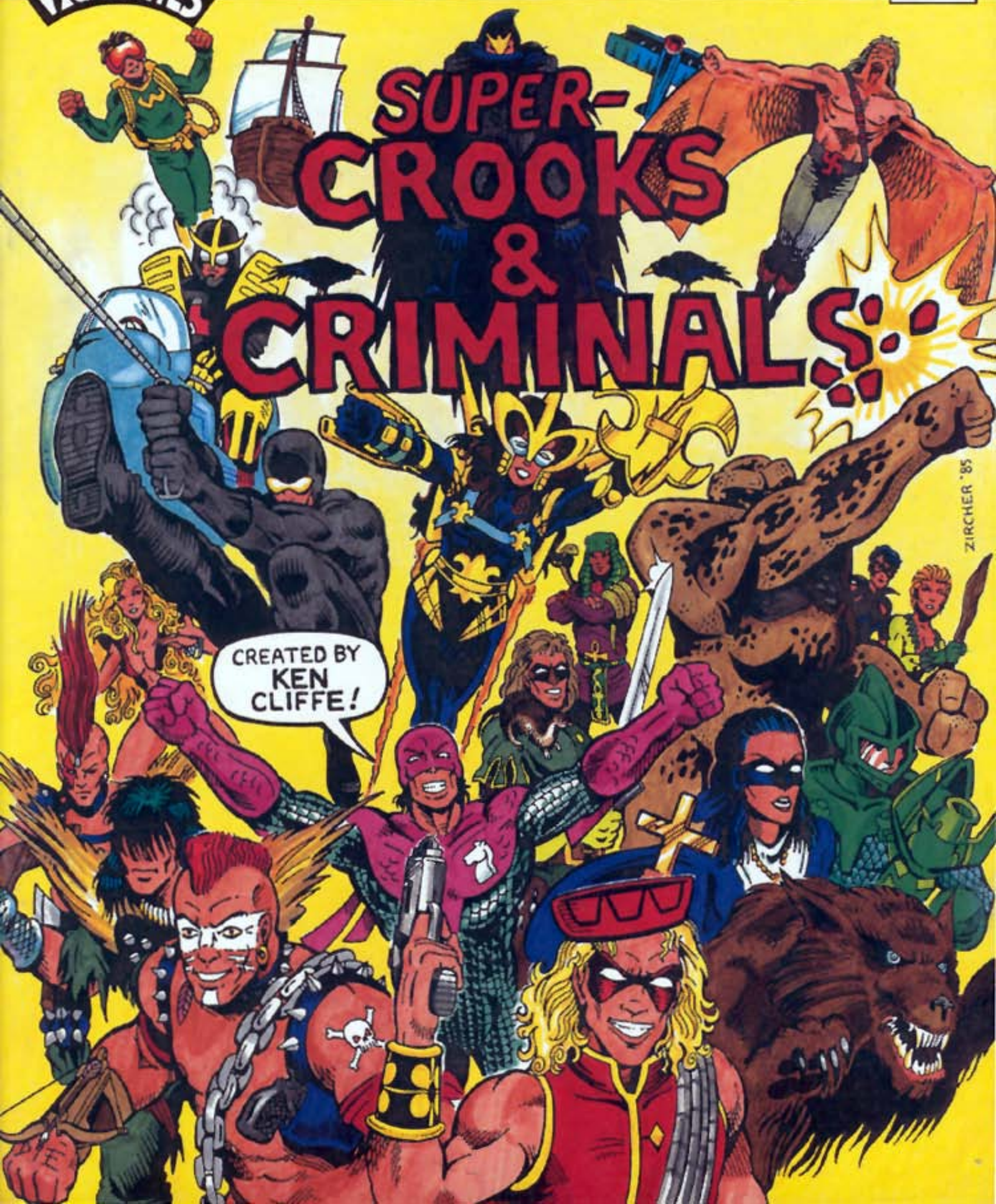




Super-Crooks & Criminals



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EDITORIAL INTRODUCTION

This marks Ken Cliffe's fourth appearance as a V&V author. Several of the characters discussed within the pages of this compendium will be of specific interest to those who have played through Ken's previous adventures already in publication. A number of characters in those books had backgrounds that referred to other characters, both heroes and villains. Many of these characters who had only been alluded to previously are now discussed in detail and the complete view of Ken Cliffe's **V&V** world is now available.

Though FGU sees a greater need for adventures than for books of villains, such collections of characters are also valuable tools for the Gamemaster, especially when they tie together any loose threads from a series of adventures by a given author/designer. This is especially true in the case of **Super-Crooks & Criminals**, where the detail behind such organizations as C.R.I.M.E. is presented to enable GMs to use the entire group in an ongoing campaign, after having first encountered some members in previous adventuring.

But, enough of this spouting; on to the bad guys!

Scott B. Bizar

Editor-in-Chief

INTRODUCTION

A V&V campaign can easily develop an insatiable appetite for more and more villains. Has this situation ever happened to you...?

Gamemaster: Alright, you've found the hidden headquarters of this unknown villain. If you want, you can start to search around.

Player: OK, I'm going to start searching around for this guy. Is there anything around that might give me a clue?

Gamemaster: Well, that's for you to find out. In the room that you are in now there's a desk and what looks like some kind of operations table.

Player: Alright, I'll look at the table,

Gamemaster: (Secretly he rolls a Detect Danger roll) As you're searching you hear the sound of footsteps behind you as if someone is sneaking up. Roll initiative.

Player: Before anything happens, I'm going to change facing out of turn. That costs two Power, right?

Gamemaster: Yup.

Player: Well, who do I see?

Gamemaster: Before you stands the most diabolical villain of all time, the man who is your biggest enemy, (villain of your choice).

Player: Oh, not him again! I'm sick of fighting him every time we play! Don't you have anyone new?

If so, then this is the **Villains and Vigilantes** adventure supplement for you. Within this text are thirty of the sneakiest, foulest, and all around rottenest bad guys around! These characters have been created for the GM's campaign and can easily fit therein with a minimum of work. If you still don't believe that they're bad, just take a peek inside.

INDEPENDENTS

BLACKJACK

Identity: Jack Dunn

Side: Evil

Sex: Male

Age: 29

Level:

2

Powers:

1. Heightened Agility; +7
2. Heightened Defense: -4 to be hit
3. Heightened Expertise: 44 to hit with all devices
4. Gimmicks: Blackjack carries a varied and constantly changing supply of devices. Examples include:
 - a) Deck of Cards: When scrambled in an opponent's face, disorientation is created. Two phases are wasted by the victim to recover. Agility save to avoid this. Costs 5" of movement, 1" range, attacks as HTH.
 - b) Pellet Gun: +3 to hit, 50" range, no damage
 - i) Gas Pellet: Causes paralysis on successful hit.
 - ii) Sleep Pellet: Causes victim to fall asleep as if unconscious on a successful hit. Wake up rolls allowed.
 - iii) Mute Pellets; The pellet effects the victim's nervous system, rendering him mute for 1d10 turns.
 - c) Sling Shot: +1 to hit, HTH +1 damage, Ax2" range, PR=1 per shot. Blackjack carries 20 stones which do above damage as well as the following special "stones":
 - i) Flare Bomb: Flame power damage is inflicted upon a hit. 1d12 damage.
 - ii) Flash Bomb: Light flash carrier attack (see rules p.14) upon a hit.
 - iii) Shadow Bomb: Darkness Control is released upon a hit. A 2" sphere is created.
 - d) Grapple and Line: To hit the target, an Agility save is made. There is 50' of cable. Blackjack swings at 26" speed.
 - e) Sneezing Powder: When blown in a Victim's face this powder causes uncontrollable sneezing. To recover, an Endurance save is made every turn. 1" range, attacks as HTH, no PR.
5. Low Self-Control: Blackjack cannot resist playing a prank or joke, even if threatened by capture,

Weight: 160 lb.

Agility Mod.: -

Endurance: 11

Intelligence: 14

Reactions from Good: —

Hit Mod: (1) (1.1) (1.4) (1.3)=2

Damage Mod.: +1

Accuracy: +1

Carrying Cap.: 168 lb.

Movement Rates: 33" ground

Det. Hidden: 10%

Inventing Points: 2.8

Basic Hits: 4

Strength: 10

Agility: 12

Charisma: 11

Evil: -

Hit Points: 8

Healing Rate: 1

Power: 47

Basic HTH: 1d4

Det. Danger: 14%

Origin & Background: Jack Dunn was a petty thief who would steal anything. His specialty was robbery, particularly in high rise buildings, and cracking safes. On one such job, Jack and his partner were scaling a sky-scraper when a flying superhero, the Silver Shrike, spotted them. The hero was known for his dare-devil actions and, in a dangerous stunt, grabbed Jack's partner. However, before the Silver Shrike could pull out of his dive, he lost control and dropped the thief to his death. In his rage, Dunn pulled his pistol and emptied the clip at the hero. A lucky shot struck the Shrike's anti-gravity device and destroyed it. He too plunged to his death. Seeing this, Jack decided that he



could be just as dangerous as the Shrike. All he needed was a costume and a bunch of cheap gimmicks.

