the left of the Commander's throne belong to the heads of the Commander's Cabinet of Ministers. While these offices are extravagantly furnished, their occupants do not usually stay long. The membership of the Cabinet has changed two to three times annually.

**Planetarium:** This miniature planetarium was constructed and installed during a time, several years ago, when the Commander possessed a nearly limitless fascination with astronomy. He has long since tired of it altogether and the rather elaborate set-up in the planetarium shows signs of disuse. When the machinery in the southwest corner of the room is activated, a starfield is shown on the walls and ceiling above. It is practically indistinguishable from a real outdoors night sky, except for perhaps its clarity. Various switches activate simulations of comets, the Northern Lights, and other stellar special effects.

**Projection Room:** These are the projection rooms that show the movies viewed in the cinemas. In the center of the southern wall is a large, delicate and expensive film projector. Along the north wall are racks filled with reels and reels of film. One could find almost anything here, from Max Fleisher cartoons to porno movies.

**Security:** This room is similar to the Security Room on Level One, except that the main purpose of this room is to have a station for the guards who are posted to insure that the Commander is not disturbed when he goes off into his own private section of the stronghold.

**Storage:** This room basically contains spare parts for the movie projectors, some tools and various odds and ends.

**Study:** This is sort of an informal office. A small oak desk is found at the back of the room so that it is facing the door. The walls are lined with bookshelves filled with annual reports on the state of Buranian affairs.

**Target Range:** The Commander and his more elite guards carry out target practice here on this sophisticated electronic target range.

**Target Machinery:** Here are boxes filled with spare targets for the range, and the machinery that moves them about.

#### Sub-Level One:

**Air Conditioning/Power Plant:** This room houses the power generator, the backup generator, and the air conditioning units for the entire stronghold. Controls for regulating everything run all along the south wall of the room.

**Armory:** The solid steel doors to this room are kept locked at all times. Here, hundreds of automatic rifles and pistols, energy rifles and energy pistols are all stored.

**Cell:** These cells have barred jail cell type doors. They are dank and rat-infested. There is only a straw mat on the floor for use as a bed. On a small wooden stool sits a grimy bowl where bread and water are placed at the prisoner's feeding time. In the cell marked with a square is the location to which those victims of the trap door in the Throne Room will fall. The cell marked with an 'X' is that where the former President of Buran, Dr. Joseph Malwa, can be found.

**Clothing/Medical Supplies:** In this section of the Commander's hidden bomb shelter is stored all sorts of clothing of every imaginable type. In the center of the west wall is a small safe containing a disguise kit and a logbook filled with false identification papers. Even if the entire fortress were to be destroyed and taken over by enemies, the

Commander could resurface months later in a completely different identity and make good his escape. There is also enough clothing to accommodate several female guests. A small washer/dryer is also here.

Along the north wall is stored enough medical equipment to handle virtually anything short of a major medical emergency. A small refrigerator contains a well-stocked pharmacy.

**Communications:** This section of the Commander's hidden bomb shelter is set up along the lines of the Communications Room on Level One, only on a much smaller scale. From here, he can broadcast to anywhere within a three hundred mile radius. A signal scrambler prevents the source of his transmissions from being detected.

**Emergency Power Plant:** This is the power plant for the Commander's hidden bomb shelter. The power supplied by it is completely regenerating and could run the shelter indefinitely.

**Food Storage:** This is actually a walk-in freezer which stores the food for the Commander's hidden bomb shelter. One could find everything here from caviar to beef jerky, from crates filled with bottles of fine wine to fifty gallon drums of drinking water.

**Interrogation Room:** There is nothing in this room save for four bare, blood-soaked walls and a single, naked white light bulb which hangs from the ceiling. In the floor of the northwest corner of the room is a trap door which opens up to a bottomless pit. Here the dead bodies of countless torture victims have been unceremoniously dumped.

**Laundry:** Here are rows of industrial-sized washers and dryers that handle the wash load for the entire fortress.

**Maintenance:** Here is the janitorial station that maintains the Power Plant and the Air Conditioning System.

**Security Center:** This is the security headquarters for the whole stronghold. Desks of various high-ranking guards have been set up around the room. Racks full of weapons are on the wall, as well as posters of some of Buran's most wanted criminals.

**Security Office:** This is the office of the Commander's Director of Personal Security. The steel doors along the south wall are kept locked at all times. The electronic lock that seals them can only be opened by punching in the correct code at the computer terminal on the director's desk. There is a Buranian flag hanging over the west wall of the office. Behind the flag is a wall safe containing over one million pounds of Buranian currency.

**Servants' Quarters:** These rooms are fashioned after military barracks with rows of bunk beds and footlockers where the stronghold's servants sleep and store their private possessions. Two of these rooms are for men, while the other is for women. The stronghold can house a total of up to sixty servants.

**Showers:** This white tiled room contains rows of sinks and showers for the use of the stronghold's servants.

**Sleep Chamber:** Here, a set of comfortable double beds have been set up for the Commander and up to five guests. The room is littered with boxes of money and personal possessions.

**Storage Area:** This big vault has an airtight seal and contains so many odds and ends that to describe them here would be impossible.

**Weapons Storage:** This room in the Commander's hidden bomb shelter is similar to the Armory in the Security Section of the stronghold. The door to this room contains a combination lock. Only the Commander knows the combination. Here are enough weapons to arm six people to the teeth.

**Wine Cellar:** This room is filled to the ceiling with racks full of wine bottles and bottles of dark ale.

When moving through the fortress, a group of 1-4 guards will be encountered on any roll of 1 or 2 on a six-sided die. Roll whenever anyone enters a room, turns a corner, or has expended their entire movement rate in one turn while moving through the stronghold.

**Historical Note:** The Commander's Fortress first appeared in the DNAGents No. 6.

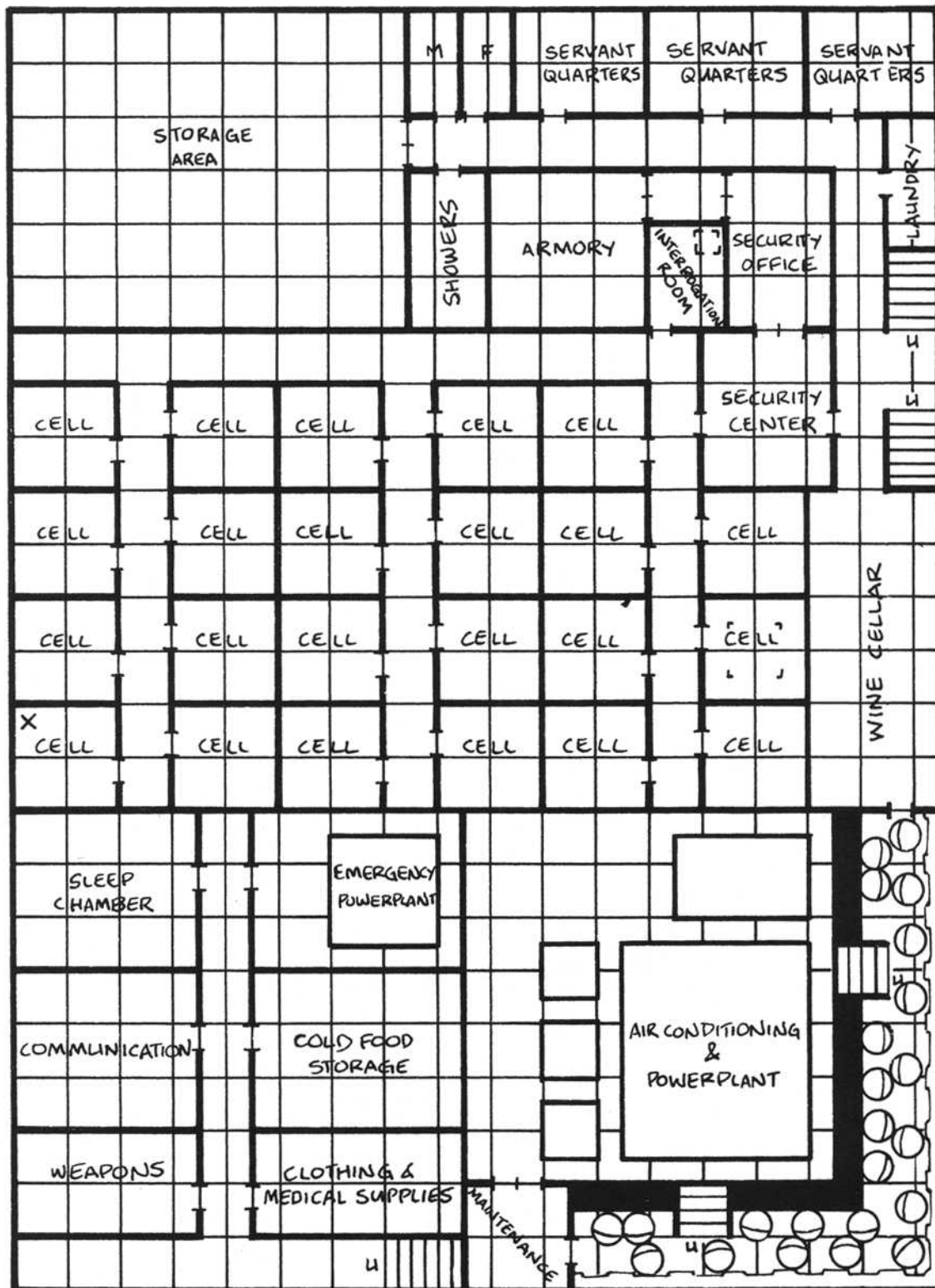
### 5.3 THE BLACK BOX

The following section is a mini-adventure freely adapted from the events in the DNAGents issues 11 and 12. It is written for use with a group of players who are taking the roles of the DNAGents, but with a few adjustments it could be used with any V&V characters. The adventure differs significantly from the original story's plotline so that players who have read those issues can still participate without having an unfair advantage over the other players. Trying to second-guess the Gamemaster or assuming they know what is going to happen in advance would be a big mistake on the part of any player.

#### BEFORE THE ADVENTURE BEGINS

The GM should arrange to let the players know (towards the end

## SUB-LEVEL ONE



of their previous adventure) that Krell is taking an indefinite leave of absence. He sends a memo to all department heads at Matrix, informing them that he is leaving on vacation and will be gone for at least several weeks. In his absence, Hotchkiss (if the GM's campaign is more up-to-date with the comic book, he may use whatever replacement for Hotchkiss he chooses from the **DNAgents** or he can create a minor NPC Vice-President of his own) is in charge.

#### THE WORLD HELD HOSTAGE: DAY ZERO

Having just returned to Beachgrove University after a secret mission

for the Matrix Corporation, the **DNAgents** will sometime during the course of the day hear the following bulletin from the Cable News Network:

*'The top story, the sudden destruction of one of the U.S. Virgin Islands by what experts are now saying was a small nuclear device. The explosion occurred at just after seven a.m. (3.25 Pacific Standard Time) and was heard on other islands over one hundred miles away. Witnesses on various fishing and pleasure craft in the area claim to have sighted a 'mushroom cloud' similar to one that would have been created by*



a nuclear detonation.

But, perhaps nothing tells the story as dramatically as these pictures taken by an orbiting weather satellite. (In the first picture, the island is in plain view, in the next, taken a few hours later, the island is gone.)

Already a wide range of conjecture exists as to what caused the explosion which has caused the deaths of thousands of people and countless millions of dollars of damage.

The President is cutting short his vacation on his California ranch and is even now en route back to Washington via Air Force One. The White House has made no official comment at this time.'

#### WORLD HELD HOSTAGE: DAY ONE

At approximately 11:47 a.m. Pacific Standard Time, the tracking station just off Zuma Point, California picks up a large aircraft that refuses to identify itself. Soon, the Air Force sends up an interceptor which sights the intruder. It is unidentifiable and indescribably huge. Before the interceptor can take action, it is destroyed by a battery of weapons aboard the intruder aircraft.

The mysterious craft then completes its mission by depositing an enormous black box on the beach at Malibu. Before it can be stopped by a recently scrambled fighter squadron, the intruder tears off at unmatched speed. But the black box remains. It is fifty feet high and twenty feet wide per side. There are no openings on it anywhere and it appears to be made of obsidian. A crowd forms to get a better look at it, the police hold the crowd back and the arrival of the black box is announced on the news.

Soon, the offices of *USA Today* (newspaper) receive a telephone call from those claiming to be the deliverers of the box. They claim responsibility for the destruction of the island the day before. They announce that the black box in Malibu will detonate, resulting in the total destruction of California, unless their demand for ten billion dollars is met within forty-eight hours.

It is at this point that Matrix summons the DNAgents. Upon their arrival, they are taken up to the 'Big Office,' where Hotchkiss has relocated his workspace (including replacing Krell's picture of his deceased wife and daughter with one of Hotchkiss's own mother). There, Hotchkiss, Dr. Harden, and Tawny Shepherd proceed to brief the agents on the events of the 'Black Box Crisis.' A large viewscreen covering one wall will display photos of the intruder aircraft as Mr. Hotchkiss continues:

*'This plane is the 'Mothership.' It was designed and built by Matrix as a prototype for the Strategic Air Command. It's one of those planes that the President is supposed to be able to use to ride out a nuclear war. It was stolen from us less than twenty-four hours prior to the Black Box Crisis. The theft was not reported as Matrix cannot afford to lose this contract and we were about to take measures to recover it ourselves. But, it's too late for that now. If it is learned that the Black Box Terrorists are utilizing Matrix technology, the corporation may be falsely incriminated.'*

*Also, the Black Box presents a threat to billions of dollars of Matrix property. Your mission is to track down these terrorists and use whatever means necessary to stop them and recover the Mothership. Unfortunately, we have no leads as to where they are located, so our only recourse is to put you in touch with someone who might. You are to contact the authorities in charge of dealing with the Black Box Crisis and offer your assistance. It's not the best of plays, but it's the only one we have at this stage of the game. How you proceed with this is left to your own discretion. Keep us informed.'*

#### MATRIX IS NOT GOD!

At this point it will be up to the players to decide exactly what course of action to take. They may head straight for the Black Box and check things out, they might wish to fly to Washington and demand to speak to the President, or they may walk into the nearest Police station and ask to speak to the Sergeant on duty. It is up to the GM to be prepared for any eventuality.

They will discover that California is in the grips of Black Box paranoia. Highways are jammed, boatyards are emptying of ships and all commercial airline flights are booked solid. Ad hoc plans are hastily being made for evacuation, but such a thing is obviously impossible.

As if things weren't already bad enough, the *National Inquisitor* (the first newspaper in the country to print pictures of the DNAgents) has rushed out a special edition. A front page article exposes 'proof' that the DNAgents are personally responsible for the Black Box Crisis. They have taken their pictures, cut them out and pasted them over a picture of the Black Box to create the false impression that the agents were on the scene. This newspaper begins hitting the streets at approximately the same time that the DNAgents begin their investigation. It sells like hotcakes.



Amidst the tension of the overall situation, most people who see this 'news' article will respond with a simplistic 'knee jerk' reaction. Hence, all but the most discreet of activities on the part of the agents will result in massive, violent protesting. The police will watch the DNAgents carefully to see how they will respond.

If the DNAgents respond with force in kind, they will automatically be branded as trouble makers and the police will try to arrest them. If the DNAgents resist, the police will respond with force. If the DNAgents escape, they will have an All-Points Bulletin put out on them and the police will be after them wherever they go.

If the DNAgents purposefully avoid the crowds or finesse their way through them, the police will be quite impressed. Unfortunately, they will still reject any DNAgents' offer of assistance as the presence of the DNAgents would provoke too hostile a reaction from the populace. The situation does not need to be any more complicated than it already is for the police. The government certainly does not believe the rather shallow accusations of the *National Inquisitor*.

Despite their all around lack of success, the agents will be able to learn two things:

- An FBI agent investigating the Black Box Crisis has strong suspicions that a Matrix aircraft was somehow involved in the box dropoff, and is very curious about exactly what part the agents play in all of this. (GM Note: This agent will try to follow the player-characters/DNAgents, harass someone at Matrix, or somehow get into everyone's hair. His stats are provided at the end of this adventure in the section on NPCs.)
- The box has recently started ticking.

Upon learning these two things, the players should be called back to the offices of the Matrix Corporation.

#### BUS STOP

When the DNAgents return, Hotchkiss, Dr. Harden and Mr. Undermann from the Matrix Board of Directors will have more news for them. They will show the players a videotape from one of the cameras in the security center at the installation where the Mothership had been kept. This tape had originally been erased, but the images have been restored by the Matrix labs. The tape shows Lucius Krell letting an unauthorized flight crew onto the Mothership. He joins them inside and the plane takes off. Krell is undoubtedly directly involved with the Black Box scheme and Krell can be located.