"I'll even bet that all those hero jerks get their power from their costumes!"

After disappearing for months, Dunn reappeared as Blackjack with a wide repertoire of devices.

As he always did, Jack still likes to pull off robberies, except now they have grown larger in scale. Jack's most hated type of hero is one who can fly, partly because his friend was killed by one and partly because a flying opponent is harder to fight than a grounded one.

Combat Tactics/M.O.: Blackjack's arsenal of weapons is constantly growing and changing. If he expects to encounter a specific hero or group of heroes, Blackjack will create special devices better suited to these specific heroes.

BLUEGILL

Identity: Nathan Fathom

Side: Evil

Sex: Male

Age: 31

Level: 7

Powers:

1. Water Breathing Device: Type A: 72 hours use per recharge, acts as life support, provides deep sea vision.
2. Heightened Strength: +12
3. Speed Bonus: +80" swimming
4. Special Weapon: Trident: +3 to hit, HTH +1d6 damage, A" Range
 - a) Water Blast: 24" range, 1d12 damage, 15 shots per day, attacks as Vibratory Powers, These blasts are generated within the trident and can be fired on land (even when no

water is around) or fired in water.

5. Natural Weaponry: +3 to hit, +6 damage

6. Pet: Kraken: With this beast Bluegill has a telepathic link.

7. Physical Handicap: Bluegill is missing his left eye and therefore receives a -4 to hit when attacking from this side. Those attacking him from this side get a +4 to hit.

Weight: 205 lb.

Agility Mod.: -

Endurance: 17

Intelligence: 14

Reactions from Good: -4

Hit Mod: 7.6

Damage Mod.: +1

Accuracy: +2

Carrying Cap.: 2942 lb.

Movement Rates: 62" ground,
142" water

Det. Hidden: 10%

Inventing Points: 9.8

Basic Hits: 5

Strength: 30

Agility: 15

Charisma: 21

Evil: +4

Hit Points: 39

Healing Rate: 2

Power: 76

Basic HTH: 1d12

Det. Danger: 14%

Inventing: 42%



KRAKEN

Side: Neutral (Bluegill's)

Sex: ?

Level: 4

Powers:

1. Modified stats to proportionate size (15' tall)

2. Natural Weaponry: +1 to hit, +2 damage

3. Speed Bonus: +100" swimming

4. Vulnerability: If exposed to air for more than one hour the Kraken will become fatigued and finally die after 5 hours. Returning to sea water returns all power points on contact. Hit Points are now regenerated (in game terms).

The Kraken is mentally controlled by Bluegill with a limitless range. When the villain loses consciousness or mental control, this control is lost and the Kraken is free. It will head

for the closest body of sea water to escape, unless provoked.

If Bluegill was only temporarily disconnected, he can then resume his control.

Weight: 2000 lb.

Agility Mod.: -10

Endurance: 40

Intelligence: 1

Reactions to Good: -

Hit Mod.: 5.04

Damage Mod.: -4

Accuracy: -6

Carrying Cap.: 1,004,000 lb.

Movement Rates: 146" ground,
246" water

Det. Hidden: 2%

Inventing Points: —

Basic Hits: 40

Strength: 100

Agility: 2

Ferocity: 30

Evil: -

Hit Points: 202

Healing Rate: 48

Power: 147

Basic HTH: 9d10

Det. Danger: 9%

Inventing: 3%

Origin & Background: Nathan Fathom was a marine biologist with a government grant for a special investigation he was conducting. In this he was testing a new deep sea pressure suit. He was lowered deeper and deeper into the ocean depths. At an incredible depth, visibility was close to nil. No independent man had ever reached such a depth in the ocean before. The creatures found here would, no doubt, mean fame for Fathom as he discovered them.

Strangely, something moved only feet away from the biologist. Suddenly, a gruesome creature came face to face with Nathan. The fear instilled within him threw Nathan Fathom away from the beast. Strangely enough, the creature fled as well.

After having been pulled from the watery depths, Nathan Fathom spent a week in the hospital, suffering from shock. In this time the biologist had time to reflect upon his experience. It then occurred to Nathan Fathom that his fear of this creature may have had some kind of effect upon its reactions. When Fathom recovered he set out in search of the beast. Some beforehand research brought him to the conclusion that this creature was the real Kraken from mythology. After a period of intense searching, the Kraken was finally found. Fathom had tracked it to its lair. Here the two did battle and Nathan Fathom was the victor. This was a result of his long-held theory; there was some kind of mental link between the man and monster. The payment for this discovery, though, was Fathom's left eye.

Since this time, Nathan Fathom has become the Bluegill, using his modified deep sea diving suit. Since then he has also begun a wave of crime.

Combat Tactics/M.O.: In doing a job, the Bluegill will never stray far from the ocean. This is why all his actions seem to take place near the sea. If in danger on a job, the Bluegill will always try to escape to the sea where he has the most freedom of action.

Bluegill will use the Kraken to destroy buildings, burst open bank vaults, etc., so that they can be robbed. The Gill himself will most commonly fire his Water Blast at an opponent to keep him at a distance.

BLUE MAX

Identity: Hans Overman

Side: Evil

Sex: Male

Age: 68

Level: 9

Powers:

1. Pilot Skills: Any feat requiring an Agility save while flying receives a +3. Attacking with bombs or machine guns is supplimented by a Heightened Expertise, +4 to hit.

2. Heightened Charisma; +16

Weapons Carried:

Pistol: +3 to hit, 1d8 damage, 90" range, 12 shots per clip

Knife: +1 to hit, HTH +1d2 damage, A" range

Weight: 150 lb.

Agility Mod.: —

Endurance: 10

Intelligence: 14

Reaction from Good: -5

Hit Mod.: 1.92

Accuracy: +2

Carrying Cap.: 130 lb.

Movement Rate: 34" ground

Det. Hidden: 12%

Inventing Points: 12.6

Basic Hits: 3

Strength: 9

Agility: 15

Charisma: 26

Evil: +5

Healing Rate: .75

Power: 48

Basic HTH: 1d4

Det. Danger: 16%

Inventing: 42%

Origin & Background: Hans Overman was born in 1917 as the son of a WW I German pilot and his wife. Otto Overman, Hans' father, had



been a pilot for the German Air Force with almost as many kills as the great "Red Baron" himself. Shortly after the war though, he died of injuries suffered therein, only shortly after seeing his son born.

As Hans grew, he learned of all the great things his father had done. Perhaps this went overboard as Hans could not seem to stick to any one interest and Succeed at it. In general, people treated him accordingly.

"Hans, why don't you exert yourself? Try to be more like your father. If he could see you now he would be ashamed."

Finally, within the last few years, this recurred at a local social affair which Hans was attending. The man who made the comment was a war enthusiast and the anger instilled in Hans caused him to decide that he would prove himself once and for all!

After purchasing an old World War 1 biplane, he had it completely modified. With this craft, Overman began committing spectacular crimes. The people wanted Otto Overman and that's who they got!

Combat Tactics/ M.O.: Blue Max is best at robbing tall buildings while his plane hovers outside a window. He enjoys divebombing his opponents and gunning them down or blowing them up. This is especially fun with ground targets.

BIPLANE

Passengers: 1

Cargo Capacity: 300 lb.

Hit Points Dis.: 20

Weight: 2000 lb.

Speed: 130"

Hit Points Destroy: 40

Machine Guns: +3 to hit, 1d8 damage, 140" range, 4 bullet burst +1 to hit, -1 damage per extra bullet.

Bombs: (4) +3 to hit, 1d12 damage, 3" blast radius, 4 lbs. weight; range is within angle of fall from plane.

The biplane has autopilot capabilities, can hover in one position and has enough fuel for 5 hours. It is of reinforced aluminium construction (9 structural points) not canvas like the original WW I biplanes. The engine does not use propellers but is jet propelled.

FLEUR DE LYS

Identity: Michelle Lambeau

Side: Evil

Sex: Female

Age: 20

Level:

1

Powers:

1. Flight Device: 225 mph maximum speed, 5 hours of flight per charge

2. Shield: Provides 10 points Invulnerability on the front and side facings. For each incoming attack, an Agility save is required to stop it. Doing this out of turn costs 2 Power Points. Used as HTH weapon: +3 to hit, HTH + 1d6, no effective range. The shield is shaped and composed of a non-magnetic Superalloy with 25 Structural Points
3. Air Blast Device: Attacks as Force Field, 10' range, 1d12 damage, 10 shots per recharge.
4. Life Support Device: Three day energy supply
5. Heightened Agility Device: +14
6. Vulnerability: An electrical attack on Fleur de Lys provides the attacker with his short-out percentage to cause device malfunction. An actual attempt to short out is doubled in percentage.

Weight: 130 lb.

Agility Mod: —

Endurance: 14

Intelligence: 17

Reaction to Good: -2

Hit Mod: 2.62 (5.64)

Damage Mod: +2

Accuracy: +1 (+5)

Carrying Cap.: 234 lb.

Movement Rates: 45" (59) ground,

990" air

Det. Hidden: 12%

Inventing Points: 1.7

Basic Hits: 3

Strength: 13

Agility: 14 (28)

Charisma: 16

Evil: +2

Hit Points: 8 (17)

Healing Rate: .9

Power: 58(72)

Basic HTH: 1d4

Oet. Danger: 16%

Inventing: 51%

Note: () = With Agility Device



Origin & Background: Michelle Lambeau belonged to the Quebec Liberation Party. This group had picked up the pieces where the FLQ (the original Quebec liberation group) left off. The only objective of this group was the liberation of Quebec from the rest of Canada. On many occasions the QLP took part in terrorist actions. Things would have gone alright for the group, "Except that rotten Quebecois is getting in the way all too often. We must do something about him!" (translated from the French, of course).

It was an American firm who began to hear of the QLP's noble deeds. The firm had similar desires for Quebec as the profit to be made

in working with this liberated province would be enormous. So, the QLP was contacted by the company and Michelle sent as a spokesperson for the group. In their discussion, Michelle and the firm's president agreed on many points, especially on the destruction of the superhero Quebecois, if their plan was to work.

With the hero's annihilation in mind, the firm had a number of devices made to defeat Quebecois once and for all.

After returning to Quebec, the QLP wreaked havoc only to lure their enemy into a trap. He did arrive and the ensuing battle ended in defeat for both parties as Quebecois was knocked out by Fleur de Lys but the QLP was driven away by angry bystanders.

Since that time, Quebecois and Fleur de Lys have clashed many times and yet the QLP still grows.

Professor Malevolence (see Alone into the Night) recruited Fleur de Lys into periodically assisting the Dominion Deviants as he has promised her the separation of Quebec when he becomes Prime Minister (he's lying, of course).

Combat Tactics/M.O.: Fleur de Lys does not believe in sneak attacks so will always fight out in the open, facing her opponent. If any one of her devices are made inoperable, Fleur de Lys will try to make up for her loss by favoring her new weakness. If the device gets out of hand, she will try to escape.

GARBAGE MAN

Identity: Sam Baker

Side: Evil

Sex: Male

Age: 40

Level:

8

Powers:

1. Heightened Endurance: +9

2. Heightened **Strength: +26**

3. Invulnerability: 15 points

4. Transmutation: Trash Animation; 16" range, PR= 5 to animate, movement to control, E square inches of trash are animated.

(It is up to the GM as to what shape this trash can take. Examples might be dragons, snakes, and monsters. For example, see below.)

5. Vehicle: Garbage Truck (see below)

6. Phobia: The Garbage Man is filthy. His biggest fear in life is to become clean. Water supplies which are large enough will repel him.

Weight: 260 lbs.

Agility Mod.: -2

Endurance: 24

Intelligence: 8

Reaction to Good: —

Hit Mod.: 5.67

Damage Mod.: -1

Accuracy: -2

Carrying Cap.: 8632 lbs.

Movement Rates: 71" ground

Det. Hidden: 6%

Inventing Points: 6.4

Basic Hits: 6

Strength: 40

Agility: 7

Charisma: 10

Evil: —

Hit Points: 35

Healing Rate: 4.2

Power: 79

Basic HTH: 2d10

Det. Danger: 11%

Inventing: 24%

Typical Trash Creature

Weight: 1100lb/ Sq."

Agility: 6

Hits: 2/Sq."

Move: 25"

Ferocity: 10

Accuracy: —

Damage: 1d6

Power: 50

Garbage Truck

Weight: 18000 lbs.

Cargo Cap.: 10,000 lbs.

Hit Points Dis.: 90

Passangers: 1+1

Speed: 30

Hit Points Destroy: 360

Trash Compactor: 1d10 damage per turn to those caught in the compactor. There is 20 square inches of garbage in here.

Ramming: +5 to hit, 3d10 damage

Origin & Background: Sam Baker was a professional garbage man. Yep, he had his diploma and everything. Sam would haul away anything and dump it wherever you wanted it dumped. His only qualm was with carrying dangerous things like toxic wastes.

It was too bad that not only toxic materials could be bad for your health. One day Sam was called to take a delivery from a breakfast cereal company. The back of his garbage truck was filled with, "Hen Crunchies, the Chicken-Flavored Breakfast Cereal".

As Sam drove away, the chicken smell of those Hen Crunchies



overcame him.

So, he pulled over to have lunch, dinner, breakfast, lunch again, another dinner, and finally another breakfast. Unbeknownst to Sam, the cereal was being disposed of due to a dangerous new food additive it contained that was found to be a genetic toxin. Before he knew it, Sam was a walking disposal bin with mutated new powers and a mind warped to evil.

Combat Tactics/M.O.: The Garbage Man will usually fight his first foe with his animated garbage and take on anyone else in combat himself. His favorite tactic is to have garbage monsters attack his opponents, big scary ones.

THE HIGHWAYMAN

Identity: Steven Kyle

Side: Evil

Sex: Male

Age: 30

Level:

6

Powers:

1. Invulnerability: 12 points (studded leather armor)

2. Special Weapon: Sword, +2 to hit, HTH +1d6 damage

a) Ice Powers: 6" range, 1d12 damage, 12 shots per recharge, ice creation of 2 cubic inches per inch of movement, 20 charges for maintainance.

3. Tunic Buttons: The five buttons on the Highwayman's tunic each have a separate gimmick, when torn off they can be activated or thrown. One use per button. He owns a good supply of these but does not carry them all at once.

a) Light Flash: attacks as Light Control 20" radius.

b) Sonic Scream: 10" radius, 1d12 damage, 10% breakage, chances for unconsciousness are doubled.

c) Flare Bomb: Explosion on contact, 1d12 damage

d) Vibration Bomb: Phases through victim on contact, 2d8 damage, 20% breakage

e) Devitalizer: Acts as Devitalization Ray on contact, 3d10 power damage

All have A" range when thrown

4. Heightened Expertise: Thieving Abilities. If the Highwayman is conducting a robbery or burglary he only fails on a 20 when rolling an Agility save. This ability includes picking pockets, shoplifting, and other acts of nimble dexterity.

5. Heightened Intelligence: +7

6. Pet: Weasel (see below)

Weight: 200 lbs.

Agility Mod.: —

Endurance: 16

Intelligence: 15

Reaction to Good: -3

Hit Mod.: 5.65

Basic Hits: 4

Strength: 18

Agility: 18

Charisma: 20

Evil: +3

Hit Points: 27

Damage Mod: +3
 Accuracy: +3
 Carrying Cap: 743 lbs.
 Movement Rates: 52" ground
 Det. Hidden: 12% Inventing
 Points: 9

Healing Rate: 1.6
 Power: 67 Basic
 HTH: 1d8
 Det. Danger: 16%
 Inventing: 45%

Origin & Background: "Errol Flynn, wow! He was the greatest! Those Swashbuckler movies were my favorites!"

These were the words of Steven Kyle and were repeated any time a conversation about movies came up, Steven's biggest dream was to relive those adventurous days of yesteryear and play the role of his biggest hero of all time. This fantasy was surpassed by the ridicule of others.

This all changed one day when Steven saw on the news a robber and thief who looked just like Errol Flynn. His name was Apollo. Immediately the Englishman set out to follow this American's footsteps. Kyle designed the perfect costume and the finest weapons he could conceive.

On his first job, Kyle, now called the Highwayman, failed miserably and was imprisoned. His attempt did not go without notice, though, Apollo was so impressed with the crook that he broke Kyle out of jail. With the help of Apollo, the Highwayman has become one of the richest, most successful thieves around. Since then, he has collected a group of henchmen which the Highwayman affectionately calls his "Rogues", and trained a weasel to assist him in his thieving ways.

Apollo often teams up with the Highwayman as the two share a strong friendship and similar interests.

Combat Tactics/M.O.: The Highwayman does not condone killing and will never do so. His Rogues, on the other hand, are realistic in their outlook and will kill whenever necessary. They look upon Kyle as naive, but stick with him because he brings in the cash.

Kyle is as gallant as his hero and friend, especially to women, whom he does not like fighting. Should the Highwayman be in danger, he will use his tunic buttons to disorient his opponents and escape, hopefully with as many Rogues as possible.



WEASEL
 Weight: 25 lbs.
 Agility: 20
 Hits: 2
 Move: 32"

Ferocity: 10
 Accuracy: +3
 Damage: 1d3
 Power:

This animal has been trained to steal, thief, break and enter and even shut off security alarms Agility save used.

The Highwayman's Rogues

Weight	No.	Sex	ST	EN	AG	IN	CR	Hits	Damage	Accrcy	Carr	Move	HTH	Level	Power
150	01	M	12	10	14	08	07	06	—	+1	206	36	1d4	1	44
170	02	M	14	17	12	10	09	12	+1	+1	373	43	1d6	2	53
160	03	M	10	13	16	14	15	10	+1	42	184	39	1d4	2	53
210	04	M	14	11	12	17	14	10	+2	41	404	37	1d6	1	54
140	05	M	16	10	11	12	11	05	+1	—	163	28	1d4	1	43
200	06	M	09	09	10	15	08	05	—	—	357	3?	1d6	2	49
190	07	M	09	14	14	12	07	09	+1	41	202	37	1d4	1	51
180	08	M	11	13	17	09	14	09	+1	41	237	41	1d4	3	50
200	09	M	10	10	13	10	16	06	+1	+1	200	33	1d4	2	43
160	10	M	12	14	16	11	10	11	+1	+2	260	41	1d6	3	52

Each Rogue carries a short sword (+2 to hit, HTH +1d4 damage) and a dagger (+1 to hit, HTH +1d2 damage). Leather armor is worn with an ADR of 40.