Dr. Harden manages to activate a subcutaneous tracking device that was secretly placed on Lucius Krell years ago. A special order of the Board of Directors once dictated that all key executive level personnel should be monitored at their notice of time of emergency. At this announcement, Hotchkiss gulps, as this means that he too must have one . . . Harden enables Rainbow to tune in on the device's frequency with her mental powers. Matrix hurriedly dispatches the Bus, the special vehicle of the DNAgents (see section 7.2) and sends them off to find Krell.

'Remember,' Hotchkiss tells them as they leave, 'Krell is a thief, an extortionist, and a terrorist. He's put Matrix in a very precarious position and left you to take the blame for his actions. Don't be gentle.'

#### KARTEL ISLAND

After an approximately seven hour long flight, the DNAgents will locate the source of the tracking signal. It is a small island only a few hundred miles from the one destroyed by the first Black Box. The map identifies this island as a 'Kartel Island' and the Bus's on-board computer reveals that its owner is a man named Joshua Kartel. If the players wish, they can get a computer link-up via satellite back to Matrix. (GM Note: Any transmissions would, of course, be picked up by a tracking station on the island.) Matrix will have additional information and will reveal the following:

*'Joshua Kartel is a forty-seven year old caucasian. Kartel served seven years as a Major in the U.S. Army during the Viet Nam War. After returning to civilian life in 1971, he founded Kartel International Ltd., a real estate and investment firm. He was found 'not guilty' of charges of income tax evasion in 1977. Kartel was indicted by the Securities Exchange Commission in May of 1983 and has since fled the country to his private island in the Caribbean.*  
*No other information is available.'*

If the player-characters do a fly-by of the island, they will see that one side of the island is taken up by an armed camp and training ground while the other side is a large, luxurious-looking estate. In both places the 'snake flag' of the American Revolutionary War (the one bearing the motto 'Don't Tread on Me') is flying above an American flag of the usual variety.

The signal from the tracking device seems to be coming from the jungle in the middle of the island, between the camp and the estate. If they land, Rainbow will be able to locate the signal. Somehow the tracking device has been removed from Lucius Krell.

The DNAgents have been led into a trap. If Rainbow scans for thoughts, she will be able to detect a large group of people approaching. They have guns and are hunting for the DNAgents/player-characters. If the agents/players try to retreat into the jungle, they will run across a series of booby-traps. As the mercenary hunters close in and the traps start to go off, a battle is imminent. The mercenaries will first try to capture the Bus to prevent the DNAgents from escaping. From there, the mercs will carefully pursue the agents into the jungle. A mercenary will only set off a booby trap on a roll of twenty on a d20.

Each DNAgent will have to make a save on 1d20 against the Agility to avoid setting off a trap once per action if they expend any movement for any reason.

#### Booby-Trap Table (roll 1d8)

1	.....	Paralysis Ray
2	.....	Net Trap
3	.....	Poison Darts
4	.....	High Voltage
5	.....	Punji Spikes
6	.....	Nerve Gas
7	.....	Pit Fall
8	.....	Land Mine

**Paralysis Ray:** A 4th level paralysis attack, as per the power. Range is six inches.

**Net Trap:** HTH + 3 to attack, 4th level. If ensnared, a victim must make a save versus Strength or Agility on 1d100 to escape.

**Poison Darts:** HTH + 1 attack at 4th level. Roll 1d4 to determine the number of dart attacks. Darts do 1d3 damage per dart plus the victim must save vs. Endurance on 1d100 or take an additional 2d6 points of damage.

**High Voltage:** A 4th level lightning attack as per Lightning Control, does 2d8 damage, Range = 12 inches.

**Punji Spikes:** A wall of punji spikes topples upon the victim. Agility save versus 1d100 to avoid. Does 2d6 damage per turn pressed into it. Carrying Capacity must exceed 500 pounds to physically escape without assistance.

**Nerve Gas:** Attacks as 4th level Chemical Power attack. Causes blindness and halves movement until the victim makes a save versus Endurance on 1d100. Roll once per turn.

**Pit Fall:** Agility save on 1d100 or the victim will fall into a ten by ten foot pit, twenty feet deep. The spiked bottom causes 1d4 + 2 points of additional damage.

**Land Mine:** HTH + 4 attack, 4th level, 1d20 damage, 3 inch blast radius.

If the DNAgents make their way towards the training grounds, they will run into a group of six mercenaries-in-training (count as first level). The mercenary base camp will have only a token force of twelve mercenaries guarding it.

If they make their way towards Kartel's chateau, they will find it and the grounds filled with beautiful, semi-clad women and various members of the nouveau rich. They will offer little resistance. However, the grounds of the estate are patrolled and guarded by Kartel's Hunter-Killer Robot. Should the players/DNAgents manage to defeat the killer robot, Kartel will retreat on horseback and will try to make it to his private airstrip. From there, he will try to escape in his Lear Jet and make his way to the Bahamas.

If Kartel is captured, he will be able to reveal two things:

- Kartel and Krell were working with a third, silent and anonymous partner. Kartel figured that ten billion dollars would be better

split two ways, rather than three. A few hours ago, the U.S. Government agreed to their demands and Kartel sent Krell with one of his own agents to pick up the ransom money. Once it is secured, Krell is to be eliminated.

- The original Black Box scheme involved placing a fake device on the beach at Malibu. But, Kartel (who supplied the group with the Black Boxes) believes that America needs another threat against her liberty to return her to her previous state of strength and greatness. So he had arranged to have an actual, acting working nuclear device inside the Black Box. It is set to detonate in less than eight hours.

To save both Krell and California, the DNAgents will have to split up.

#### SAVE THE MONEY!

Kartel can give the DNAgents the exact location of Krell and the ransom. It is being picked up in a mini-sub piloted by Kartel's agent, a paid assassin named Ms. Montgomery. In the Bus, finding the sub and getting to it will be a snap. While Ms. Montgomery is a professional, she is certainly no match for the DNAgents. Upon their arrival, she will take Krell hostage and submerge the sub. If the DNAgents attack, she will threaten to kill Krell. If there is a struggle, the GM should arrange to have Ms. Montgomery 'accidentally' detach to buoy containing the ransom money from the sub's grapple arms. The ransom money will sink to the bottom of the ocean, putting Krell in agony. Should all this fail to save her from the DNAgents, Ms. Montgomery will surrender to the player-characters/DNAgents.

When the DNAgents again meet up with Krell, he will probably have a great deal of explaining to do, so here it goes:

*'Udermann told me that Matrix had found a higher bidder for the Mothership. He said the Joshua Kartel was willing to double the Government's offer, and that was saying something. The only catch was that Kartel wanted the chance to meet 'the famous Lucius Krell.' No problem, seeing as how Kartel had some sort of private resort set up on his own private island I decided to spend some vacation time down there. I rode along with the Mothership flight crew. Once at Kartel Island, I was told that I was now participating in a multi-billion dollar extortion scheme. I wasn't given a choice. My job was to pick up the ransom and to be the fall guy if anything went wrong. Kartel ripped some sort of a bug out of my arm, which I didn't even know was there in the first place, and kept it. He mentioned something about a third, silent partner. He never knew who it was, but I do. It was Udermann.*

*Either way this elaborate scheme worked out, he had something to gain from it. If the plan succeeded, Udermann gets rid of me and makes that pushover Hotchkiss President of Matrix, Kartel and his thugs kill all of you, whom Udermann has always viewed as an embarrassment to the company, and Kartel and Udermann split the ten billion dollars.*

*Should the plan fail, if Kartel did not kill me, he'd have you to do the job, Matrix collects the insurance money for the blown Mothership project, and the Corporation could never be incriminated because their own agents had stopped the Crisis.*

*Well, I'm damn mad! That Udermann has been messing everyone around and the only person allowed to do that is me. Let's go back there and nail him!'*

Whether or not Krell had actually been participating in the Black Box scheme is up to the GM to decide for himself. What actions the DNAgents take against Udermann when they get back to Matrix is up to the players.

#### GOODBYE CALIFORNIA

Should the DNAgents return to California, they will have less than a half hour before the Black Box goes off. If they have notified Matrix or the authorities of the situation by radio during their return trip, the government will call in NEST (the Nuclear Emergency Search Team). They will be on the beach preparing to make a last ditch attempt at disarming the Black Box. The main problem facing the NEST team is that to disarm the bomb they need to get inside the box, but disturbing any of the outside of the box will automatically cause the bomb to detonate.

Here, the players must come up with some way to use their powers to assist the NEST team. The GM must decide if their solution to the Black Box is a viable one and what its chances are of succeeding.

(GM Note: The solution I came up with was to have Tank and Surge at opposite corners of the box, using their strength to hold it steady, while Amber lifts the top of the box off with her magnetic powers. Then, members of the NEST team can be gently lowered inside to do

their job. If time is really running out, then Surge can always make a last-chance effort to fry out the timing mechanism with a lightning bolt. This doesn't mean that this is the only solution to the problem, just one possibility.)

#### AFTERWARD

If the DNAGents decided to go rescue Krell and avoided returning to California, the GM should stand up and make loud chicken noises at his players. Dr. Harden, working with the NEST team, could have come up with some way of disarming the bomb at the last minute. This is a pleasant alternative to having all of California destroyed in one's own game universe.

If the DNAGents saved California, but left Krell to his fate, then he is still missing. The U.S. Navy found the mini-sub with Ms. Montgomery knocked unconscious inside. Krell and the money are still at large. Undoubtedly, the GM could come up with quite an adventure as to what really happened as the DNAGents go off to find Krell. So have fun.

If the DNAGents managed to rescue Krell and save California, then congratulations! The U.S. and the United Nations will each award the DNAGents a special commendation. If they brought Kartel back, they will receive reward money as per the V&V rules, page 34. If not, he will have managed to escape with his mercenaries well before the authorities can investigate the goings-on at his island. The Mothership will be found hidden in a secret underground cave marked 'M' on the island map.

When confronted, Hotchkiss will, of course, deny that he had any prior knowledge of the plan at all.

#### GUIDE TO KARTEL ISLAND

The following information should complete the information found on the island map.

#### Kartel's Estate

**Chateau:** Kartel's home is furnished in a tasteful colonial style. Much of the furniture is genuine antique, and the house is filled with

all manner of luxuries and conveniences. Other than that, it is quite an ordinary house.

**Tennis Court:** This was installed several years ago when one of Kartel's more permanent female guests developed a passion for the game. The two have since separated, but the tennis court remains. It is built on a track system and slides over to reveal an olympic-sized swimming pool beneath the courts.

**Stables:** Here the players/DNAGents will find six beautiful and well-groomed Arabian thoroughbred horses. A trainer and stable boy are always on duty here. They will offer no resistance to the DNAGents unless the heroes do something which may harm the horses.

#### The Mercenary Camp

**Main Hall:** This general meeting area is used for everything from mess (dining hall) to holding important briefings. There is also a small office for the commanding officer, an office for Kartel, and a radio room.

**Barracks:** These are typical army barracks design, consisting of a long hall filled with bunk beds and footlockers. There are also shower/lavatory facilities and a small recreational area.

**Water Tower:** The water tower contains the entire water supply for the camp. Atop has been built a small machine gun nest. It has a range of 200 inches and does 1d12 damage per bullet, otherwise use the regular auto-fire rules.

**Storage:** This warehouse contains everything from canned food, uniforms and spare vehicle parts to guns and ammunition. There is also a small office for the quartermaster with a mini-computer.

#### The Mini-Sub

Weight: 6000 lbs.

Passengers: 2 + 1

Cargo Capacity: 500

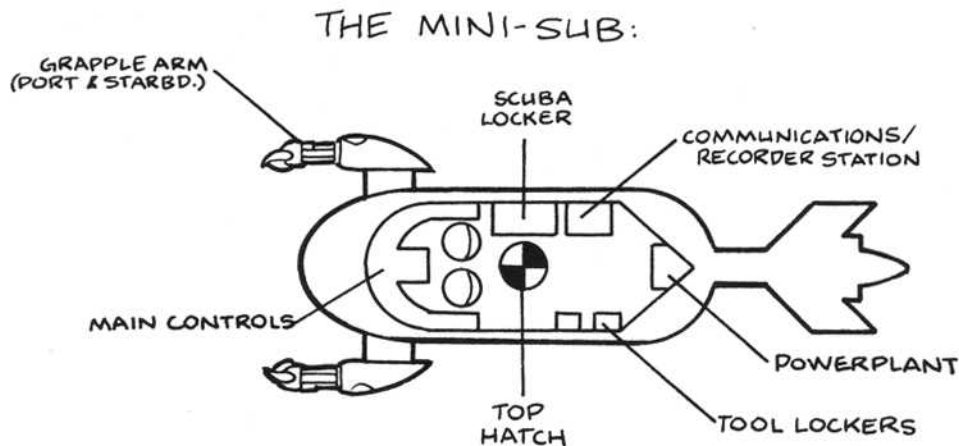
Speed: 20

Hit Points:

To Disable: 30

To Demolish: 120

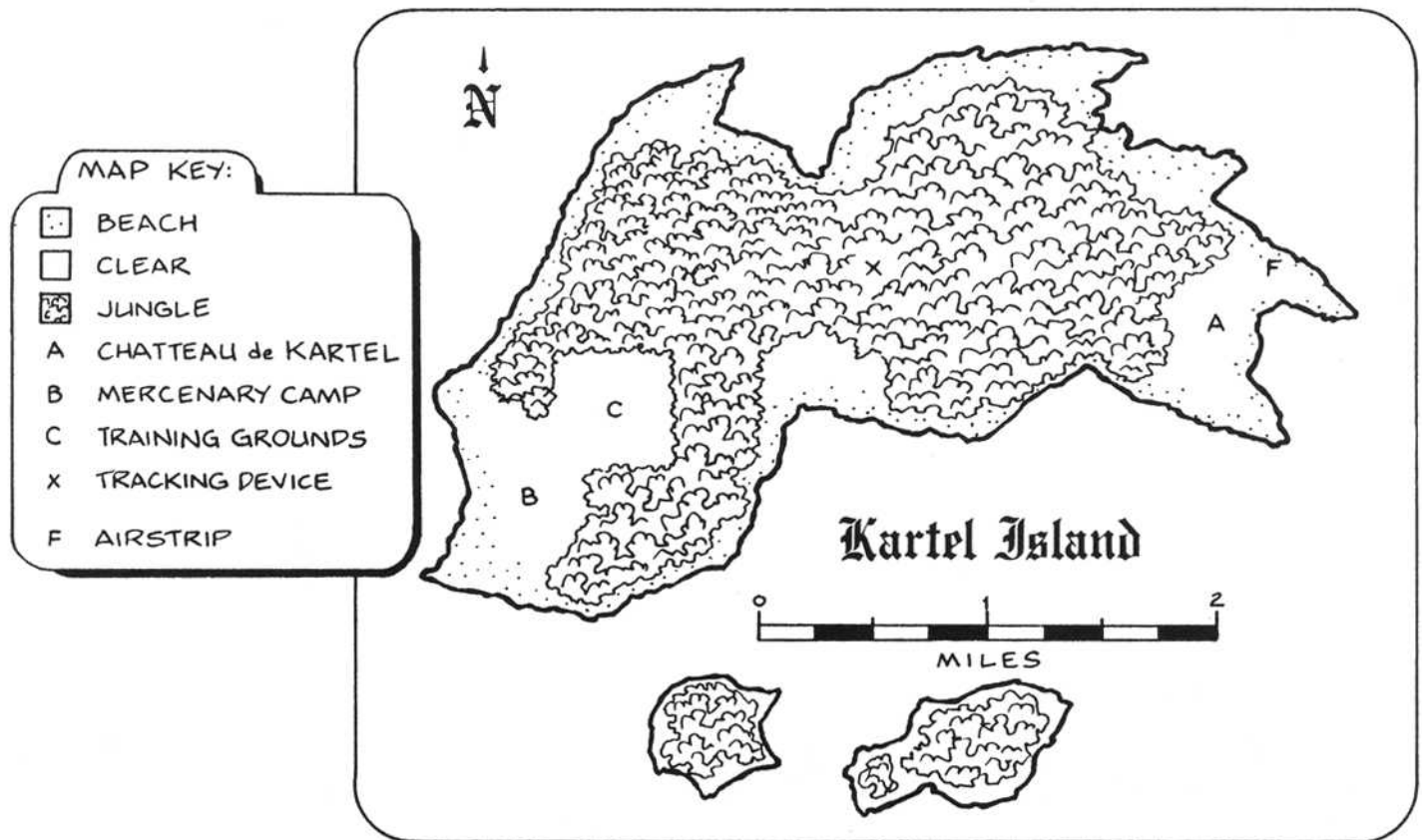
The hull of the sub has been reinforced and has a Structural Rating of 13. It has enough air to remain submerged for a maximum of eight hours.