THE ORACLE

Identity: ?

Side: Evil

Age: ?

Power:

Sex: Male

Level: 5

1. Telepathy: 270" range, PR-1 for scan, can handle 27 people menial switchboard with PR of 1 per turn; in thought tracking. PR-1 per person per hour; 1d6 game turns and PR of 1 ID perform mind probe. Touch range, attacks as Mind Control (see rules, p.17).
2. Dream Warp. The Oracle can enter the dream of a person asleep,

Within a 1 mile range, PR-20. In a dream, the Oracle can warp it to whatever is desired. The possibilities here are endless and left up to the GM. In tormenting a person's dreams that victim will act as if fatigued (p.26) for a 24 period. If a person should die (or be murdered) in a dream, that person will die in real life. Within a dream, all game terms are considered as if in the real world. In a dream warp state, the Oracle body remains in his original position but his mind travels forth, much like Astral Projection. The Oracle's body can be destroyed when he is gone. In this case, he will search out and control a new body, with an Endurance save allowed on 1d100 for

the victim. After taking a new body, the oracle is fatigued for a week. 3. Cosmic Awareness: Precognition; more than yes or no questions may be asked, allows the future to be seen and avoided or manipulated, 96% instant success; power can only be used once per day (See rules, p.11).

4. Heightened Charisma: +17 5. Heightened Intelligence +11

Special Requirement A dream must be entered every night for the Oracle to keep his powers. Without doing so, he will be completely destroyed. Opponents with Astral Projection can combat the Oracle within the dream of another person. It should be remembered, though, that this person will always be present in his or her dream

Weight: 165 lbs.
 Agility Mod: —
 Endurance 15
 Intelligence: 27
 Reaction to Good: -7
 Hit Mod.: 5.52

Basic Hits: 4
 Strength: 15
 Agility: 16
 Charisma: 37
 Evil: +7
 Hit Points: 23

Damage Mod: +4
Accuracy: +2
Carrying Cap.: 266 lb.
Movement Rate: 43" ground
Det. Hidden: 20%
Inventing Points: 13.5

Healing Rate: 1.6
Power: 70
Basic HTH: 1d6

Det. Danger: 24%
Inventing: 81%



Origin & Background: Diana Glenn was a proven and powerful psychic who often assisted police on especially difficult cases. Diana had even made several television appearances on such shows as *That's Amazing*, and *Do You Believe?*

Over time, Glenn began to have recurring nightmares for no apparent cause. The subject of these dreams was an unidentified man. The intensity of these dreams increased to the point that the Psychic's mind actually bestowed an entity upon this stranger. This being then began to manipulate Diana's mind and thoughts, even in her hours of consciousness, until, one night, he escaped her mind and killed Diana Glenn in the process.

This man discovered the ease of the manipulation of others and has to do so in order to survive. Wherever the Oracle, as he calls himself, travels, a trail of dead or mentally destroyed victims is left behind.

Combat Tactics/M.O.: The Oracle always avoids the confrontation of battle, using his Precognition to foresee attack. Inventive characters, or those with the powers to do so, can defeat him. The Oracle is not stupid and bloodthirsty, but sly and devious. On many occasions he has used an assumed name when required.

PROFESSOR POLARITY

Identity: William Knox

Side: Evil

Sex: Male

Age: 27

Level:

3

Powers:

1. Gravity Control Device: Weight multiple of ten, 10" range, PR of 1-10, 30 Power Points (see rules, p.12).
2. Vehicle: Grav-cycle (see below)
3. Magnetic Powers Device: Magnetic Cap. 2000 lbs., 20 uses per recharge, 10" range, 1d12 damage maximum, manipulation lasts 10 turns
4. Life Support Device: 72 hour charge

5. Vulnerability: If Professor Polarity is attacked with a similar magnetic charge as he is using (+ or -), his magnetic device will be shorted out.

Weight: 165 lbs.
Agility Mod.: —
Endurance: 12
Intelligence: 17
Reaction to Good: -4
Hit Mod: 2.62
Damage Mod.: +2
Accuracy: +1
Carrying Cap.: 280 lbs.
Movement Rates: 39" ground
Det. Hidden: 12%
Inventing Points: 5.1

Basic Hits: 4
Strength: 13
Agility: 14
Charisma: 22
Evil: +4
Hit Points: 11
Healing Rate: 1.2
Power: 56
Basic HTH: 1d6

Det. Danger: 16%
Inventing: 51%



GRAV-CYCLE

Weight: 500 lbs.
Cargo Cap.: 200 lbs.
Hit Points Dis.: 5

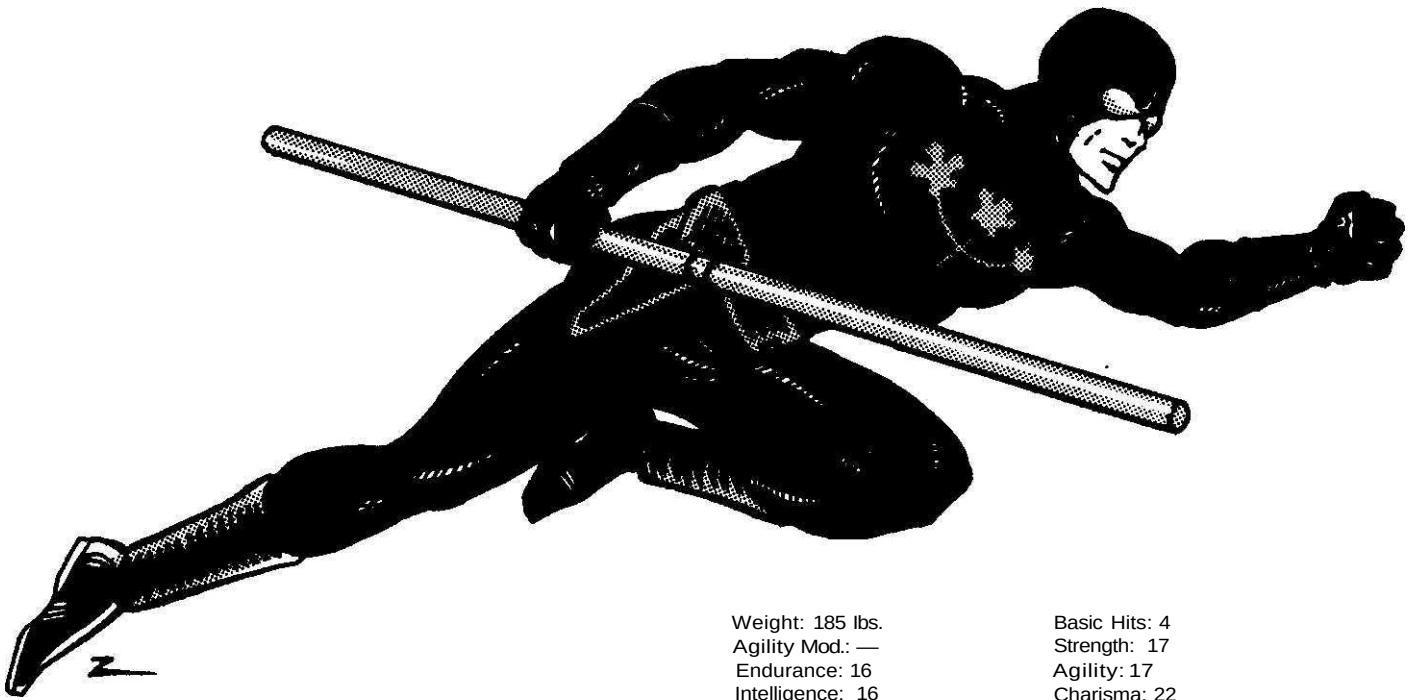
Passengers: 1
Speed: 150"
Hit Points Destroy: 10

Origin & Background: No one knows where they came from or where they went, but this extraterrestrial visit was one which William Knox would never forget. As William was driving home one night, a bright light streaked through the sky. Knox got out of his car and watched the light touch down to Earth. Investigating, William Knox found strange creatures who seemed to be expecting his arrival. Before he could run, a powerful force held William fast and a voice entered his head without anyone speaking. Knox learned that these aliens needed him in a life and death situation. These creatures had learned of a threat to the planet and needed William to stop it. Knox agreed and managed to defeat a tyrannical maniac who planned to start WW III.

After the mission was over, the aliens asked William to continue fighting evil with his devices. For a time, Knox, calling himself Professor Polarity, did fight evil, but found it hard work. Finally he decided that the criminals the Professor fought were financially better off than he was. It was at this point that Polarity began a life of crime.