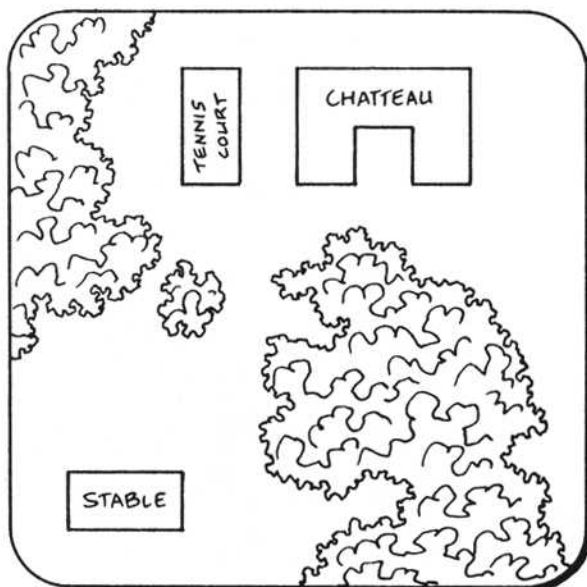
#### MERCENARIES

No.	Sex	Weight	Level	ST	EN	AG	IQ	CH	Hits	Power	Damage	Accuracy	Carry	HTH	Movement
01	M	180	1	16	13	13	12	15	12	54	+1	+1	486	1d8	42"
02	M	210	1	14	7	6	10	11	3	37	—	—2	362	1d6	27"
03	M	180	1	13	9	9	16	15	6	47	+1	—	279	1d6	31"
04	M	190	1	9	10	9	10	10	4	38	—	—	165	1d4	28"
05	M	200	2	11	15	12	7	12	9	45	—	+1	284	1d6	38"
06	M	150	2	5	15	10	15	9	4	45	+1	—	122	1d4	30"
07	M	220	2	12	8	7	14	10	3	41	—	—2	279	1d6	27"
08	M	140	2	9	11	13	12	12	5	45	+1	+1	129	1d4	33"
09	M	160	3	14	12	10	14	12	8	50	—	—	316	1d6	36"
10	M	200	3	10	10	14	13	9	6	47	+1	+1	200	1d4	34"
11	M	200	4	17	12	11	8	13	8	48	—1	—	612	1d8	40"
12	M	260	4	13	12	12	11	14	14	48	+1	+1	442	1d6	37"
13	F	130	1	8	11	6	13	8	2	38	—	—2	105	1d3	25"
14	F	150	1	11	13	11	7	8	4	42	—1	—	198	1d4	35"
15	F	140	2	11	13	5	9	11	2	38	—1	—4	185	1d4	29"
16	F	100	2	11	9	13	11	7	3	44	+1	+1	112	1d3	33"
17	F	110	3	14	16	13	14	10	10	57	+1	+1	239	1d4	43"
18	F	140	4	12	14	12	17	9	8	55	+2	+1	219	1d4	38"





### A-CHATTEAU GROUNDS



### B-MERCENARY CAMP



### THE MAIN CHARACTERS

Name	Sex	Hit Points	Power	Agility	Movement	Damage	Accuracy	HTH	Weaponry
Agent Webber	M	7	50	12	44"	+2	+1	1d4	A
Joshua Kartel	M	8	50	11	43"	+1	—	1d6	B
Ms. Montgomery	F	9	55	15	47"	+2	+2	1d6	C

A: Pistol, +3 to hit, 1d8 damage, 72" range.

B: Taser, +2 to hit, causes paralysis, 4" range. Bayonet, +1 to hit, HTH + 1d2 damage, 11" range thrown

C: Auto-pistol, 90" range, see rules on page 25. Garrote (hidden in wristwatch), HTH +1 to hit, does 1d8 damage, and the victim must save vs. Endurance on 1d20 each between-turns after caught or die.

**Agent Webber**

This man isn't evil or especially against the DNAgents. He is just doing his job. Also, he has a wife and two small children who live in Los Angeles. He is driven on by his concern for his family. If the DNAgents can reasonably prove that they are innocent of any involvement with the placement of the Black Box, and are after the same information that he is, the FBI agent might even be convinced to assist them.

**Joshua Kartel**

Kartel was born of wealthy parents and was sent to military schools starting at an early age by his father, 'to make a man out of him.' He does not seem to be effected by his experiences in Viet Nam so much as by his fanatical obsession with the American Revolutionary War. Kartel is a brilliant tactician, but despite his dabblings in terrorism, he lives the life of a wealthy recluse on his privately owned island paradise. He has a 20 Charisma.

**Ms. Montgomery**

Formerly one of the MAFIA's most gifted 'hit men,' Montgomery left them after falling in love with one of her targets and letting him go free. The man went on to testify against the organized crime bosses, putting many high-ranking mafioso behind bars and out of business. Since then, Montgomery has been on quite a few hit lists herself. She ran across Kartel in the Caribbean and works for him in exchange for a new identity and a six-digit salary.

**HUNTER-KILLER ROBOT**

Side: Kartel

Level: 4

**Powers:**

1. Robotic Body: +12 to Strength, internal Disintegration Ray device with 22" range, 1d20 damage, 17 shots per day
2. Heightened Senses Device: radar/sonar/infra-red scanners boost detection scores x4.
3. Natural Weaponry: Metallic Pincers are +3 to hit, +6 damage HTH.
4. Heightened Expertise: +4 to Hit HTH.
5. Speed Bonus: +90 inches to ground movement.

Weight: 3000 lbs.

Strength: 22

Agility: 10

Intelligence: 20

Reactions from Good: -3

Hit Modifier: 3.276

Damage Mod.: +1

Accuracy: -

Carrying Cap.: 17,772 lbs.

Movement Rate: 134 inches ground

Detect Hidden: 14% (56%)

Basic Hits: 60

Endurance: 12

Agility Mod.: -8

Charisma: 20

Evil: -3

Hit Points: 197

Healing Rate: Not Applicable

Power: (64)

Basic HTH: 3d10

Detect Danger: 18% (72%)

The robot is constructed and programmed to annihilate intruders on Kartel's property.

## 6. Character Data

Here are the superheroes and super-villains that have appeared in the DNAgents Dynasty during the first twenty issues of the DNAgents. Please note that after each character there is a historical listing telling when each character first appeared and pointing out any significant events in their careers. This way, those of you who follow along with the comic book can use those back issues as a reference resource all the more easily.

**6.1 ALEXI VLASOV**

Identity: Alexi Vlasov

Sex: Male

Age: 62

**Powers:**

1. Heightened Intelligence B: +22
2. Willpower (A): PR = 1 per turn of use
3. Life Support Device: Built into vehicle, functions constantly
4. Vehicles: He possesses an assortment of motorized wheelchairs and walkers.

**Physical Handicap:** All lower extremities are paralyzed and he is confined to a wheelchair. Can will himself to move his fingertips to manipulate wheelchair controls.

Weight: 160 lbs.

Strength: 8

Agility: 16

Intelligence: 40

Reactions from Good: -

Hit Modifier: 1.536

Damage Mod.: +6

Accuracy: +2

Carrying Cap.: 89 lbs.

Movement Rates: See 'vehicle' listing below

Detect Hidden: 28%

Inventing Points: 16

Side: Neutral

Level: 16

Training: Intelligence

Basic Hits: 4

Endurance: 6

Agility Mod.: -

Charisma: 20

Evil: -

Hit Points: 7

Healing Rate: .8 per day

Power: (70)

Basic HTH: 1d3

Detect Danger: 32%

Inventing: 120%

**Vlasov's 'Vehicles'**

Type	Weight	Pass.	Cargo	Speed	Hit Points to:	
Walker	750 lbs.	1	500 lbs.	35 mph	10	15
Hover	120 lbs.	1	250 lbs.	120 mph	2	3
Tracked	2000 lbs.	1	750 lbs.	70 mph	30	40

All of the chair-type vehicles have Armor ADR: 100. All are built with a computer-link to Mega-Man and his modules and other support systems. There is also a telepathic radio receiver and broadcast unit that allows Vlasov to 'hear' communications.

**Weaponry**

**Walker:** 2 mortars with 36" range, HTH +3 to Hit, and each shell does 3d10 damage with a 2½" blast radius. They can be used simultaneously and the normal multiple attack rules do not apply.

**Hover Chair:** Laser Cannon with 24" range, attacks as Light Control and does 2d8 damage; 18 shots per recharge. Also has Taser weapon with 6" range that attacks as a Paralysis Ray causing paralysis, 12 shots per charge.

**Tracked Chair:** Machine gun with 120" range, use auto-fire rules on page 25 of V&V rulebook, does 1d12 damage per bullet. Also has a Flamethrower with 12" range, attacks as Flame Power with 1d12 damage and 20 shots per refueling.

**Origin & Background:** Alexi Vlasov was a genius who lived his life trapped inside the shell of a gnarled and unattractive body. Men had laughed at him and women were repulsed by him. He found a sort of surrogate home and family at Matrix.

While working for the Matrix Corporation, he produced quite a number of brilliant discoveries in the field of bio-chemistry. In return, Matrix treacherously broke every promise of fame and fortune ever made to Vlasov.

Although he continued to work for Matrix, he was a broken and bitter man. Vlasov became a drunken and lecherous man while his hatred and resentment made him even more twisted and unsightly than he was before. Every bit of research at Matrix was based upon his discoveries. The corporation started hiring other scientists to use his work to develop projects that Vlasov disapproved of and had no control over. Matrix even had him outmaneuvered legally so that there was nothing he could do about it.

He began performing secret, unauthorized and illegal experiments in the mutation of living things. After a few successful tests, he chose to experiment on himself. The result was the attainment of a level of intellect far beyond what could be considered human, but at a cost of the loss of all movement in his lower extremities. Now more twisted and grotesque than ever, Vlasov began planning for his revenge.

**Combat Tactics/M.O.:** Vlasov, usually with his flunkies Positron and Electron, and the monstrous robot called Mega-Man, launches a relentless attack on the body of Corporate America in general and on Matrix, in particular.

**Personality/Character Traits:** Vlasov's blind, fanatical and obsessive hatred gets in the way of everything else when it comes to the Matrix Corporation. He is capable of virtually anything when he is up against them. If smashing a building filled with innocent people will advance the cause of destroying Matrix — so be it!

Conversely, when a wrong has legitimately been committed by Matrix, or whoever, Vlasov will stop at nothing to rectify the situation. When Stiletto was to be executed for a murder she did not commit, it was Vlasov who saved her.

It is this perplexing two-sidedness, plus his brilliant intellect, that make Vlasov totally unpredictable.

**Historical Note:** Vlasov first appeared in DNAGents No. 2 and died when Mega-Man was destroyed by a hidden bomb in DNAGents No. 18.

## 6.2 POSITRON AND ELECTRON

### POSITRON

Identity: Harvey Goren

Side: Evil

Sex: Male

Age: 27

Level: 9

Powers:

1. Armor Device: ADR (80)
2. Body Power: see description of Electron
3. Heightened Expertise: +4 to hit HTH

Weight: 190 lbs.

Basic Hits: 4

Strength: 16

Endurance: 18

Agility: 13

Agility Mod.: —

Intelligence: 13

Charisma: 15

Reactions from Good: —2

Evil: +2

Hit Modifier: 4.4044

Hit Points: 18

Damage Mod.: +1

Accuracy: +1

Power: 60

Carrying Capacity: 561 lbs.

Basic HTH: 1d8

Movement Rate: 47 inches ground

Detect Hidden: 10%

Detect Danger: 14%

Inventing Points: 2.925

Inventing: 39%

### ELECTRON

Identity: Andrew Frohman

Side: Evil

Sex: Male

Age: 26

Level: 9

Powers:

1. Armor Device: ADR (80)
2. Body Power: When Positron and Electron touch each other and a separate target, they send an explosion of concussive force through that object/target. The victim must make two saves vs. Endurance when touched: if he fails one, he is unconscious; if

he fails both, he is incapacitated. The target also takes 6d10 of power damage. Also causes a massive shockwave.

3. Heightened Expertise: +4 to hit HTH.

Weight: 180 lbs.

Strength: 17

Agility: 14

Intelligence: 12

Reactions from Good: —2

Hit Modifier: 3.6036

Damage Mod.: +1

Accuracy: +1

Carrying Capacity: 596 lbs.

Movement Rate: 48 inches ground

Detect Hidden: 10%

Inventing Points: 2.7

Basic Hits: 4

Endurance: 17

Agility Mod.: —

Charisma: 16

Evil: +2

Hit Points: 15

Healing Rate: 1.6 per day

Power: 60

Basic HTH: 1d8

Detect Danger: 14%

Inventing: 36%



**Origin & Background:** Harvey Goren and Andrew Frohman were doing hard time in the State Penitentiary when they were 'volunteered' for a scientific experiment being conducted by the Matrix Corporation at Beachgrove University under the supervision of Professor Alexi Vlasov.

In the experiment, Vlasov mutated them until they developed their bizarre ability. Afterwards, he kept them on as his personal bodyguards and footmen, rather than sending them back to prison, giving them the names Positron and Electron.

**Combat Tactics/M.O.:** Positron and Electron will do whatever they are told by Vlasov. In combat they stick close together and attempt to touch anybody who gives them trouble. They need not roll to hit to come in contact with each other, all they need to do is to be within one inch of each other and have one of them spend an action to make contact with the other one. Once contact has been achieved, if they are touching their target, it will be given quite a shock.

**Personality/Character Traits:** Positron and Electron are good friends and generally agree that Professor Vlasov is not such a bad guy. After all, he's the one who gave them super-powers and working for him sure beats being in prison.

They tend to be pretty easygoing about everything.

**Historical Note:** Positron and Electron first appeared in DNAGents No. 2.



### 6.3 CROSSFIRE

Stats for both versions of Crossfire are included below. Read the separate background section for the explanation of the two sets of character stats.

#### CROSSFIRE

Identity: Jeff Baker

Side: Neutral

Age: 29

Powers:

Sex: Male

Level: 8

1. Wings Device: (For gliding) Movement Rate is 460 inches per turn of horizontal movement, 1000 inches per turn downwind or 100 inches per turn upwind. An Agility roll on 1d20 is required to break a fall. PR = 1 per hour of use.
2. Heightened Senses Device: Infra-red goggles.
3. Heightened Defense Device: -4 to be hit, all attacks.
4. Light Control Device: Flare pistol creates a blinding flash, Range = 30 inches, 15 uses per charge.

Weight: 180 lbs.

Strength: 18

Agility: 18

Intelligence: 18

Reactions from Good: -

Hit Modifier: 5.3352

Damage Mod.: +3

Accuracy: +3

Carrying Capacity: 333 lbs.

Movement Rate: 46 inches ground, flight by gliding (see above)

Detect Hidden: 14% (28%)

Inventing Points: 14.4

Basic Hits: 4

Endurance: 15

Agility Mod.: -

Charisma: 16

Evil: -

Hit Points: 22

Healing Rate: 1.6 per day

Power: 64

Basic HTH: 1d6

Detect Danger: 18% (36%)

Inventing: 54%

#### Equipment:

1. Camera
2. Binoculars
3. Grapple Gun (fires cable with 30" range, can support up to 500 lbs.)
4. Wiretap Listening Device
5. Parabolic Dish Listening Device (30" range)

#### CROSSFIRE

Identity: Jay Endicott

Side: Good

Age: 30

Powers:

Sex: Male

Level: 9

1. Wings Device: (Glider wings) Movement is 460" per turn of horizontal movement, 1000" per turn downwind movement, and 100 inches per turn of upwind movement. Agility save on 1d20 to successfully break a fall. PR = 1 per hour of use.
2. Heightened Senses Device: Infra-red goggles
3. Heightened Defense: -4 to be hit, all attacks
4. Heightened Expertise: +4 to hit in HTH attacks
5. Light Control Device: Flare pistol with a blinding flash and 30" range, 15 uses per charge.

Prejudice: Wanted for the crimes committed by the earlier Jeff Baker Crossfire.

Weight: 180 lbs.

Strength: 15

Agility: 16

Intelligence: 16

Reactions from Good: -2

Hit Modifier: 3.7632

Damage Mod.: +2

Accuracy: +2

Carrying Capacity: 439 lbs.

Movement Rate: 46 inches ground, for flight see above

Detect Hidden: 12% (24%)

Inventing Points: 3.6

Basic Hits: 4

Endurance: 15

Agility Mod.: -

Charisma: 16

Evil: -2

Hit Points: 16

Healing Rate: 1.6 per day

Power: 62

Basic HTH: 1d6

Detect Danger: 16% (32%)

Inventing: 43%

#### Equipment

As listed above for the Jeff Baker version of Crossfire.