Knox does not know it but the aliens who granted him his devices have learned of his change to evil. These beings are now returning to Earth to correct their mistake- permanently!

Combat Tactics/M.O.: Professor Polarity always stays on his grav-cycle. Upon his opponents he uses whichever of his control devices best suits that victim. Magnetic Powers are used on those with a lot of metallic equipment and so on.



QUEBECOIS

Identity: Jean Marceau

Side: Good (neutral tendencies) Sex: Male

Age: 32 Level: 6

Powers:

1. Special Weapon: Quarter Staff; +3 to hit, HTH +1d6 damage, 4' length, pulls in half to form nanchuku; +3 to hit, HTH +1 damage; this snaps in half to form missile weapon, +3 to hit, HTH +1 damage, 2' length, A" range; or HTH weapon; +1 to hit, HTH +1 damage, 2' length, grapple and rope in end (100' of cable). Agility save to hit target with grapple, swinging speed of 91"
2. Heightened Senses: Night Vision Lenses
3. Heightened Charisma: +7
4. Natural Weaponry: +1 to hit, +2 damage
5. Heightened Expertise: +4 to hit with special weapon
6. Heightened Attack: +6 damage
7. Acrobatics: Evasion can be performed with the cost of movement only at any part of a turn
 - a) Missile Deflection: Missile attacks ranging up to bullet in strength can be deflected with an Agility save per attack deflected PR of 2 per deflection out of turn, PR of 1 normally
 - b) Staff Return: After having thrown a section of the staff, it can be angled to return on a successful Agility save with a PR of 1
 - c) Knock Back Recovery: When knocked back from a hit, an Agility save allows Quebecois to recover without taking damage (see rule variant at end of this book)
 - d) Falling Recovery: When falling from a height of less than A $\times$ 2, an Agility save will result in Quebecois' Agility score being subtracted from any damage taken. This is normally done only at A" in height for others at PR=3
 - e) Climbing: Quebecois can climb any sheer surface with only a minimum of hand grip. Agility roll required per movement rate climbed. PR= 1 per turn
 - f) Stealth: Due to his black costume, Quebecois can hide in shadows as if invisible. Agility save required to determine success. Invisibility negated when movement is made. No PR.
 - g) Bonus Leap: The following bonuses are added to pre-existing jump limits:
 - Standing Broad Jump: +2"
 - Running Jump: +4"
 - Vertical Jump: +1"
 PR of 1 per extended leap.
 - h) Wire Walking: Wires can be walked like a circus performer. Agility save required per movement rate. PR= 1 per turn.

Low Self-Control: In fighting terrorists, Quebecois loses his temper and fights to his or his enemies' deaths. In this state he gets an additional +1 to hit, +2 damage.

Weight: 185 lbs.

Agility Mod.: —

Endurance: 16

Intelligence: 16

Reaction to Good: +4

Hit Mod.: 4.83

Damage Mod.: +2

Accuracy: +2

Carrying Cap.: 602 lbs.

Movement Rates: 50" ground, 91" swinging

Det. Hidden: 12%

Inventing Points: 9,6

Basic Hits: 4

Strength: 17

Agility: 17

Charisma: 22

Evl: -4

Hit Points: 20

Healing Rate: 1.6

Power: 66

Basic HTH: 1d8

Det. Danger: 16%

Inventing: 48%

Weapons Carried:

Pistol: +3 to hit, 1d8 damage, 75" range, 6 bullets carried

Knife: +1 to hit, HTH +1d2, A" range, concealed under belt

Devices & Skills:

1. Electronics Knowledge: Quebecois is versed in all modern security systems and can operate them (i.e., shut them off)
2. Climbing Gloves: On these garments are small suction cups allowing Quebecois to climb smooth, sheer surfaces, walls and ceilings. No PR.

Origin & Background: Jean Marceau was twenty-one years of age when the FLQ crisis was at its peak in Quebec. In tight of the possible danger to the province and its people, martial law was declared. One of the major protestors of this action was Paul Marceau, Jean's brother. As one of the operations started in finding the FLQ terrorists, police were dispatched to search homes. Upon their arrival at the Marceau home, Paul answered the door and refused the police entry. When they demanded, Paul pulled a gun and was shot for it.

To avenge his brother, who only fought for what he believed in, Jean went in search of the FLQ terrorists himself. He did not go as Jean Marceau. however; he went as Quebecois!

Publicly it is thought that a portion of the FLQ gave themselves up in Canada. To a point this is true, but they did have some prompting from Quebecois. Before this could be done, though, other members of the terrorist organization left the country for Cuba. At this time Jean disappeared and again returned to Quebec shortly after these terrorists returned and 'surrendered' themselves to the police.

Today Quebecois is still in action. His major duty is in protecting the province of Quebec and its people from danger.

Combat Tactics/M.O.: Quebecois is actually more of a superhero than a villain. It is his extreme attitude and actions divergent from good which make him appear evil occasionally. If killing a criminal will result in protection for his people, then he'll do it. It should be noted, however, that Quebecois is no common thief and will never turn to the dispicable side of the criminal.

Quebecois is best suited to operate at night. His talents in breaking and entering also make him ideal in situations where high buildings must be entered. Acrobatics is his most used power which is followed by a close second in his various uses for his staff.

RAMSES

Identity: Ramses

Side: Evil

Sex: Male

Age: 37 in appearance

Level: 10

Powers:

1. Scarab; Absorbs all Light Control, Power Blast, and Lightning Control attacks when directed at Ramses. This beetle is worn around Ramses' neck and has an unlimited absorption ability.
2. Ankh: +1 to hit. HTH +1d2 damage
 - a) Flames of the Phoenix: Flame Power, 30" range, 1d12 damage, 20 shots per mystical recharge.
 - b) Regeneration: Rated at Ramses' healing rate and occurs only when the Ankh is held by him.
3. Transformation: Changes into a jackal, treat as large dog for movement rates and damage, no PR.
4. Animal Control: All snakes, 108 hit points worth, vocal and visual range.
5. Weather Control: Wind only (see rules p.19).

Weight: 208 lbs.

Basic Hits: 5

Agility Mod.: —

Strength: 18

Endurance: 23

Agility: 17

Intelligence: 27

Charisma: 33

Reaction to Good: -6

Evil: +6

Hit Mod.: 10.6

Hit Points: 54

Damage Mod.: +4

Healing Rate: 3

Accuracy: +2

Power: 85

Carrying Cap.: 846 lbs.

Basic HTH: 1d8

Movement Rate: 58" ground

Det. Danger: 24%

Det. Hidden: 20%

Inventing: 81%

Inventing Points: 27



Origin & Background: In an early Egyptian dynasty, Ramses was a high priest in the Pharaoh's court. He was feared among the people, and by the Pharaoh himself as Ramses had arcane powers of unknown origin. Some claimed Ramses to be a servant of Set, the evil god of the night. Ramses completely denied these accusations, and was backed up by the Pharaoh (big mistake). In truth, Ramses was a priest of Set, but to keep his position of power, convinced his lord otherwise.

One afternoon, as Ramses' litter carried him to visit the tomb of a past Pharaoh, a violent sandstorm arose. When the chaos was over, only one person could not be accounted for—Ramses!

Millennia later, the priest awoke. The voice of Set then spoke. Ramses had been rewarded by Set for his skill and expertise in deceit

and evil. In this new world, he has gone forth as the last remaining follower of Set. He now combats Good to gather a new Cult of Set.

Combat Tactics/M.O.: Ramses never evades, relying on his power, magical talismans, and his god to protect him. The people of today mean nothing to Ramses, and their destruction, in his mind, may lead to the reign of Set.

RED FURY

Identity: Scarlet Drake

Side: Evil

Sex: Female

Age: 29

Level: 10

Powers:

1. Heightened Defense: -4 to be hit
2. Heightened Attack: +10 damage
3. Heightened Agility: +10
4. Invulnerability: 5 points from leather armor
5. Heightened Expertise: +4 to hit with Special Weapon
6. Special Weapon: Cutlass, +2 to hit, HTH +1d6 damage
 - a) Vibratory Attack: created by striking sword and creating a vibrational pattern, 20" range, 2d8 damage, 20% breakage, 10 shots per recharge, no defense

Weight: 130 lbs.

Basic Hits: 3

Agility Mod.: —

Strength: 16

Endurance: 16

Agility: 27

Intelligence: 16

Charisma: 18

Reaction to Good: -3

Evil: +3

Hit Mod.: 8.46

Hit Points: 26

Damage Mod.: +4

Healing Rate: 1.2

Accuracy: +5

Power: 75

Carrying Cap.: 371 lbs.

Basic HTH: 1d6

Movement Rates: 59" ground

Det. Danger: 16%

Det. Hidden: 12%

Inventing: 48%

Inventing Points: 16



Origin & Background: Elizabeth Drake and her crew were nefarious English pirates of the seventeenth century. After pillaging a port town, the *Blackfire* and its complement set sail to Bermuda. Arriving at their home port, Elizabeth, known as the Red Fury partially because of the color of her hair, heard of a man supposedly being a wizard. This 'wizard' was confronted by Red Fury who demanded to know how he had

found her secret port. The wizard did not answer but offered the prize the fastest, strongest sailing ship in the world. Interested, Red Fury set sail once more, this time with the mystery men. Within the hour he had created a device which appeared as magic and raised the ship out of the water. The gusting winds pushed the craft across the sea.

This "wizard" was, in fact, a man from even our own future. In an illegal voyage he was making through the Bermuda Triangle, a void opened right in his path and both man and ship were drawn in. Through this void the man traveled, not through space, but through time. He arrived back in the Seventeenth Century. His ship was destroyed but a large enough piece of wreckage was found to keep the stranger afloat. Swimming to the nearest island, he was helped there by an ancient seaman. In the weeks that the stranger spent on the island, he finally realized what must have occurred. Like everyone else supposedly lost in the Triangle, he had travelled through time. Shortly thereafter, The Red Fury returned and, by fate, this was her island. The things this stranger had done amazed the old seaman on the island, convincing him that this man must assuredly be a wizard. When the ship arrived, the stranger had devised a plan. He convinced the pirate that he could make her ship fly and built an anti-gravity device from the piece of wreckage from his ship. Sailing about with Red Fury, he hoped to once again get caught in the Triangle and, hopefully, get home.

As the Blackfire sailed on, the void did open again. Passage this time was violent and many crew members fell overboard, as well as the "wizard" himself.

On the other side of the dimensional door, Red Fury found herself in Modern times. She had no comprehension as to how her ship arrived there, how to get home, or even where they were, for that matter. Everything had simply changed.

Combat Tactics/M.O.: In this strange time, Red Fury does what she knows best—plunder. Until she and her crew can get home there is no other way for her to survive. Red Fury and her crew are rather bewildered by just about everything modern, especially superheroes.

THE BLACKFIRE

The ship is 78½ feet long from stem to stern. Its keel is 55½ feet long. The breadth of the ship is 26 feet. Its hold is 8 feet deep. The ship's complement consists of 15 men (survivors of the original crew).

The weapons carried by these crew members can vary from a plank of wood, to a sword, to a dagger, to knotted rope.

Along the port and starboard are five cannons each. When passing through the dimensional warp, these were altered and now act as Power Blasters when fired. The ship can fly at any height, but without wind in the sails, it will not move. The device within only negates gravity. The ship's speed equals the velocity of the wind pushing it.

The Ship's Crew

No.	Weight	Sex	ST	EN	AG	IN	CR	Hits	Power	Damage	Accuracy	Carry	HTH	Move	Level
01	170	M	13	16	12	11	07	12	52	+1	+1	323	1d6	41	3
02	160	M	12	11	10	07	14	09	50	—	—	226	1d4	33	1
03	200	M	09	09	09	12	08	03	38	—	—	163	1d4	26	1
04	150	M	14	09	14	13	10	06	50	+1	+1	273	1d6	37	1
05	170	M	11	11	16	10	11	07	48	+1	+2	207	1d4	38	1
06	170	M	10	14	12	10	10	08	46	+1	+1	204	1d4	36	2
07	160	M	09	12	11	12	14	07	44	—	—	154	1d4	32	2
08	210	M	11	12	14	09	12	10	45	+1	+1	266	1d6	37	1
09	150	M	13	13	10	15	09	07	51	+1	—	262	1d6	36	1
10	160	M	15	10	10	14	09	07	51	+1	—	350	1d6	35	1
11	180	M	09	11	09	12	13	05	41	—	—	165	1d4	28	2
12	180	M	08	14	13	09	15	06	44	+1	+1	172	1d4	35	1
13	150	M	12	08	12	10	16	03	42	+1	+1	190	1d4	32	1
14	200	M	12	15	13	11	11	12	51	+1	+1	323	1d6	40	1
15	240	M	14	10	14	11	12	06	49	+1	+1	262	1d6	33	2

SHILLELAGH

Identity: Marlene O'Shea

Side: Neutral (evil tendencies)

Sex: Female

Age: 28

Level 1

Powers

1. Special Weapon Shillelagh (Irish Club), +3 to hit, HTH +1d6 damage.

A) Absorption: With an Endurance save on a 1d20, Marlene can absorb any ranged energy attack per phase. PR of 1 per attack absorbed during turn, PR of 2 out of turn. This energy form must be released by the club in the next turn at the latest or it will be negated. Only one type of energy can be absorbed at any time. Examples include Power Blast, Vibratory Powers, Flame Powers. Light Control, Lightning Attack. Ice Powers and whatever other attack the GM sees fit. These energies can be fired at any attacker within the range, damage is that of can be fired at any attacker with the range, Damage is that of the attack absorbed. There is no power cost for absorption, but energy release can be done 19 times a day before recharge. Charges are regained through exposure of the staff to the Moon for 1 hour

b) Magical Spells

- Invisibility. -1 to hit, -1 to be hit accumulative 10 turn duration, 3 uses per day.
- Plant Control: Range of sight, 36 hit points controlled. 5 castings per day Each fifty pounds worth of foliage for 2 hit points, fights as 4th level, attacking as HTH and moving 3" per turn. They can be used to entangle as well.
- Transmutation: Any living creature can be changed into an equal amount of plant matter, 32" range. 3 castings per day, wake-up rolls allowed. To control such a transformed plant, a Mind Control attack must be made as stated in Plant Control rules.

- Regeneration: Lasts until full hit points are regained, 1 casting per day. d) Poison/Venom: Upon a HTH hit a Paralysis Ray carrier attack is delivered, wake-up rolls apply. 1 casting per day, spells last until poison delivered or dissipated. e) Armor: The club causes Marlene's skin to become as hard as bark when this spell is cast. ADR of 57, no additional weight.

2. Vulnerability: All of Shillelagh's powers come from her club. If this is taken from her she is powerless. This club is reflected in Marlene's pre-existing statistics as well (as listed below). To anyone else but Marlene, this club will bestow no powers, unless that person is a Druid or a dependant of one

Weight: 110 lbs.

Agility Mod.: -2

Endurance: 16 (10)

Intelligence: 16 (14)

Reaction to Good: -2

Hit Mod.: 5.74 (1.82)

Damage Mod.: +3 (+1)

Accuracy: +3 (+1)

Carrying Cap.: 528 lbs

Movement Rate: 53" ground 33"

Det. Hidden: 12% (10%)

Inventing Points: 1.6 (1.4)

Basic Hits: 3

Strength: 17

Agility: 20 (14)

Charisma: 15

Evil: +2

Hit Points: 18 (6)

Healing Rate: 1.2 (.75)

Power: 69 (47)

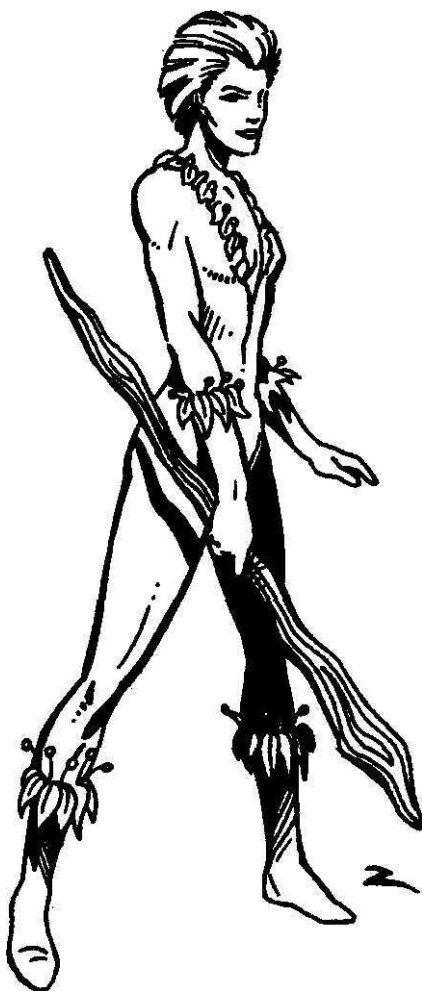
Basic HTH: 1d8 (1d3)

Det. Danger: 16%

(14%) Inventing: 48%

Origin & Background:

When the Bulldozer moved the earth to make room for a new shopping mall, it was unknown as to what might be found below ground. Behind a huge boulder lay a cave that had been untouched for centuries. Before anyone entered, a nearby university was called where Marlene O'Shea was a student. As she entered a strange mist enshrouded Marlene and she disappeared from sight a strange calling overcame the young woman and she stepped uncon-



sciously into what was a burial chamber. Laying in a casket was the skeleton of a Druidic priest. In his hand he held a large club-like staff. Something called Marlene as she stepped forward and picked it up. A tingling passed through her body from the vast powers endowed by the staff. With this feeling came an understanding. It was at this point that Marlene realized that this priest before her was actually her ancient ancestor.

Outside the cave, a deep rumbling could be heard and the wall of the cave suddenly blew outward. Instantly all the plants around began moving and entangled the workers. Marlene stormed off, now calling herself Shillelagh.

Shillelagh only works in Ireland. She is infamous as being the scourge of lumberjacks and other destroyers of foliage and fauna which she has vowed to protect, to the death.