**Origin & Background:** Jeff Baker a.k.a. Crossfire was the best in the business, and his business was getting information. He had a reputation, a regular clientele, and a warrant was out for his arrest. He was an industrial spy.

After accidentally killing the daughter of Matrix President Lucius Krell, Crossfire went into retirement for several years. When he came out of retirement, he found he had acquired a new enemy — the powerful DNAgent Surge.



Jeff Baker also had a bailbondsmen by the name of Jay Endicott, who had gotten Baker out of the joint more than a few times. While working on a case, Jeff Baker got himself murdered and, hence, failed to show up for a court arraignment. Jay Endicott decided to investigate his absence.

While trying to locate Jeff Baker, Jay Endicott stumbled onto a complete set of Crossfire equipment. He got the crazy idea that maybe Crossfire could catch Crossfire's killer. What's even crazier was that the idea worked.

Although Baker is dead, Crossfire lives on and Endicott realized that he now had the chance to do something about all the wrongdoings and injustice in the world. The career of Crossfire resumed, but with a somewhat more honest heart beating beneath the costume.

Crossfire has gone on to become one of the DNAgents' closest allies.

**Combat Tactics/M.O.:** Crossfire is the most efficient while using his sneak-thief tactics and remaining unobtrusive. He makes extensive use of his files, which contain everything from a 'Who's Who' of the Hollywood Underworld to maps and diagrams showing the safest way to break into major local buildings. Although Endicott is not a criminal, Crossfire has a long record and is wanted by the police. Hence, Endicott will go out of his way to avoid the authorities whenever possible.

**Personality/Character Traits:** As Crossfire, Jeff Baker maintained a rather mercenary perspective on things. Whoever could afford to pay the most received his services. However, he did possess a sort of general code of honor: he never cheated a client, he was very discreet and he never murdered anyone, at least not intentionally.

Jay Endicott had always wanted to be a policeman, but instead wound up working in his uncle's bail-bond business. Endicott seems to have an irresistible urge to help people whenever he sees them in trouble. He rarely even bothers to consider the significant dangers or risks to himself.

**Historical Note:** Jeff Baker/Crossfire first appeared in DNAgents No. 4 and was killed in DNAgents No. 9. Jay Endicott took over being Crossfire in DNAgents No. 9 and his adventures continue in his own comic as well as in occasional appearances in the DNAgents.

### 6.4 LUGER

Identity: Thomas Gordon Hanley

Side: Neutral

Age: 36

Powers:

Sex: Male

Level: 12

1. Heightened Intelligence: +9

2. Heightened Expertise: +4 to hit with all Special Weaponry

3. **Special Weaponry:** Costume contains four explosive devices (which can have the effect of either a Small or Medium Bomb). Devices can explode on impact, by radio-controlled detonator, or by a pre-set timer. Additionally, he has a timer-activated device that releases acid, which counts as a Chemical attack, does 2d8 damage, and lasts for eight turns.

Weight: 180 lbs.  
Strength: 16  
Agility: 19  
Intelligence: 19  
Reactions from Good: -2  
Hit Modifier: 6.2244  
Damage Mod.: +3  
Accuracy: +3  
Carrying Capacity: 513 lbs.  
Movement Rate: 51 inches ground  
Detect Hidden: 14%  
Inventing Points: 5.7

Basic Hits: 4  
Endurance: 16  
Agility Mod.: -  
Charisma: 17  
Evil: -2  
Hit Points: 25  
Healing Rate: 1.6 per day  
Power: 70  
Basic HTH: 1d8  
Detect Danger: 18%  
Inventing: 57%



**Origin & Background:** Thomas Gordon Hanley was a small-time hood who was offered ten thousand dollars and the chance to make a reputation for himself. All he had to do was to kill an errant numbers runner who had been caught trying to steal some money that rightfully belonged to the Organization. Hanley took the job and started on a new career — that of the professional hit man.

He followed the Assassin's Code: he never killed anyone in front of their family, he never killed anyone around a Church, he never robbed or tortured his victims and he carried out his job as expediently as possible. The number of hits he had successfully completed were beyond reckoning.

Sometime during the long and bloody years in which he worked, he had become the greatest hit man of all time. His alias came from the type of weapon he used on that first hit so many years ago. He was called Luger.

**Combat Tactics/M.O.:** Luger always stakes out a victim inconspicuously before he makes his move. When on the job, he always tries to get the advantage of surprise, tries to take his victim out quickly, and then makes for his escape.

**Personality/Character Traits:** Luger is a basically honorable man despite his grisly profession. He carries himself with an unemotional, almost detached manner which those around him often find chilling.

**Historical Note:** Luger first appeared in **DNAgents** No. 1 and later died by his own hand in the second issue of the **Surge** mini-series.

## 6.5 THE COMMANDER

Identity: The Commander  
Age: 42  
Powers:  
Side: Evil  
Level: 9

1. **Armor Device:** ADR (100) with built-in claws and spikes: +3 to hit, +6 damage HTH.
2. **Computerization:** +8 to Intelligence and a radio communicator.
3. **Heightened Senses Device:** Infra-red vision
4. **Heightened Strength Device:** +30
5. **Life Support Device:** 12 hours use per charge
6. **Heightened Charisma:** +15

Weight: 200 lbs.  
Strength: 50  
Agility: 12  
Intelligence: 18  
Reactions from Good: -6  
Hit Modifier: 13.3848  
Damage Mod.: +2  
Accuracy: +1  
Carrying Cap.: 12,680 lbs.  
Movement Rate: 80 inches ground  
Detect Hidden: 14% (28%)  
Inventing Points: 4.05

Basic Hits: 4  
Endurance: 18  
Agility Mod.: -  
Charisma: 33  
Evil: +6  
Hit Points: 54  
Healing Rate: 2 per day  
Power: 98  
Basic HTH: 2d10  
Detect Danger: 18% (33%)  
Inventing: 54%



**Origin & Background:** The Commander was the leader of a military coup which overthrew the legitimate government of Buran, South Africa back in the mid-1970s. He currently holds the country with a powerful military force financed by the sale of the country's vast mineral wealth.

**Combat Tactics/M.O.:** The Commander follows an overly strict and twisted set of religious and moral values. He would rather kill someone than break his word against them. He hates both the corporations that flock to his country like jackals to a carcass and the nation from which they come. Most of all, he hates the artificial life that Matrix has created and has taken it upon himself to rid the world of such lifeforms.

**Personality/Character Traits:** The Commander is a brutal, almost bestial man who constantly tries to keep that part of his nature buried beneath a thin veneer of civility and falsely acquired sophistication.

**Historical Note:** The Commander's first appearance was in issue number 6 of the **DNAgents**.

## 6.6 STILETTO

Identity: Rosa Valdez

Side: Good

Age: 26

Powers:

1. Heightened Expertise: +4 to hit with throwing knives
2. Heightened Agility: +16
3. Heightened Attack: +9 to damage with throwing knives
4. Heightened Attack: Stiletto does not have to make 2 to Hit rolls to successfully hit a specific part of the body she aims for.
5. Vehicle: Motor-Propelled Hang Glider: Weighs 100 lbs, carries a pilot and one passenger and their personal equipment, has a speed of 60 mph in a glide or 120 mph for motorized flight. It is structurally reinforced and takes 4 hit points to disable and 16 to be demolished.

Weight: 110 lbs.

Strength: 17

Agility: 25

Intelligence: 15

Reactions from Good: +1

Hit Mod.: 5.88

Damage Mod.: +4

Accuracy: +5

Carrying Capacity: 409 lbs.

Movement Rates: 46 inches ground, 528 inches flying

Detect Hidden: 12%

Inventing Points: 3.375

Basic Hits: 3

Endurance: 14

Agility Mod.: +2

Charisma: 13

Evil: -1

Hit Points: 18

Healing Rate: 1.2 per day

Power: 71

Basic HTH: 1d6

Detect Danger: 16%

Inventing: 45%



**Origin & Background:** Rosa Valdez was born in the South American nation of Santa Avericia. She grew up watching the Revolution, where innocent people were shot in weekly demonstrations of power. She learned to hate the Conferencia government and promised herself that when she grew up she would do something to help her people.

She began training, becoming expertly deadly with daggers to the point of being totally ambidextrous. When she grew up she began ridding her country of many dictators.

**Combat Tactics/M.O.:** Stiletto strikes back at dictatorship and oppression in her own country of Santa Avericia and wherever else she sees it. She works with a Santa Averician revolutionary group known as the Liberty Underground. She is not above killing her enemies, but it is not done for pleasure. It is done only as a last resort, and only if it will save lives.

**Personality/Character Traits:** Stiletto is a very intelligent, sophisticated and politically knowledgeable woman. She advocates change and is willing to participate in the use of para-military force to bring about that change, but refuses to stoop to the level of a petty terrorist. Despite the fact that she is a revolutionary, she has not lost her own humanity and her ability to care about people.

**Historical Note:** Stiletto first appeared in **DNAgents** No. 7.

## 6.7 APE — X

Identity: Ape-X

Age: 5

Powers:

1. Mutation: An ape endowed with sentience. Intelligence +35.
2. Weakness Detection: +12 to hit after one action within one inch and use of detect weakness.
3. Willpower (A): PR = 1 per use

Weight: 100 lbs.

Strength: 17

Agility: 20

Intelligence: 35

Reactions from Good: -1

Hit Modifier: 8.6184

Damage Mod.: +6

Accuracy: +3

Carrying Capacity: 326 lbs.

Movement Rate: 53 inches ground

Detect Hidden: 24%

Inventing Points: 3.5

Basic Hits: 2

Endurance: 16

Agility Mod: +2

Charisma: 12

Evil: -1

Hit Points: 18

Healing Rate: .8 per day

Power: 88

Basic HTH: 1d6

Detect Danger: 28%

Inventing: 28%

**Origin & Background:** When Alexi Vlasov began his experiments in genetic mutation, his very first test subject was an ape. Through massive doses of radiation and chemical alteration of its cell structure, he turned the ape into a sentient creature with an enormous intellectual capacity.

Ape-X is the custodian of Dr. Vlasov's laboratory.

**Combat Tactics/M.O.:** Ape-X, as this creature has come to be known, wants to keep his existence a secret and will shy away from physical combat if there is any other choice. If there is no other choice, he will swing into it with true simian berserker behavior. He now runs the Beachgrove University laboratory of Alexi Vlasov ('in his absence'). By writing memos in Vlasov's handwriting and by making phone calls imitating the doctor's voice, the fact that Vlasov is dead has not been guessed by Vlasov's colleagues. It is altogether possible that Ape-X does not know that Vlasov is dead either. But, while Vlasov is gone, Ape-X is completely in charge. He could be cooking up almost anything...

**Personality/Character Traits:** Proving the old adage 'Monkey See, Monkey Do,' Ape-X constantly delights in mimicking the mannerisms of humans. This had led to some odd behavior on his part, his chain-smoking, for instance. At the same time, Ape-X feels very smug and superior to the very creatures he seeks to emulate. With his elaborate impersonation of Professor Vlasov showing absolutely no signs of being discovered, and this after many months at it, Ape-X has realized how obviously easy it is to fool us all.

**Historical Note:** Ape-X first appeared in **DNAgents** No. 2 (page 26, panel 4), but Tank and Sham really got their first glance at him in **DNAgents** No. 7.

## 6.8 SCAVENGER

Identity: Unknown

Age: 37

Level: 9

Powers:

Side: Evil

Sex: Male

Training: Combat Damage (gun)



1. Heightened Expertise: +4 to hit with all firearms.
2. Natural Weaponry: (fighting skill) +2 to hit, +4 damage HTH.
3. Special Weaponry: Pistol and Rifle  
Pistol: 160" range, +4 to hit, 1d10 damage.  
Rifle: 200" range, +6 to hit, 1d12 damage, auto-fire option and telescopic sight.

Weight: 220 lbs.  
Strength: 23  
Agility: 16  
Intelligence: 16  
Reactions from Good: -3  
Hit Modifier: 7.6032  
Damage Mod.: +2  
Accuracy: +2  
Carrying Cap.: 1548 lbs.  
Movement Rate: 58 inches ground  
Detect Hidden: 12%  
Inventing Points: 3.6

Basic Hits: 5  
Endurance: 19  
Agility Mod.: -  
Charisma: 19  
Evil: +3  
Hit Points: 39  
Healing Rate: 2.5 per day  
Power: 74  
Basic HTH: 1d10  
Detect Danger: 16%  
Inventing: 48%



**Origin & Background:** The real identity of this man is unknown. After Luger's capture and downfall, the Scavenger has moved in and taken over as the number one paid assassin for the mob.

**Combat Tactics/M.O.:** Unlike a sniper-type assassin, Scavenger is not afraid to face his mark out in the open. His special is \$20,000 or three hits for \$50,000. He is not afraid of taking hostages to get what he wants. He is highly skilled in both Hand-to-Hand and firearm combat.

**Personality/Character Traits:** Scavenger has no personal honor and carries himself as little more than a glorified thug.

**Historical Note:** Scavenger first appeared in *Crossfire* No. 1.

## 6.9 PROJECT: YOUNGBLOOD

Project: Youngblood is a group of young adventurers and thrill-

seekers whose exploits have been well-documented and are read about all over the world. The famous suite of offices at 2121 Park Avenue in New York City has practically become a national landmark. Although other members have come and gone (I know we all have our personal favorite), the core group consists of the first five charter members.

## 6.10 LANCER

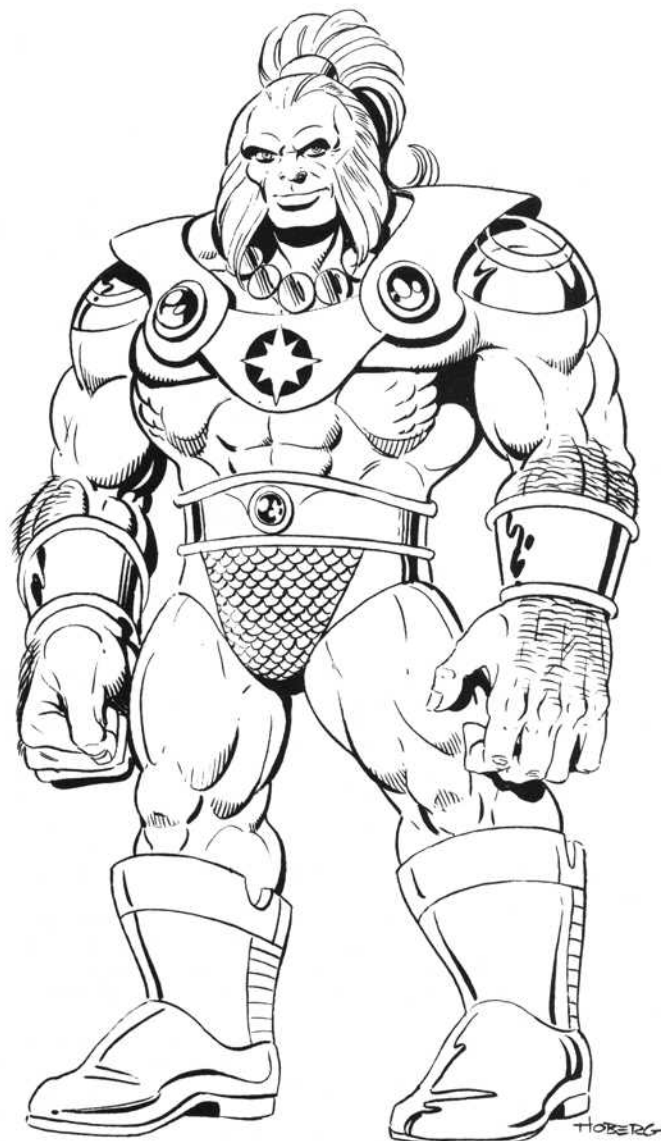
Side: Good  
Age: 44  
Powers:

Sex: Male  
Level: 6

1. Size Change, Larger (Permanent): Height is 12 feet, Weight = 1360 pounds.
2. Heightened Strength: +12
3. Heightened Agility: +11
4. Body Power: Automatic +4 to hit in HTH due to the size of his large fists.

Weight: 1360 lbs.  
Strength: 30  
Agility: 15  
Intelligence: 9  
Reactions from Good: +3  
Hit Modifier: 8.448  
Damage Mod.: +1  
Accuracy: +2  
Carrying Cap.: 19,584 lbs.  
Movement Rate: 63 inches ground  
Detect Hidden: 8%  
Inventing Points: 1.35

Basic Hits: 28  
Endurance: 18  
Agility Mod.: -6  
Charisma: 18  
Evil: -3  
Hit Points: 237  
Healing Rate: 14 per day  
Power: 72  
Basic HTH: 3d10  
Detect Danger: 12%  
Inventing: 27%



**Origin & Background:** The true origins of Lancer and his amazing strength are unknown. He tells different people different things at different times.

He has claimed that he was born with incredible strength and that when the doctor slapped him in the hospital delivery room, he hauled off and decked the doctor.

On several occasions he has claimed he was rocketed to Earth from a doomed planet in another galaxy. This one nobody believes.

Another time he claimed he was an average skinny kid, often picked on by anyone bigger and stronger. He started to lift weights and kept at it until he was twelve feet tall and then managed to return the favor to any bully he has since encountered.

One thing is for certain: he does not use steroids. He did not get his strength from nuclear bombardment and he was never involved in any experiment for muscle tissue regeneration.

To this day, no one really knows just who he is or how he got to be the way he is. All that is known is that he is the strongest man in the world.

**Combat Tactics/M.O.:** Lancer is basically a brawler, employing the tactics of a professional wrestler in combat. He rarely evades or delays actions, relying on his virtual invulnerability to protect him from meaningful harm.

**Personality/Character Traits:** Lancer sees himself as being 'A Hero for the Eighties' and has hired himself to a Hollywood agent to make him famous. Although he seems to do all of his thinking with his muscles (is it an act?), he seems to be a rather decent person at heart.

**Historical Note:** Lancer first appeared in the first part of the *Surge* mini-series.



## 6.11 CADAVER

Identity: L.W. Cadwaller

Side: Neutral

Sex: Male

Age: 144

Level: 7

Powers:

1. Heightened Endurance: +25
  2. Invulnerability: -15 to damage taken per turn
  3. Regeneration: Cannot regenerate damage without being in contact with Regeneratum.
  4. Power Blast: 22' range, does 1d20 damage, PR = 1 per shot
  5. Transmutation: Can transmute small animals into giants (counts as Size Change, Larger; Height x7, Weight x343). All animals stay larger so long as they remain within 34' of Regeneratum.
  6. Animal Control: Can control all transmuted animals automatically.
- Special Requirement: Regeneratum is needed to use Power Blast and Transmutation.

Weight: 130 lbs.

Strength: 11

Agility: 9

Intelligence: 17

Reactions from Good: -

Hit Modifier: 5.04

Damage Mod: +1

Accuracy: -

Carrying Capacity: 283 lbs.

Movement Rate: 53 inches ground

Detect Hidden: 12%

Inventing Points: 2.975

Basic Hits: 3

Endurance: 33

Agility Mod.: -

Charisma: 11

Evil: -

Hit Points: 16

Healing Rate: 3 per turn

Power: 70

Basic HTH: 1d6

Detect Danger: 16%

Inventing: 51%

**Origin & Background:** L.W. Cadwaller was a slick New York gentleman who originally lived back in the late 1800s. Having lived his entire life in the city, he desired nothing more in the world than the opportunity to be a landowner. To that end, he bought thirty acres of 'prime' Florida land sight unseen from a shady Chicago real estate tycoon, spending his entire life savings.

Cadwaller rushed to Florida, only to discover that the land he had purchased was mostly underwater and mired in dense swamps. Returning to New York, he confronted the tycoon and strangled him to death with his bare hands.

Cadwaller was tried and sentenced to death. His last request was to be buried on the land he had purchased. On the way to the gallows, Cadwaller suffered a heart attack and lapsed into a very deep coma. He was pronounced dead. As per his wishes, he was buried in Florida on a small patch of dry land.

On or around 1947, Cadwaller woke up. He was awake enough to hear the machines that were building the Matrix plant on what was once his land in 1968. Sixteen years later, the lid to his coffin was sufficiently rotted away to where he could tear it out and claw his way back to the surface. He emerged exactly one hundred years to the day

after he had purchased his property. To him it seemed that only about a week had passed, but things had changed.

He discovered that a substance called Regeneratum, a strange substance which seemed to permeate his land, had nurtured him in his dormant state and kept him preserved. It had a strange link to him and would call out to him. Above all, the Cadaver knew that this and the land were his and he meant to protect them from any who would take the land away from him.

**Combat Tactics/M.O.:** All Cadaver really wants is to be able to live on his land and to be left alone. If attacked, he will rely primarily on his power blasts. If he should launch a counter-attack, or tries to drive off intruders, he will do so with a virtual army of mutated animals beside him to back him up.

**Personality/Character Traits:** Cadaver understands very little of the twentieth century. To him most things that we take for granted are very strange and confusing.

**Historical Note:** Cadaver made his first appearance in *DNAgents* No. 15.

## 6.12 BUNJEE JUMPER

Side: Evil

Sex: Male

Age: 27

Level: 4

Powers:

1. Heightened Strength: +12
2. Heightened Agility: +14
3. Heightened Expertise: +4 to hit with all handguns and HTH combat
4. Invention: Bunjee Cord Belt: Telephone lineman's repair belt with two bunjee cords attached. Cords clip on the edge of a building. When the belt's wearer jumps off the building, he will fall approximately 35 feet before being snapped back up.

Weight: 170 lbs.

Strength: 21

Agility: 22

Intelligence: 15

Reactions from Good: -2

Hit Modifier: 8.5536

Damage Mod.: +3

Accuracy: +4

Carrying Capacity: 924 lbs.

Movement Rate: 59 inches ground

Detect Hidden: 12%

Inventing Points: 1.5

Basic Hits: 4

Endurance: 16

Agility Mod.: -

Charisma: 15

Evil: +2

Hit Points: 35

Healing Rate: 1.6 per day

Power: 74

Basic HTH: 1d8

Detect Danger: 16%

Inventing: 45%

Bunjee Jumper carries a pistol with 132 inch range, +3 to hit, and does 1d8 damage per bullet.



**Origin & Background:** No one knows who the Bunjee Jumper really is or where he came from. He is a highly effective hit-man and thief for hire.

**Combat Tactics/M.O.:** By using an elastic 'bunjee cord' either attached to the side of a building or the underbelly of a helicopter, the Jumper drops down into the middle of his victims, makes his move, and is yanked away before anyone can do anything about it. His gimmick gives him the element of surprise, as well as an instant escape route.

**Personality/Character Traits:** The Jumper is a daredevil at heart who appreciates a job all the more if there is some sort of challenge involved. He dislikes cowards or those who insist on following the odds. His only accomplice is a helicopter pilot named Tom, who is also his best friend.

**Historical Note:** The Bunjee Jumper first appeared, and possibly met his end, in the pages of *Crossfire* No. 5.

### 6.13 THE MACHETE KILLER

Identity: Howard Cook      Side: Evil  
Sex: Male      Level: 4  
Powers:

1. Heightened Expertise: +4 to hit with machete
  2. Heightened Strength: +12
  3. Heightened Endurance: +10
  4. Natural Weaponry (Fighting Skill): +2 to hit, +4 damage HTH
  5. Speed Bonus: +90 inches per turn
- Psychosis: He has a compulsion to kill actresses who star in 'B-Movies' shown on 'Night Owl Theatre.'

Weight: 170 lbs.	Basic Hits: 4
Strength: 23	Endurance: 19
Agility: 15	Agility Mod.: —
Intelligence: 12	Charisma: 20
Reactions from Good: -3	Evil: +3
Hit Modifier: 6.9696	Hit Points: 28
Damage Mod.: +1	Healing Rate: 2 per day
Accuracy: +2	Power: 69
Carrying Capacity: 1196 lbs.	Basic HTH: 1d10
Movement Rate: 147 inches ground	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 1.2	Inventing: 36%

**Origin & Background:** Howard Cook was a high school student back in the 60s. He and Jay (Crossfire) Endicott attended the same school. Howie's antics got him lots of attention but no real friends. All the girls were too turned off by him to even talk to him.

Even after graduation, Howie seemed to be trapped in high school for all eternity. His life was a lonely series of flashbacks, remembrances and regrets. He never had a good job, he never had a girlfriend, and he never had a good friend. The only escape he had from his meaningless

existence was in the darkness of the movie theatre and in the light of the TV screen.

There he could watch beautiful women undress and act out their cheap roles, and Howie could fantasize about them. He became angry that he could never really know anyone like them and never even realized that he was no longer capable of having a real human relationship with anyone, such was his level of alienation.

One day he became so angry that something in his mind overloaded and he began to stalk the women of his fantasies and kill them with a machete.



**Combat Tactics/M.O.:** The Machete Killer picks his victims from the actresses who appear on films shown on Comet Cable's 'Night Owl Theatre.' Comet Cable reaches only a small segment of Los Angeles, and hence very few of his victims ever even realize that they are on the Killer's list.

**Personality/Character Traits:** Howie is a sneering, nerdy sort of guy. A lonely, pathetic creature whose pathological hatred of women triggers the compulsion to murder the girls of his dreams, the actresses in all his favorite movies. He does this without remorse, although he certainly is not above letting others take the blame for his actions.

Famous author Quentin Beck is currently working on a biography of the Machete Killer.

**Historical Note:** The Machete Killer first appeared in *Crossfire* No. 6, was captured in *Crossfire* No. 7, and was murdered in prison by Gemstone in *Crossfire* No. 9.

### 6.14 GEMSTONE

Identity: Harris Grier	Sex: Male
Side: Neutral	Level: 4
Age: 26	Training: Accuracy, special weapon
Powers:	

1. Heightened Intelligence: +8
2. Heightened Expertise: +4 to hit with Special Weapon
3. Special Weapon: Portable Laser Generator with a gemstone focusing device built into a belt buckle. A backpack contains the power source. It attacks as per Light Control with a 7 inch range, doing 2d8 damage. The backpack has enough charges for 28 uses.
4. Heightened Senses Device: Glasses: enable him to see in the dark and protect him from blinding flashes.

Weight: 170 lbs.	Basic Hits: 4
Strength: 16	Endurance: 13
Agility: 15	Agility Mod.: —



Intelligence: 23  
 Reactions from Good: —  
 Hit Modifier: 4.3904  
 Damage Mod.: +3  
 Accuracy: +2  
 Carrying Capacity: 459 lbs.  
 Movement Rate: 44 inches ground  
 Detect Hidden: 16%  
 Inventing Points: 9.2

Charisma: 12  
 Evil: —  
 Hit Points: 18  
 Healing Rate: 1.2 per day  
 Power: 67  
 Basic HTH: 1d6  
 Detect Danger: 20%  
 Inventing: 69%



**Origin & Background:** Harris Grier was an enterprising young man who decided to fill the demand left by Crossfire when the Jay Endicott Crossfire began turning down espionage assignments. So, by donning a backpack-sized laser generator (the prototype of which he had stolen from Matrix), Grier, as Gemstone, had entered the 'information for hire' business.

**Combat Tactics/M.O.:** Gemstone relies heavily on his laser device in combat, but is also a fair hand-to-hand fighter.

**Personality/Character Traits:** Grier is a businessman. He is interested primarily in making money and doesn't like it when he is put in the situation where he has to hurt someone — especially an innocent bystander. He did not have any trouble with the job of bumping off the Machete Killer, however.

**Historical Note:** Gemstone first appeared in the pages of *Crossfire* No. 8 and first tangled with Crossfire in *Crossfire* No. 9.

## 6.15 THE SENTRY SQUAD

The Sentry Squad are a group of young, concerned citizens who reside in South Los Angeles. When there is a problem in their neighborhood or trouble of any kind, they get involved to help straighten it out. They help protect the neighborhood from petty crime and step in whenever the police fail to do their job.

While the Sentry Squad has no super-powers, they all have at least a certain degree of martial arts training. The goal of this group is not to go around looking for people to beat up, it is to show people that real folks won't allow their neighborhood to be pushed around. Their motto is 'Get Involved' and it is all they ever ask of anyone. They are not looking for donations, rewards, or to be looked up to as heroes.

The exact membership of the group fluctuates from time to time, but the members listed here will always be with the group. Their hang-out/headquarters is a pool hall on the South Side of Los Angeles. The Sentry Squad is very well known and has even been featured on the television show, '60 Minutes.'

## The Sentry Squad

Name	Level	Hits	Power	Agility	Move	Damage	Accuracy	HTH
Bobby	4	8	52	14	39"	+2	+1	1d6
Emmanuel	4	6	50	13	38"	+2	+1	1d6
Floyd	3	5	49	12	37"	+1	+1	1d6
Freddy	2	5	47	13	38"	+2	+1	1d4
Toby	1	4	44	14	39"	+1	+1	1d4

All Squad members have a +1 to hit HTH and a +2 to damage HTH.

**Historical Note:** The Sentry Squad first appeared in *Eclipse Monthly* No. 7 and tangled with Crossfire for the first time in *Crossfire* No. 7.

## 6.16 NIGHTINGALE

Identity: Serena Neiman

Side: Good

Sex: Female

Age: 21

Level: 5

Powers:

1. Heightened Expertise: +4 to hit HTH
2. Heightened Defense: -4 to be hit in all attacks
3. Speed Bonus: +80 inches to ground movement

Weight: 120 lbs.

Basic Hits: 3

Strength: 12

Endurance: 14

Agility: 18

Agility Mod.: +2

Intelligence: 16

Charisma: 16

Reactions from Good: +2

Evil: -2

Hit Modifier: 3.8304

Hit Points: 12

Damage Mod.: +3

Healing Rate: .9 per day

Accuracy: +3

Power: 60

Carrying Capacity: 188 lbs.

Basic HTH: 1d4

Movement Rate: 124 inches ground

Detect Hidden: 12%

Detect Danger: 16%

Inventing Points: 2

Inventing: 48%

**Origin & Background:** Serena Neiman was the daughter of the one-time President of Technor, Incorporated, Kirby Neiman. Having grown up rich, spoiled and naive, she was a bit disoriented after her first encounter with the Sentry Squad.

To her understanding, people paid their taxes, the police kept people safe, and there was basically not problem. Now she discovered that quite often things got complicated and that people became trapped in those complications. She had always known that there was something missing from her life, something that money and simplistic politics could not provide. Then the Inner City Strangler began to strike and Serena Neiman decided to get involved. To that end, she created her own persona, the Nightingale.

**Combat Tactics/M.O.:** Nightingale is a well-trained martial artist, although she is by no means overpoweringly strong. When faced with an opponent larger or more powerful than herself, she will delay her actions, let her opponent make his move, and then counter his attack with one of her own.

Nightingale is not much of a detective and rather new at the superhero game. She generally wanders about until she encounters a situation where she is needed and can help.

**Personality/Character Traits:** Serena is an unusual woman. She is not at all streetwise and, no doubt, barely comprehends the full extent of the danger involved in what she does. She does it because of her genuine desire to help others and from the sheer thrill of doing it.

**Historical Note:** Nightingale's origin story appears in a two-part story printed in *Eclipse Monthly* Numbers 6 and 7.

# 7. The Matrix Corp.

The Matrix Corporation is one of America's main 'high-tech' companies and one of the largest multinational corporations in the world. Matrix's development of artificial life is one of the greatest achievements in the history of science.

Here is the basic lab set-up for the Matrix, Inc. Headquarters in Century City, California. For security reasons, it occupies the main building's three below-ground floors.

## Sub-Level One

**Airlock:** These airlocks, which open into the two laboratories on this level, are designed to prevent the spread of contamination both to the experiments that are being conducted and to the outside world. The use of the labs is not necessary in every experiment, however.

**Bio-Chemistry Lab:** This is the lab where the fluorocarbon solution used in growing the DNAgents was developed. Currently, experiments are being conducted here concerning the transfer of life force from one organism to another. (See *Crossfire* No. 4 to see how this is done.)

**Bio-Womb:** This is where the DNAgents were conceived, grown and programmed. They are returned here every once in a while for 'down-time' and rejuvenation. In the Bio Womb the DNAgents heal five times faster than normal.

**Dressing Rooms (Men's and Women's):** These are dressing rooms provided for the DNAgents. They are separated into a Men's and a Women's rooms to follow the modern day cultural norm. Here, spare DNAgent uniforms are stored.

**Ejector Pods:** In the event of an emergency, the lab can be quickly evacuated by taking one of the three ejector pods through a pneumatic tube system which pops the pods out into a 'safe area' over three

quarters of a mile away from the Matrix complex. Each pod can hold up to three people (very cramped), weighs about 1200 pounds, and has a Structural Rating of 8.

**Elevators:** These are standard elevators, the likes of which can be found in any large building.

**Hydroponics Lab:** Here, the same fluorocarbon technology which developed the DNAgents is applied to hydroponics. This room contains a large tank and in it is a huge plant that is being grown in an oxygenated, highly energized state. If this tank is opened or the glass is broken, the plant will attack anyone within the reach of its long, tentacle-like vines.