Combat Tactics/M.O.: Shillelagh most often uses her Plant Control powers to hold her opponent. Injecting her poison is also a favorite tactic, especially on entangled victims. Shillelagh hates killing and will never do so. If she sees someone harming a creature for no good reason (like for food), she will come close to killing that person.

SISTER INDIGO

Identity: Sister Elizabeth Crane

Side: Evil

Age: 24

Powers:

1. Spells:

Sex: Female

Level: 6

- Cosmic Awareness Immediate chance of success is 63%. This spell can be cast only once per day. For complete rules, see p.11.
- Revivification: 25 PR, i casting per week, see rules, p.16.
- Spirit Bolts: Attacks as Power Blasts, 15" range, 1d20 damage, PR=1 per shot, defense capabilities.
- Telekinesis: Telekinetic capacity of 600 lbs.; defense: PR=1 per attack repulsed; offense: 96" range, 1d8 maximum damage, PR=1 per attack, attacks as HTH, 60" velocity; maximum manipulation range of 96", PR=1

per object manipulated.

e) Heaven Beam: acts as Light Flash, 32" radius, PR=1

2. Special Weapon: Crucifix: +1 to hit, HTH +1d3 damage.

a) Purification carrier attack, upon a hit versus an evil opponent the victim must make an Endurance save. Failure completely erases that person's memory of being evil. Success in this roll negates any effects, may be used once per week.

b) Force Field: Screen, 2" range, has 24 Power Points.

Special requirement: To keep her powers, Sister Indigo must pray every day for at least one hour.

Weight: 110 lbs.

Agility Mod: +2

Endurance: 14

Intelligence: 15

Reaction to Good: -2

Hit Mod: 3.22

Damage Mod: +2

Accuracy: +2

Carrying Cap.: 172 lbs.

Movement Rate: 42" ground

Det. Hidden: 12%

Inventing Points: 9

Basic Hits: 3

Strength: 12

Agility: 16

Charisma: 17

Evil: +2

Hit Points: 10

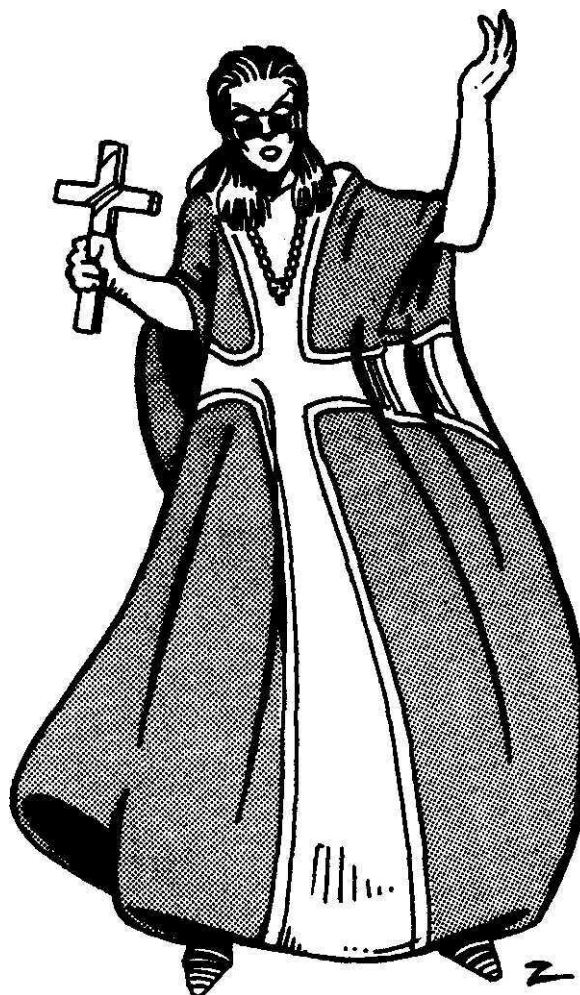
Healing Rate: .9

Power: 57

Basic HTH: 1d4

Det. Danger: 16%

Inventing: 45%



Origin & Background: Sister Elizabeth Crane was a faithful nun. Like the monks of Medieval times, Sister Elizabeth secluded herself from civilization, fearing its corruption of her faith. From this spiritual hermitage, Sister Elizabeth purged her soul. In one vigil of prayer the nun received a "revelation" from the Lord. In this word from the Creator, Sister Elizabeth was told to go forward and cleanse the Earth of its evils. Before Sister Elizabeth appeared a holy crucifix. She was told to use this weapon in her crusade.

In her search for evil, Sister Elizabeth decided to take on the disguise of a 'superhero' to more easily explain her powers to others. In this guise, the nun calls herself Sister Indigo.

Although the Sister considers herself to be on the side of good, any

hero would see her as displaying unsavory variants from that alignment. Sister Indigo believes in purifying the soul of an evil she bests in but if this cannot be done, she will destroy him.

Combat Tactics/M.O.: In combat, Sister Indigo sets up a force field and attacks her assailants with spells. To escape, if need be, she will use her Heaven Beam. When fighting a hero, Sister Indigo will question why the hero interferes in her holy actions. She will constantly try to convince characters to see her view of good.

STUKA

Identity: Henry Metternich

Side: Evil Sex: Male

Age: 54 Level: 6

Powers:

1. Wings; Max Speed 441" per turn, PR of 1 per hour.
2. Heightened Speed: +540" air speed, bonus of 18 on Initiative rolls
3. Power Blast: 16" range, PR=1 per shot.
4. Flash Grenades: Blinding Flash created as per Light Control, 11" radius, there are three carried.
5. Body Power: The Stuka is resistant to any form of Chemical Attack due to his form of creation, and therefore takes no damage (as the GM sees fit)

Physical Handicap: The Stuka's face is badly scarred. This causes all reaction rolls to be negative towards good and evil.

Weight: 190 lbs.

Agility Mod: —

Endurance: 15

Intelligence: 14

Reaction to Good: -4

Hit Mod: 5.26

Damage Mod: +2

Accuracy: +3

Carrying Cap.: 532 lbs.

Movement Rate: 49" ground,
981" air

Det. Hidden: 10%

Inventing Points: 8.4

Basic Hits: 4

Strength: 16

Agility: 18

Charisma: 24

Evil: 44

Hit Points: 22

Healing Rate: 1.6

Power: 63

Basic HTH: 1d8

Det. Danger: 14%

Inventing: 42%



Origin & Background: During the Second World War, a secret organization was formed right in the heart of America. This organization consisted entirely of German agents and spies, working for Hitler himself. Their mission was to spread Fascism in any way possible and to weaken the moral fibre of America. This group's operations succeeded many times over, as slowly more and more minds were warped. Their secret reign of terror lasted past the end of the war. These actions went completely unnoticed by all, save for one: the Patriot.

When the Nazis learned of this costumed threat they decided to create their own special agent. Utilizing German genetic experiments, the group democratically grabbed their volunteer. This was Metternich.

The experiments conducted on Metternich were inhumane, but they succeeded. Metternich was dubbed the Stuka. In the many times that they fought, the Stuka was always defeated by the Patriot in some way. The American hero finally destroyed the Nazi organization, but not all of its members.

For the last five years this group remained disbanded, until a rebellious group of young people decided that Fascism was the best form of government. The Stuka was then contacted by this new group. It had been so long since Metternich had seen action that he first refused to join the new group, but he has since reconsidered.

The ideal of this new organization is to spread the Fascist message in any way possible.

Combat Tactics/M.O.: The Stuka operates the best when in the air and will remain there if at all possible. He especially enjoys divebombing his targets like his namesake. The most hated type of person to Stuka is the patriot type, who fights for the "American Way".

TERRA-RIZER

Identity: Unknown (long forgotten to him)

Side: Evil

Sex: Male

Age: unknown

Level: 4

Powers:

1. Earth Control: 10,400 lbs, manipulation, control range 52", use velocity damage with ranged attacks using earth, and brawling weapon damage of earth when fighting in HTH, can create earthquakes with a 208" diameter when stomping foot, Agility save required to remain standing when caught in quake. PR of 5 to manipulate. Movement thereafter, PR of 5 per earthquake, earth defends as Force Field, PR of 2 per turn of defense.
 2. Size Change: Larger, permanent, 3 x height, 27 x weight.
 3. Invisibility: Occurs when against earth background. No PR.
 4. Teleportation: When in contact through any open soil surface, teleportation can be achieved, arriving at any other similar surface on earth, see rules for PR scores and distances.
- Diminished Senses: Stone deaf (no pun intended)
- Vulnerability: Wind, water, and ice attacks cause double damage as a form of erosion occurs. Flame attacks melt his body rock into even harder material, thus invulnerability is formed equal to the amount of points done in flame damage.

Weight: 8,100 lbs.

Agility Mod.: -12

Endurance: 35

Intelligence: 6

Reaction to Good: -4

Hit Mod: 2.23

Damage Mod: -3

Accuracy: -6

Carrying Cap.: 11,673 lbs.