## Giant Plant

Side: Neutral

Level: 4

Powers:

1. Regeneration: Heals per turn rather than per day from all injury except fire/flame damage.
2. Natural Weaponry: +3 to hit, +6 damage HTH
3. Absorption: Damage from energy based attacks (except fire) is absorbed automatically into power points. No delayed action is required. Every time the plant's power score is doubled this way, the plant doubles in size as per Size Change, Larger.

Special Requirement: The plant needs fluorocarbon environment to live

Weight: 32,000 lbs.

Basic Hits: 640

Strength: 12

Endurance: 15

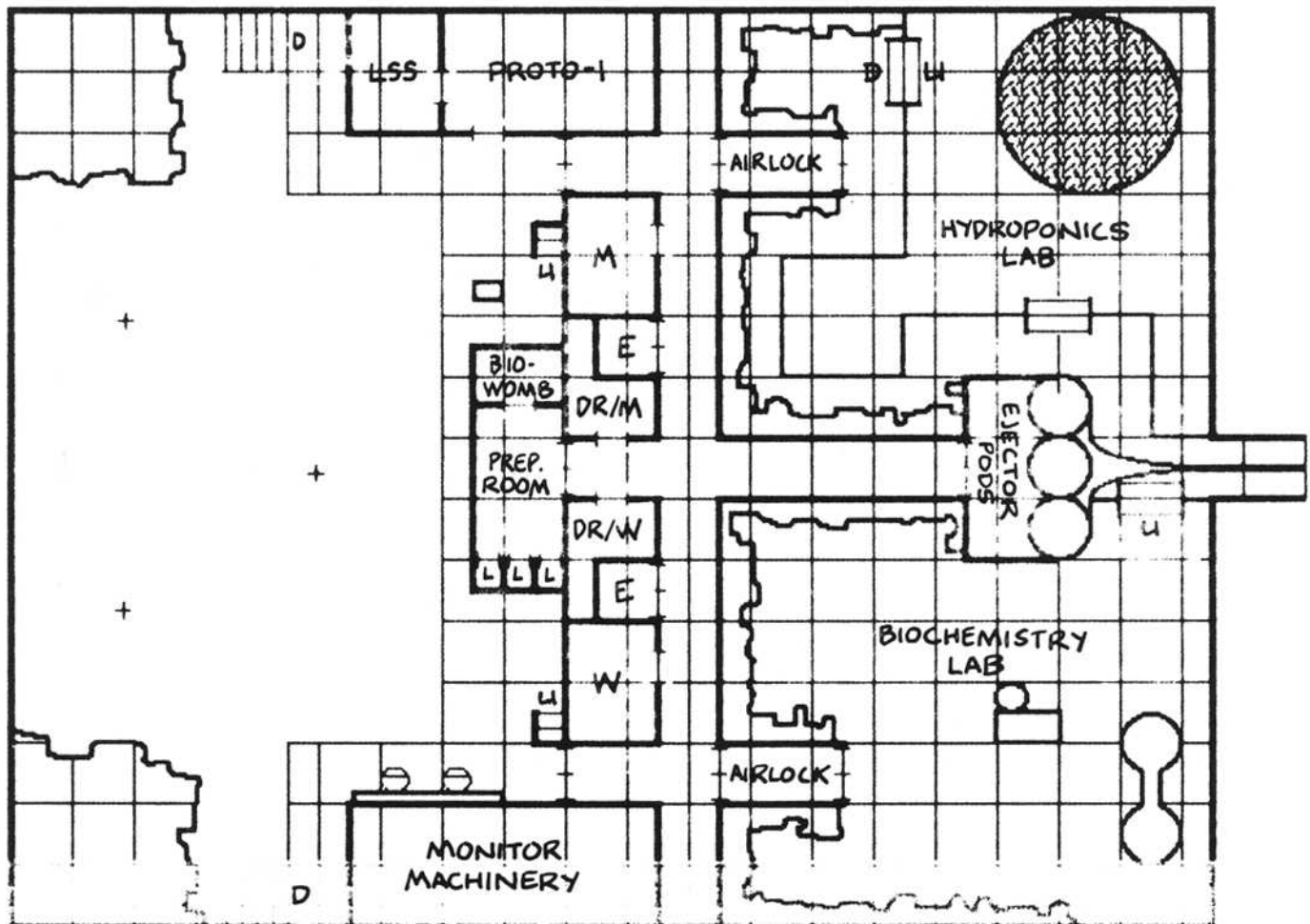
Agility: 3

Agility Mod.: -16

Intelligence: 0

Charisma: 17

## SUB-LEVEL ONE



Reactions from Good: -2  
 Hit Modifier: .864  
 Damage Mod.: -1  
 Accuracy: -4  
 Carrying Cap.: 51,648 lbs.  
 Movement Rate: 0  
 Detect Hidden: 30%  
 Inventing Points: 0

Evil: -2  
 Hit Points: 553  
 Healing Rate: 256 per turn  
 Power: 30  
 Basic HTH: 4d10  
 Detect Danger: 30%  
 Inventing: 0%

**Lavatory (Men's and Women's):** There are two of these on this level, one for men and one for women.

**Life Support System:** This is the life support system which is being used to counter the cellular deterioration of Proto-1.

**Lockers:** Here smocks, lab coats, and surgical gear are stored.

**Monitor Machinery:** Here the life-signs of Proto-1, the DNAgents (when they are in the Bio-Womb), and the other lifeforms stored in the fluorocarbon tank on Sub-Level Two are displayed and monitored by technicians around the clock.

**Prep Room:** Here the Agents are prepared for programming, examinations, measured for uniforms, and 'maintained' while in the growing stages.

**Proto-1:** Here the lifeless form of the Angela Krell replicant known as Proto-1 is kept. It is needed to regain the lost formula used in the creation of the DNAgents.

#### Sub-Level Two

**Airlock:** This airlock is used by technicians who are preparing to enter the Fluorocarbon Storage Tank.

**Briefing Room:** This room contains a large screen television, a videotape projector, and a table and chairs.

**Computer Room:** Here all the data gathered by all the laboratories is stored. This is also the telepathic telecommunication system with which Matrix can contact Rainbow via satellite link-up.

**Control Center:** From this room activities going on anywhere else in the building, except for the lavatories and the executive levels, can be punched up and displayed.

**Fluorocarbon Storage Tank:** Here lifeforms that have been grown but are not yet programmed, nor needed or have yet to be activated are stored in man-sized polymer bubbles. These allow the fluorocarbons to flow in freely but prevent the lifeform from being damaged. Occasionally, medics can be seen swimming around inside the tank in scuba gear giving these lifeforms a check-up.

**Gym:** This is the upper deck to the gymnasium.

**Scuba Gear Locker:** This is where the scuba gear used by the medics for the Fluorocarbon Storage Tank is stored.

#### Sub-Level Three

**Animatronics Workshop:** Here lifelike robotic duplicates of human beings are manufactured and maintained. These animatronics are designed to be used as realistic opponents in combat training. Treat regular animatronics as normal human beings. There is also a set of animatronics based on the DNAgents. Treat these as 4th Level humans with powers at about one-half the effectiveness of the DNAgents. The Sham animatronics will have no powers.

**Gym:** This is where most of the DNAgents' exercises and training sessions take place. The floors and walls are covered with thick mats and there is weight-lifting and acrobatic equipment distributed throughout the room.

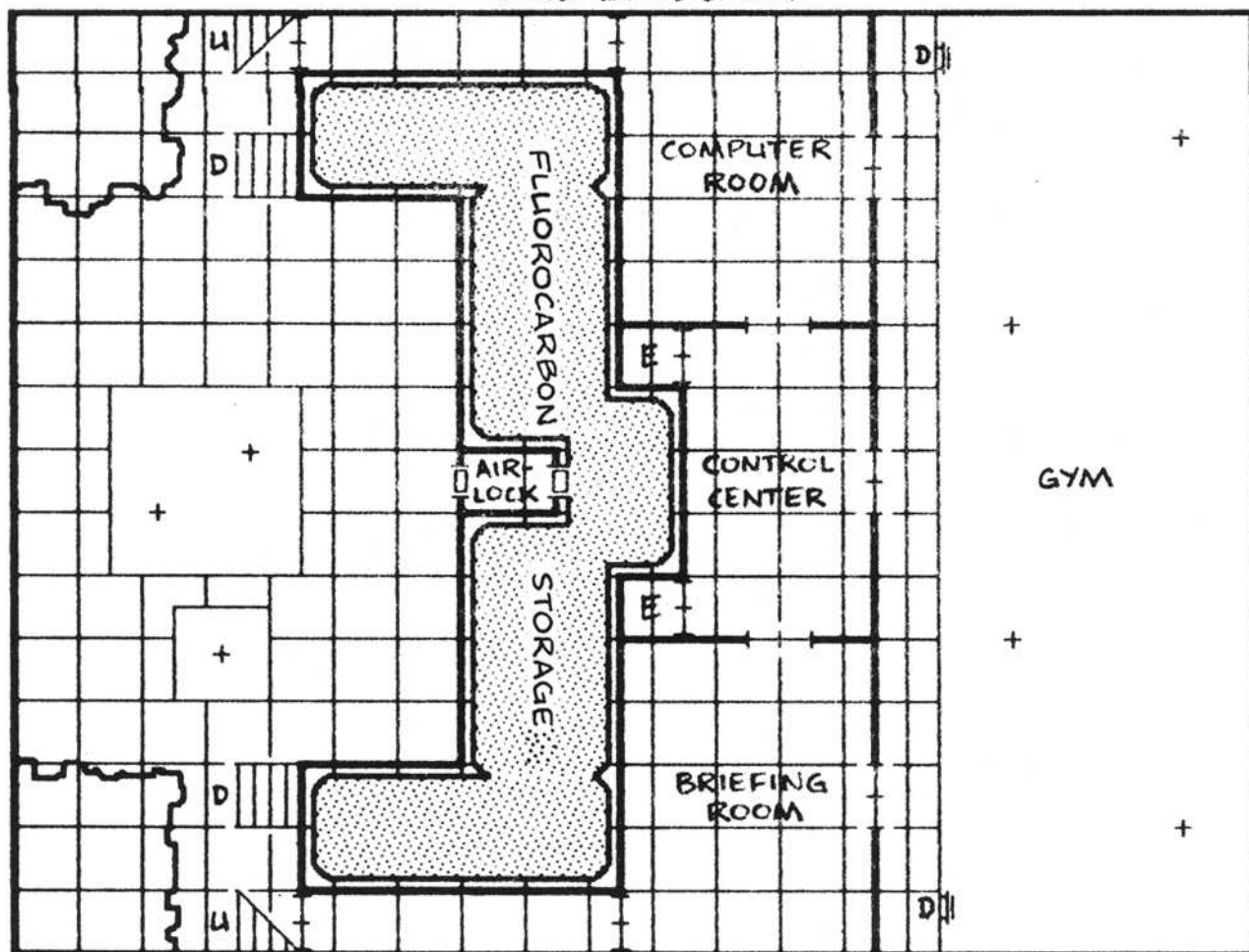
**Holding Cells:** When a lifeform goes renegade or becomes a hazard to Matrix, they are placed in one of these holding cells. The walls here are lined with titanium.

**Molecular Model:** This is a large-scale model of a DNA molecule designed by Matrix for the Biotype Project. Electronic components inside can cause the sphere to light up in various colors and the whole model can flash on and off in different patterns.

**Weight Training Room:** Here is a weight set designed for Surge and Tank. The machines in here can go up to 20,000 pounds. This room is also built with a built-in regulator which monitors their stress levels and gauges their condition.

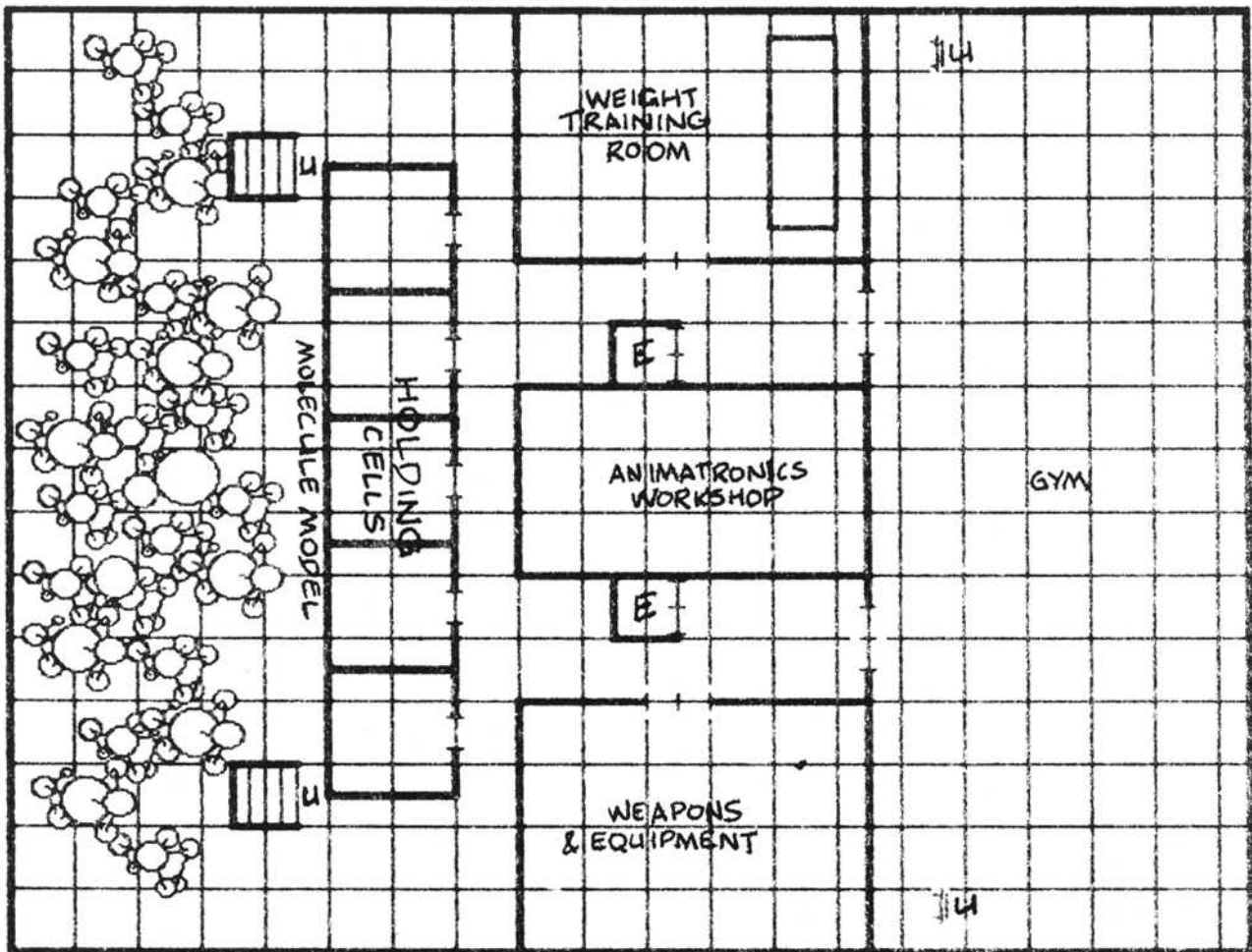
Matrix also has plants and complexes all over the world. There is one in Florida which is built near an excellent source of Regeneratum. There are also facilities in Buran, South Africa.

#### SUB-LEVEL TWO





## SUB-LEVEL THREE



## 8. Lexicon

Here is a short dictionary of the people, places, things and terminology found in the DNAgents Dynasty.

**Amber:** One of the DNAgents, she has the ability to fly and has very strong powers of magnetism.



**Animatrons:** These android duplicates of animals and human beings are used in target practice, combat training and as imposters in matters of espionage.

**Ape-X:** This was the first test subject used by Professor Vlasov in his experiments in mutation and, resultingly, this ape was given an extraordinary intellect.

**Bagley, Senator J. Winston:** Although nearing the end of the fourth term of his Senatorial career, this man is known for little else than being a regular recipient of bribes and a regular user of the industrial spy Crossfire's services.

**Beck, Quentin:** A famous author who also does film and TV work. Beck constantly writes about true-life stories dealing with the twisted and the bizarre.

**Beechgrove University:** This University near Century City, in California has strong ties to Matrix and currently lists the DNAgents among its students. The dorms here are the DNAgents current residence.

**Biotype Project:** This is the code name for the project concerning the development of artificial life, also popularly known simply as 'the DNAgents Project.'

**Bio-Womb:** This is the sort of tank that the beings created by the Biotype Project are conceived, grown and programmed in. Here also the DNAgents can recoup from stress and injury.

**The Black Box:** The device used by Joshua Kartel in an attempt to extort ten billion dollars from the United Nations. The Black Box that Kartel used was ultimately proven to be a phony, although he had demonstrated that he had the capability to use a real one.

**Bunjee Jumper:** A daring criminal who employs the use of Bunjee Cords in the executions of his crimes.

**Buran:** A South African nation ruled by the fascist dictator known only as 'the Commander.'

**Burke:** An Olympic gold medal winner, Beechgrove University student, and current boyfriend of the DNAgent Amber.

**The Bus:** The special rapid-deployment transport developed by Matrix for the DNAgents.

# 'THE BUS'

## Vehicle

Vehicle	Weight (lbs.)	Passengers	Cargo Capacity	Speed	Hit Points to:	
					Disable	Demolish
The Bus	24,200	5 + 6	3000	2200	121	484
Surge's Module 1	6,000	1 + 1	1000	750	30	120
Tank's Module	9,000	1 + 1	1000	250	45	180
Amber's Module	4,000	1 + 2	500	2000	20	80
Rainbow's Module	4,000	1 + 2	500	2000	20	80
Sham's Module	1,200	1	0	300	6	24

**Surge's Module** is classified as a 'Flying Missile Frigate' with built-in silos containing 12 missiles, which have HTH +3 to Hit, do 2d20 damage and have 120" range. The module can also operate as an on-land All Terrain Vehicle with a maximum speed of 45 m.p.h.

**Tank's Module** is classified as an 'Aerial Tank.' It has Armor ADR: (80), 6 missiles which have HTH +4 to Hit, do 1d12 damage and have 75" range. The Particle Beam Cannon has 30" range and does 1d20 damage while attacking as Power Blast. This module can also function as an ATV with a maximum ground speed of 35 m.p.h.

**Amber and Rainbow's Modules** are virtually identical. Both are Supersonic Fighters. They each carry four missiles which have HTH +3 to Hit, do 1d20 damage. These modules are also armed with machine guns (see rulebook, page 24, and treat as Auto-Rifles with d12s used instead of d10s).

**Sham's Module** is actually a Weaponless Recon Glider. It is completely silent, radar invisible and contains a high-speed, high-detail spy camera.

The Bus also contains a multitude of telecommunications and spy equipment. It is constantly being refitted with the latest Matrix innovations.

**Cadaver:** J.W. Cadwallar, a man transformed by regeneratum into an immortal, living cadaver.

**Casey:** The Beechgrove University student and manipulative girlfriend of Tank, of the DNAgents.

**Cambio, General Jorge:** The assassinated, ex-leader of the South American nation of Santa Avericia.

**Comet Cable:** A sleazy, small-time cable operation out of Los Angeles, specializing in low-grade B-Movies.

**The Commander:** The military ruler of the South African nation of Buran.

**Conferencia:** The totalitarian regime that governs the South American nation of Santa Avericia.

**'The Cooperative Beavers':** A popular, highly-censored Saturday morning cartoon show that is so completely devoid of catharsis that it is actually psychologically damaging.

**Crossfire:** As Jeff Baker, Crossfire was an industrial spy for hire and refugee from the law; as Jay Endicott, Crossfire is a reluctant superhero and ally of the DNAgents.

**Data-Star Cartridge:** A high security data storage device, easily authenticated and impossible to copy. It incinerates itself if mishandled or played without the proper encoded authorization.

**DBS:** The newest of the 'Big Four' television networks. It is known for its cutthroat programming policy and its internal power struggles almost as much as it is for the television shows in its lineup.

**DNAgents:** A group of genetically bred commandos and secret agents designed and created by the Matrix Corporation.

**Fluorocarbon:** A stable compound of carbon and fluorine in which the artificial life produced by Matrix is grown. Fluorocarbon is also used in place of blood in these lifeforms as it is a much more efficient carrier of oxygen in the circulatory system.

**Gemstone:** The laser-wielding industrial spy and hit-man out to take over the old Crossfire's business.

**Genetic Parent:** The donor of a cell sample which is used as the guideline in creating the artificial lifeforms produced by Matrix Inc.

**Hancock, Damon:** The noted author with a reputation for harsh criticism and the belittlement of any and all culture with a high mass appeal. He is also a sufferer of the disease known as dyslexia.

**Harden, Professor:** A Soviet defector who helped to originate

the Biotype Project at Matrix and who is even now continuing his research in the field of genetic engineering.

**Haskell, Lester:** A powerful former executive at DBS with reputed underworld connections.

**Hotchkiss, Phillip W.:** The Vice President of Technor, Inc. who got his position by stealing the Q-Codes of the DNAgents while under the employ of the Matrix Corporation.

**'It's Fantastic':** The popular DBS television program that features exciting and fantastic things from the real world every week.

**Kathy:** Kathy Belasco, Beechgrove University student and current girlfriend of the DNAgent Surge. She suffers from extreme paranoia and terrible recurring nightmares.

**Krell, Angela:** The late daughter of Lucius Krell, she was accidentally killed by Crossfire during a break-in attempt on her home.

**Krell, Lucius:** The infamous President of Matrix, Incorporated, billionaire industrialist and playboy. The DNAgents report directly to him for orders.



**Luger:** The hit-man who destroyed the Angela Krell replicant and killed himself rather than face the wrath of her lover, Surge.

**Lancer:** The superhero and media superstar who was instrumental in proving Surge innocent of murdering Luger.



**Machete Killer:** Psychopath Howard Cook, who stalked B-Movie actresses, murdered them with a machete and took pictures of them. Cook was murdered in prison by Gemstone, while working on the motion picture based on his life.

**Manya:** A peaceful European nation recently threatened with government overthrow by a group of mercenaries.

**Matrix Corporation:** One of the largest multi-national corporations

in the world and the producers of the DNAgents.

**Mega-Man:** A giant robot developed by Professor Alexi Vlasov as a weapon with which to destroy the Matrix Corporation.

**Mercenaries:** A band of high-tech mercenaries commonly under the employ of Matrix, one of its competitors, or virtually anyone with big bucks. They have repeatedly come up against the DNAgents.

#### HIGH-TECH MERCENARIES

Name	Sex	Level	Hits	Power	Agility	Move	Damage	Accuracy	HTH
Aiho	F	5	12	67	17	47"	+2	+2	1d6
Hector	M	4	10	60	16	46"	+2	+2	1d8
Saunders	M	3	11	61	16	46"	+2	+2	1d8
Oswald	F	3	10	60	14	44"	+2	+1	1d8
Simonson	M	3	9	58	16	46"	+2	+2	1d6
Truman	M	3	8	59	15	45"	+2	+2	1d6
Newcastle	M	3	8	58	16	46"	+2	+2	1d6
Emery	F	3	6	53	14	44"	+2	+1	1d6
Gordon	F	2	7	57	15	45"	+2	+2	1d6
Avery	M	2	7	56	14	44"	+2	+1	1d6
Nelson	M	2	6	54	14	44"	+2	+1	1d6
Davis	F	2	7	55	14	44"	+2	+1	1d6

Armor:

ADR: (45)

Life Support Device

Weaponry:

Energy Pistol: HTH +2 to Hit, 1d10 damage, Range = A x 3".

Taser Rifle: HTH +4 to Hit, causes paralysis, Range = 12".

Blast Rifle: HTH +4 to Hit, 2d10 damage, 30" range, optional setting does normal damage plus counts as Death Touch.

Saucer Grenade: HTH +4 to Hit, 1d20 damage, 5" blast radius.

**Neiman, Kirby:** One of the wealthiest men in the world and former President of Technor, Inc. He is also the father of Serina (Nightingale) Neiman.

**Nightingale:** Serina Neiman, a debutante superheroine who patrols the South Side of Los Angeles. She is an ally of the Sentry Squad.

**N.I.N.:** The National Intelligence Network is the most secretive of the United States' intelligence gathering organizations.

**Positron and Electron:** The hired guns of Professor Vlasov (a.k.a. Mega-Man) who he created by mutating two prison convicts.

**Proto-1:** The code-name for the replicant of Angela Krell, the first artificial lifeform created by the Matrix Corporation and lover of Surge of the DNAgents. She was murdered by Luger and her body is preserved as it contains the secret of the formulae used in the creation of the DNAgents.

**'Q' Codes:** These are the computer codes used in programming the DNAgents. With them, a DNAgent's programming can be completely altered or his memory erased.

**Quayle, T.:** T. Quayle is the agent for the media superstar known as Lancer.

**Rabb, Sandy:** A famous B-Movie actress who starred in the short-lived science fiction comedy series 'Star Honey,' Sandy's career took such a downward spiral that she was forced to become a hooker. She was murdered by Scavenger after trying to blackmail Lester Haskell. Her films continue to be shown on TV and many are cult favorites.

**Rainbow:** The DNAgent possessed of extraordinary telepathic capabilities and phenomenal agility.



**Regeneratum:** The radioactive substance used to energize the cells of artificial life created by Matrix. This rare mineral is known only to exist in a certain section of the Florida Everglades.

**Regulator:** A device used to monitor the condition of one of the

DNAgents and to help him or her control his/her powers.

**'The Sammy Flaveman Show':** This is the number one rated talk show in the country, hosted by 'the King of Comedy,' Sammy Flaveman. This show is especially noted for its star-making potential for young singers and comedians.

**Santa Avericia:** This South American nation is ruled by the vicious Conferencia government.

**Saxon, Chic:** Saxon is the publisher of *Skylark* magazine.

**Scavenger:** Scavenger has taken the place of Luger as the Mob's number one hit-man.



**The Sentry Squad:** These young people patrol their South Los Angeles neighborhood and act as a sort of 'Guardian Angels' group.

**Sham:** The DNAgent with the power to assume anyone's appearance and voice almost instantly.





**Shepherd, Tawny:** The psychologist, educator and social scientist in charge of the DNAgents' education and 'social initiation.'



**Shocket, Winston:** Shocket is a ham Shakespearean actor who was reduced to doing low-budget horror movies to earn a living. Soon he started to 'live' his roles and had even turned his mansion into a house of horrors thanks to modern-day special effects.

**Skylark Magazine:** A popular men's magazine famous for its pictorials and its editorializing on the 'swinger philosophy.'

**Sylark Mansion:** The home of *Skylark* publisher Chic Saxon is a veritable playground for the beautiful, rich and famous. Financed by profits from Saxon's publishing and his internationally run gambling casinos, it is worth several millions. Wild animals roam freely about the grounds.

**Slayton, Billy:** A small-time comic who murdered the famous actor John Upton for a chance to appear on the Sammy Flaveman Show. Although Slayton gave the greatest performance of his life, it was never seen as his spot on the show was pre-empted by Upton's obituary.

**Snafu:** This pet of the DNAgent Sham is the result of a laboratory accident that was thought to have been flushed away.

**Snickles:** An unbearably cute line of mass-marketed dolls.

**Solar Converter:** This brilliant innovation in the field of solar energy was stolen from a Japanese firm by industrial spies for the Matrix Corporation.

**Stiletto:** A female revolutionary from the South American nation of Santa Avericia.

**Surge:** The DNAgent with the violent electrically-based powers and a temper to match.



**Tank:** The DNAgent built around the concept of a 'human tank.'



**Technor, Inc.:** The Matrix Corporation's number one competitor.

**Venture, Landon:** A crooked financier, now president of Technor, Inc., the competitor to Matrix.

**Voraz, General:** A former ruler of the South American nation of Santa Avericia.

**Vlasov, Alexi:** Originator of the Biotype Project, genetic parent to Amber and creator of Ape-X, Positron and Electron and the monstrous robot Mega-Man.

**Wasp-Convergence Flyers:** Matrix-designed one-man flying attack vehicles to be used in mass to attack ground troops. These vehicles are often used by the 'high-tech' mercenary enemies of the DNAgents.

#### WASP CONVERGENCE FLYERS

Weight: 750 lbs.

Passengers: 1 + 1

Cargo Capacity: 150

Speed: 180

Hit Points:

To Disable: 5

To Demolish: 15

Armor: ADR (30)

Weaponry: Blaster Weapon with 12" range, +3 to hit, does 1d12 of damage.

Targeting Computer: +2 to hit with Blaster Weapon, When in use the pilot has Detect Hidden and Detect Danger x2.



# CONVERSIONS:

## AND



by Steve Perrin & George MacDonald with Jack Herman

The major hurdle when using this **Villains and Vigilantes** adventure with the **Champions** rules is converting the characters to **Champions** stats. As both games deal with superheroes, the adventure's storyline should work with little or no conversion.

Converting **V&V** characters to **Champions** is a two step process. First convert the character's stats and then convert the character's powers. The Gamemaster will be responsible for creating disadvantages from the character's weaknesses and writeup.

### CHARACTERISTICS

Each **Champions** Primary Characteristic is based on a **V&V** characteristic or ability. Use the list below to calculate each Primary Characteristic. Speed is also calculated from the **V&V** characteristics. Calculate the rest of the **Champions** Figured Characteristics normally and round them up.

**STR:** Use the **Champions** Strength Chart to find the **Champions** STR that represents the **V&V** character's carrying capacity. Use the **V&V** lift numbers straight, do not convert from pounds to kilograms.

**DEX:**  $15 + (3 \times \text{V&V Accuracy})$

**CON:**  $1/3$  of **V&V** Power Score.

**BODY:**  $6 + \text{V&V Basic Hits}$

**INT:** **V&V** Intelligence.

**EGO:** **V&V** Charisma.

**COM:** Player's choice.

**SPD:**  $(\text{V&V Agility} + \text{Initiative Bonus [if any]}) / 10 + 3$ .

Some powers may affect the **Champions** Figured Characteristics. Double the Base Figured PD or ED if the character has no powers that help defend from physical or energy attacks.

### POWERS

**V&V** and **Champions** have very different systems to represent a character's powers and abilities. A **V&V** character's defense is often not getting hit by a type of attack, while a **Champions** character's defense is ignoring much of the damage of a specific type of attack. These conversions attempt to preserve the 'spirit' of the **V&V** character using the **Champions** mechanics, by giving him high defenses vs. a type of attack, rather than making him hard to hit. The following are some simple rules for the conversion.

The GM may use as many dice of damage for each attack as he feels fits into his campaign. The GM may use the following as a basis for comparison. To get the number of normal dice of attack, halve the maximum damage of the **V&V** attack and add the character's Damage Modifier. Divide the result of this by 3 to get dice of Killing Attack. Multiply the number of dice by 5 to get Active Points in other powers.

Whenever the value of a Defense is unspecified, the **Champions** character gets  $10 + \text{V&V Character Level}$  in points of Defense.

For Ground and Swimming Movement, divide the **V&V** move in inches by twice the **Champions** Speed to get movement per phase.

For Flight, divide the **V&V** move in inches by 2 and take the square root. The table below gives some possible values.

<b>V&amp;V Movement</b>	25"	100"	225"	400"	625"	900"	1225"	1600"	2025"	2500"
<b>Champions Move</b>	5"	10"	15"	20"	25"	30"	35"	40"	45"	50"

A **V&V** character's Level has a big impact on how well he hits an opponent. For every two **V&V** Levels over 1 (rounded down), the **Champions** character should get one 8 point level in Combat (**V&V** Level  $6 = 2 \times 8$  Pt. Skill Levels, **V&V** Level  $7 = 3 \times 8$  Pt. Skill Levels, etc.).

From here on you simply look up the **V&V** power on the list below and find its **Champions** equivalent. Some **V&V** powers include several **Champions** powers, others have variable equivalents, depending upon the **V&V** writeup. Read the writeups carefully to get the best translation.

### V&V POWER

**Absorption.** . . . . .3D6 Absorption and/or Power Transfer  
**Adaptation.** . . . . .30 pt. Life Support, 1/2 Damage Reduction versus Ranged Energy Attacks  
**Android Body.** . . . . .+10 CON, 10 pt. Ego Defense, one other power  
**Animal Control.** . . . . .12D6 Mind Control (Specific animals only)  
**Animal Powers.** . . . . .Whatever is appropriate  
**Animated Servant.** . . . . .Robot (use **Champions II** rules)  
**Armor 31-60.** . . . . .Armor 12 PD 12 ED - Activates on 11  
**Armor 61-90.** . . . . .Armor 18 PD 18 ED - Activates on 14  
**Armor 91+.** . . . . .Armor 24 PD 24 ED  
**Astral Projection.** . . . . .Desolid - Must leave normal body behind  
**Bionics.** . . . . .Whatever is appropriate  
**Body Powers.** . . . . .Whatever is appropriate  
**Chemical Power.** . . . . .Multiform, 1/2 damage reduction vs ranged energy attacks  
**Cosmic Awareness.** . . . . .Gamemaster discretion

### CHAMPIONS POWER

### V&V POWER

**Darkness Control.** . . . . .Darkness to normal vision  
**Death Touch.** . . . . .1D6 Power Destruction - Body  
**Disintegration Ray.** . . . . .3D6 Energy Killing Attack  
**Devitalization Ray.** . . . . .10D6 Power Drain - Endurance, at range  
**Dimensional Travel.** . . . . .Extra-Dimensional Teleport  
**Emotion Control.** . . . . .12D6 Mind Control - Emotions Only  
**Flame Power 1.** . . . . .Energy Blast - Fire  
**Flame Power 2.** . . . . .Elemental Control - Fire  
     1. Energy Blast, 2. Flight, 3. Force Field (10 PD, 15 ED)  
**Flight.** . . . . .Flight (see chart in text)  
**Force Field 1.** . . . . .15 PD Force Wall  
**Force Field 2.** . . . . .Strength (Usable at Range)  
**Gravity Control.** . . . . .Telekenisis  
**Heightened Attack.** . . . . .+5 to active points in all attacks  
**Heightened Defense.** . . . . .+2 levels of DCV  
**Heightened Expertise.** . . . . .  
     01-60. . . . .+2 OCV with one attack (2 3-Pt. levels)  
     61-90. . . . .+2 OCV with related attacks (2 5 Pt. levels)  
     91-100. . . . .+2 OCV with all attacks (2 8-Pt. levels)  
**Heightened Senses.** . . . . .Danger Sense/appropriate Enhanced Sense  
**Heightened Speed.** . . . . .Running (see movement rules in text)  
**Ice Powers.** . . . . .Elemental Control - Ice  
     1. Ice Blast, 2. Armor (see Armor power above), 3. Force Wall 10 PD, 10 ED  
**Illusions A.** . . . . .12D6 Light Illusions (**Champions II**)  
**Illusions B.** . . . . .10 PD/10 ED Force Wall and Animating Telekenisis (on Force Wall)

**V&V POWER****CHAMPIONS POWER**

Invisibility . . . . .	Invisibility (normal only)
Invulnerability (per pt.) . . . . .	+1 PD and +1 ED with any appropriate resistant defense
Life Support . . . . .	20 pt. Life Support (OIF - space suit)
Light Control . . . . .	Elemental Control - Light 1. Lightning Blast, 2. 20 ED Force Field, 3. Telekenesis Animate (electrical devices only)
Magical Spells . . . . .	appropriate powers with magical base
Magnetic Powers . . . . .	Elemental Control - Magnetism 1. Telekenesis on Metal, 2. 15 PD/15 ED Force Field, 3. Strength usable at range, only
Mind Control . . . . .	12D6 Mind Control
Mutant Power . . . . .	Whatever is appropriate
Natural Weaponry . . . . .	1D6 HKA or 1 level of Martial Arts
Non-Corporeality . . . . .	Desolid (+1/4 not through Force Walls)
Paralysis Ray . . . . .	8D6 ALD* ( <b>Champions III</b> ) (* artificial bodies, ED, Ego Defense)
Plant Control . . . . .	Telekenesis (animating plants only)
Pet . . . . .	Other hero or 'vehicle'
Poison/Venom . . . . .	Ranged Killing Attack or Transformation Attack ( <b>Champions III</b> )
Power Blast . . . . .	Energy Blast and Missile Deflection at range
Psionics . . . . .	appropriate mental power
Regeneration . . . . .	Regenerate (1 point per point of <b>V&amp;V</b> Healing Rate)
Revivification . . . . .	Gamemaster Discretion
Robotic Body . . . . .	2 x Density, 5 point Ego Defense, other appropriate power
Size Change A . . . . .	Growth
Size Change B . . . . .	Shrinking
Sonic Abilities . . . . .	Energy Blast - Sonics
Speed Bonus . . . . .	Extra inches in one movement power (see movement rule)
Special Weapon . . . . .	Powers bought through focus
Stretching Powers . . . . .	Stretching and appropriate other powers
Telekenesis . . . . .	Elemental Control - TK 1. Telekenesis, 2. PD Force Field, 3. Physical Energy Blast
Telepathy . . . . .	Elemental Control - Telepathy 1. Telepathy, 2. Mind Scan, 3. Ego Defense
Teleportation . . . . .	Teleportation with added distance
Transformation A . . . . .	Instant Change or Multiform
Transformation B . . . . .	Multiform ( <b>Champions III</b> )
Transformation C . . . . .	Shapeshift or Multiform ( <b>Champions III</b> )
Transmutation . . . . .	Transformation Attack ( <b>Champions III</b> )
Vehicle . . . . .	Vehicle ( <b>Champions II</b> )
Vibratory Powers . . . . .	Elemental Control - Vibrations 1. Vibrations Blast, 2. 10 ED and 20 PD Force Field, 3. Desolid
Weakness Detection . . . . .	Find Weakness
Water Breathing A . . . . .	.5 pt. Life Support
Water Breathing B . . . . .	.5 pt. Life Support, 0 END on all powers while in water, (+1 Limitation on Reduced END Cost), and 20 pt. Physical Disadvantage; Recovery drops to 1 while not in water.
Weather Control . . . . .	Weather Multipower 1. Darkness - Clouds, 2. Entangle - Rain, 3. EBlast Lightning, 4. EBlast - thunder vibrations, 5. EBlast - Wind, 6. EBlast - Cold, 7. EBlast - Ice
Willpower A . . . . .	High INT and EGO
Willpower B . . . . .	Ego Defense, Power Defense, Danger Sense, or some similar ability
Wings . . . . .	Flight (see 'Flight' above)

V&V characters can have weaknesses as part of their powers. **Champions** characters should take the Disadvantage, or Power Limitation that most closely reflects these weaknesses. Most **V&V** weaknesses come under the 'Physical Limitation' 'Disadvantage' or 'Limited Power' Limitation.

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# CONVERSIONS:

# AND SUPERWORLD™

BY THE AUTHORS OF SUPERWORLD AND V&V

Before we get to translating characters (which can be done fairly easily), we must come to grips with two different philosophies of game design, and why a literal translation of super powers from one game to another is virtually impossible.

**Superworld** is a very structured game in which every power must be paid for in hero points which are based on the original rolled statistics of the hero, various disadvantages he adds to his powers, and handicaps he must bear.

**Villains and Vigilantes** is an open-ended game which strives to follow the example of the comics, where heroes are not usually in a situation where they can pick their own powers and weaknesses. Characters are generally based on the players themselves and powers are rolled randomly, unless the Gamemaster decrees otherwise.

Another incompatible part of the two game systems is the type of damage rolled. In **Superworld** the player has control of how much damage his Energy Projection will do. As long as he has the points to pay for it, he can have as big a blast as he wants. In **Villains and Vigilantes** a character's Agility and Intelligence give Accuracy and Damage Modifiers which affect the basic chance to hit and the damage caused by a super power. It can also be effected by other super powers, having rolled said power multiple times, using multiple attacks, and using various powers in tandem or with special applications a character could train in or invent.

Thus, there is no direct correlation between the two games.

The Gamemaster or player who wishes to translate the **V&V** power blaster into a **Superworld** Energy Projector must establish for himself an 'average damage' for the campaign and base the damage to be assigned to the Power Blaster's attack upon that.

Translating the other way is simplicity itself. If the **Superworld** hero had a 'common' Energy Projection, then he is given Power Blast straight. If it is more than common, then it is assumed that he either had a multiple roll of the power or it is boosted by some other power, such as Heightened Attack, Body Power, Psionics, or whatever the translator feels best reflects that character's abilities.

For most powers, it is simply a matter of looking at the power as it is described in one game system, then looking at a similar power in another. One thing to watch out for is the way the powers of both game systems combine effects. It is not immediately obvious until you look at the combat table, for instance, that a **V&V** character with Lightning Control is nearly invulnerable to Lightning Control attacks. The translation process to **Superworld** must therefore include excellent Resistance from Lightning attacks.

Similarly, the **Superworld** Stretching power includes some form of protection from kinetic and electrical attacks. While Stretching Powers in **Villains and Vigilantes** can be used as a fairly effective defense, the equivalent would probably be something more along the lines of Stretching Powers combined with Heightened Defense.

It is therefore recommended that when translating characters from one game to another, that one ignore such things as the maximum number of powers and weaknesses a character can have in **Villains and Vigilantes** and the maximum number of Hero Points a player has to spend in **Superworld** and to strive to maintain the integrity of the character being translated.

The following list gives the **Villains and Vigilantes** powers and weaknesses and their closest **Superworld** equivalents.

## Villains and Vigilantes

Absorption  
Adaptation  
Android Body  
Animal/Plant Control  
Animal/Plant Powers  
Armor  
Astral Projection

## Superworld

Absorption, Mimic or Reduction  
Adaptability, Resistance  
Whatever Fits  
Mind Control (Animal)  
Whatever Fits  
Resistance  
Astral Projection

## Villains and Vigilantes

Bionics  
Body Power  
Chemical Power  
Cosmic Awareness  
Darkness Control  
Death Touch  
Disintegration Ray  
Devitalization Ray  
Dimensional Travel  
Diminished Senses  
Emotion Control  
Flame Power (1)  
Flame Power (2)

## Flight

Force Field (1)  
Force Field (2)  
Gravity Control  
Heightened Agility  
Heightened Attack  
Heightened Charisma  
Heightened Defense  
Heightened Endurance  
Heightened Expertise  
Heightened Intelligence  
Heightened Senses  
Heightened Speed  
Heightened Strength  
Ice Powers

## Illusions (A)

Illusions (B)  
Invisibility

## Invulnerability

Life Support  
Light Control

## Lightning Control

Lowered Intelligence  
Low Self Control

## Magical Spells

Magnetic Powers

## Mind Control

Mute  
Natural Weaponry  
Non-Corporeality  
Paralysis Ray  
Pet  
Phobia/Psychosis  
Physical Handicap  
Poison/Venom  
Power Blast  
Prejudice  
Psionics  
Reduced Agility  
Reduced Charisma  
Reduced Strength  
Regeneration  
Revivification

## Superworld

Whatever Fits  
Whatever Fits  
Whatever Fits  
Cosmic Consciousness\*  
Darkness  
Poison  
Transmute, Energy Projection  
Reduction  
Dimensional Shift  
Physical Problem  
Emotion Control  
Energy Projection  
Energy Projection, Force Field,  
Flight  
Flight  
Shield\*  
Energy Projection  
Gravity Projection  
Super DEX  
Impaling Advantage  
Super POW  
20% Defense  
Super CON  
Skill Increase  
Super INT  
Super Senses  
Supermove  
Super STR  
Kinetic Energy Projection, Snare  
Projection, Force Field, Armor  
Illusion Projection  
Energy Projection, Force Field  
Normal Invisibility — still detect-  
able by other senses.  
Armor  
Adaptability  
Energy Projection, Dazzle, Force  
Field  
Energy Projection, Resistance to  
Electricity  
Lowered Characteristic  
Failure Chance or Psychological  
Problem-Berzerk  
Whatever Fits  
TK, Energy Projection -Electric,  
Force Field or Resistance  
Mind Control  
Physical Disability  
Energy Projection - no range  
Insusbtantiality  
Paralysis\*  
Sidekick  
Phobia  
Physical Handicap  
Poison Gas Projection  
Energy Projection  
Psychological Problem Handicap  
Whatever Fits  
Lowered Characteristic  
Lowered Characteristic  
Lowered Characteristic  
Regeneration  
Ressurrection\*

**Villains and Vigilantes**

Robotic Body

Size Change

Sonic Abilities

Speed Bonus

Special Requirement

Special Weapon

Stretching Powers

Telekinesis

Teleportation

Transformation

Transmutation

Vehicle

Vulnerability

Vibratory Powers

Weakness Detection

Water Breathing

Weather Control

Willpower A

Willpower B

Wings

**Superworld**

Whatever Fits

Super SIZ or Micro SIZ

Energy Projection, Force Field

Supermove or Superspeed

Various Power Disadvantages

Whatever Fits

Stretching

Telekinesis, Energy Projection,

Telepath, Mind Search, Mind Block

Teleport

Shape Change, Impersonate

Transmute

Movement Powers as Vulnerable

Devices plus Sidekick abilities

Added Damage or Special Vulnerability

Energy Projection, Force Field

Insustantiality

Spot Weakness Skill

Adaptability to Underwater

Energy Projection, Darkness,

Flight, etc.

Meditation

Mind Block and others

Flight with vulnerable device

\* See the **Superworld Companion** for these powers.

The following table is a listing of various statistics in **Superworld** and their approximate equivalents in **Villains and Vigilantes**.

**Superworld****Villains and Vigilantes**

STR. . . . .Strength

CON . . . . .Endurance

SIZ . . . . .Weight/17

INT. . . . .Intelligence

POW . . . . .Charisma

DEX . . . . .Agility

APP. . . . .A **V&V** character's appearance is usually that of the **V&V** player. Therefore, the exact score must be decided by GM/Player agreement.

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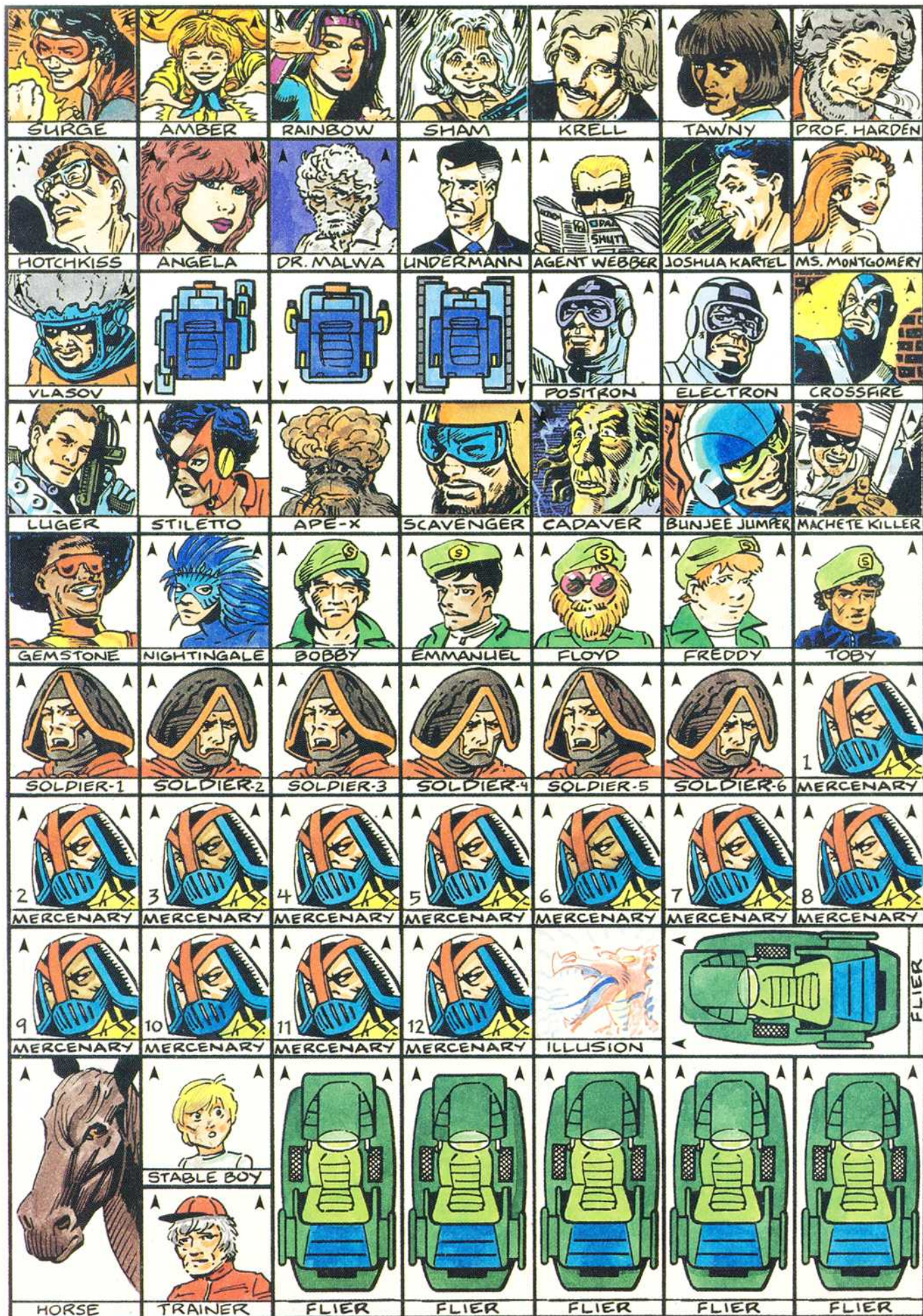
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