Movement Rate: 89" ground

Det. Hidden: 6%

Inventing Points: 2.4

Basic Hits: 162

Strength: 52

Agility: 2

Charisma: 3

Evil: +4

Hit Points: 362

Healing Rate: 162

Power: 95

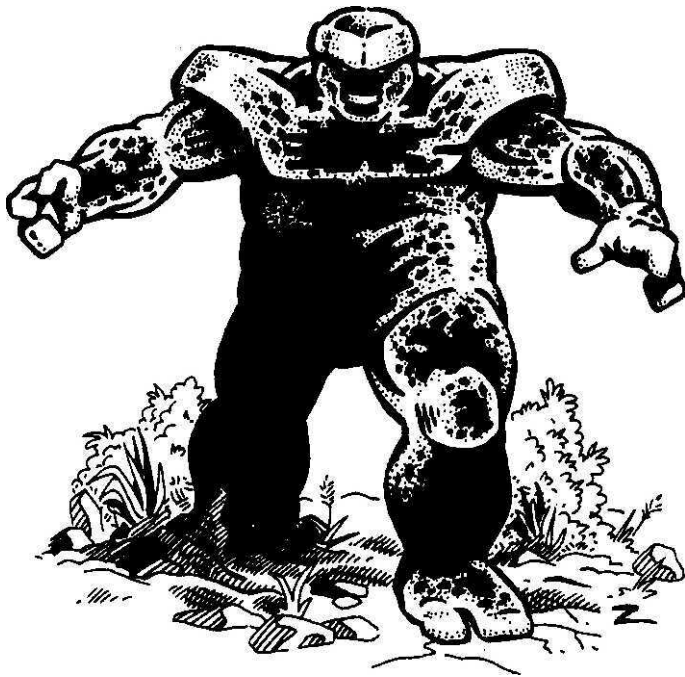
Basic HTH: 2d10

Det. Danger: 11%

Inventing: 18%

Origin & Background: In the dawn of life on earth, only primitive creatures existed. In the vast reaches of space, there could be found the opposite...

Between two races there existed a war of galactic proportions. The two feuding planets included the worlds of the Duma and the Gammae. The Gammae were, in fact, a peaceful people of great size with a proportionately sized planet. Their desires in life were to gain knowledge and understand all life around them. This suddenly changed, though, when a neighboring planet declared war on these Utopians. The Duma had exploited and wasted the most prized mineral on the planet, used in powering its vast cities. In other words, they were on the brink of disaster. Fortunately, a satellite in the same planetary



system was rich in this mineral. The indigenous life forms would just have to conform to the desires of the Duma.

Before much of an army and defense could be gathered, the Gam-mae world was laid waste. A pilot in the Gam-mae space fleet was Gragarian Ald. When the planet was captured, Ald and his tiny fleet fled to the nearest inhabitable planet, Earth. The Duma gave chase and the entire Gam-mae fleet was destroyed. The ship of Gragarian Ald smashed within an active volcano. Within his ship, the still-living Gam-mae was imprisoned, but in a state of suspended animation.

It was within the past few years that the earth about the ship shifted. Gragarian was awakened to find himself completely encased in rock, almost a part of this "puny planet". After what seemed centuries more, the alien went insane in his captivity. Finally, in a fit of absolute rage, the alien burst from his bonds. On the surface, Mt. St. Helens erupted. No one saw the creature escape, but he now roams the Earth seeking peace.

Combat Tactics/M.O.: Since his release, Ald has many times gone on a rampage and destroyed many of man's creations, as well as man himself. The press has appropriately dubbed him the Terra-Rizer.

The Terra-Rizer only fights if provoked or tricked into fighting (which is fairly easy, considering his Intelligence score). Great mounds of flying earth are his favorite weapons. In truth, all Ald wants is to be left in peace, away from mankind and his own insanity.

WEREWORG

Identity: Dr. Ray Timmins

Side: Evil (Wereworg) Good (Timmins) Sex: Male

Age: 25 Level: 4(Wereworg), 1(Timmins)

Powers:

1. Transformation: With the rise of the full moon Dr. Timmins undergoes a metamorphosis, changing him into a wolf. This change goes on completely unremembered by the good Doctor. The Same is true for his actions in this form. 0 PR.
2. Animal Powers: Mammal
 - a) Heightened Agility: +19
 - b) Heightened Senses: Increased scent, hearing, sight for Detect Hidden x4% and Detect Danger x5%.
 - c) Natural Weaponry: +3 to hit, +6 damage, teeth, claws
 - d) Speed Bonus: +90" ground
 - e) Heightened Endurance: +10
 - f) Heightened Strength: +12

Vulnerability: All Flame Attacks made upon the Wereworg cause double damage. Legend states that silver is also an Achilles' Heel, but this is nothing more than legend.

Weight: 270 lbs.
Agility Mod.: -2
Endurance: 20
Intelligence: 15

Basic Hits: 6
Strength: 21
Agility: 30
Charisma: 25

Reaction to Good: -4
Hit Mod.: 14.73
Damage Mod.: +5
Accuracy: +5
Carrying Cap.: 1520 lbs.
Movement Rates: 161" ground
Det. Hidden: 48%
Inventing Points: 6

Evil: +4
Hit Points: 89
Healing Rate: 3
Power: 86
Basic HTH: 1d10
Det. Danger: 80%
Inventing: 45%

Ray Timmins

Weight: 175 lbs.
Agility Mod.: —
Endurance: 10
Intelligence: 15
Reaction to Good: +1
Hit Mod.: 1.2
Damage Mod.: +1
Accuracy: —
Carrying Cap.: 151 lbs.
Movement Rate: 30" ground
Det. Hidden: 12%
Inventing Points: 1.5

Basic Hits: 4
Strength: 9
Agility: 11
Charisma: 13
Evil: -1
Hit Points: 5
Healing Rate: 1
Power: 45
Basic HTH: 1d4
Det. Danger: 16%
Inventing: 45%



Origin & Background: Only a little while ago, in the northern regions of Canada, an epidemic was spreading amongst the wolf population which, if contracted, was fatal. Naturalists studied the effects of the disease but could find neither cause nor cure. It was at this point that Wisconsin zoologist Dr. Ray Timmins, took a serious interest in the matter. To properly observe the wolves he has three test subjects sent to his lab. In time, two of these specimens died from the ailment, but the third remained strong.

One night, as a janitor swept the room, he accidentally unlatched the wolf's cage. The beast killed the custodian and fled the room. At the same time, Dr. Timmins was working late in his office when screams could be heard. When Timmins entered the hall, the wolf

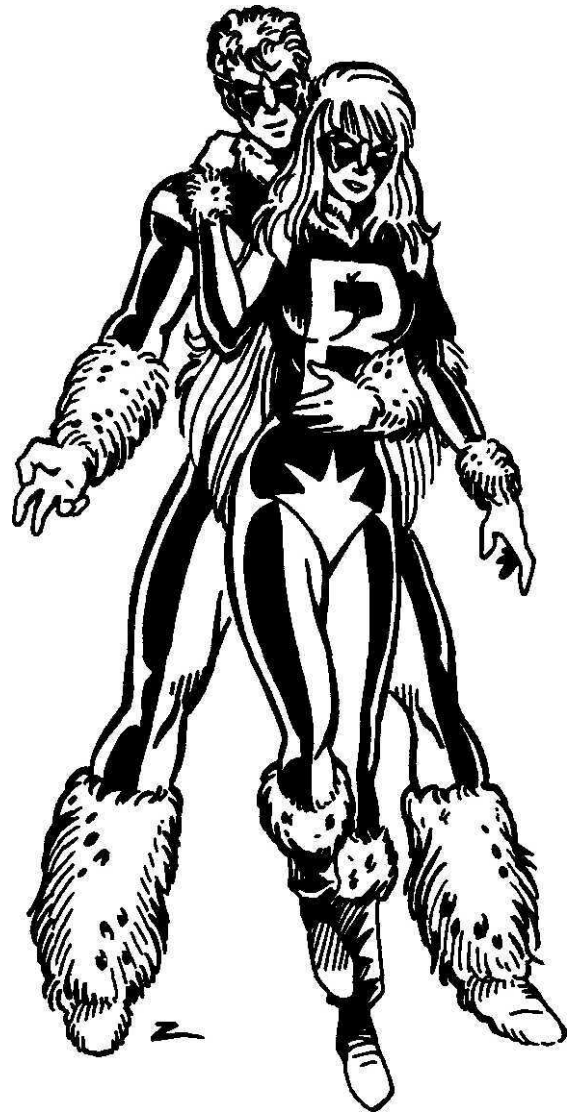
attacked the scientist. At that moment a security guard came running to the scene and shot the wolf dead.

Dr.. Timmins was admitted to the hospital and treated for his wounds. On the night of a full moon, Timmins went through a horrible transformation, into a wolf! A nurse hearing the howls entered the room to find Timmins gone.

What apparently occurred was that the disease-infected wolf in turn infected the Doctor with his attack. This disease, however, had a different effect on a human and mutated Timmins into what he is today.

Since his escape, Timmins has gone mad with the effects of this disease. But when seeing him in his normal state, the Doctor will appear sound of mind and body. Timmins' physician in the hospital recognized the man's disease only after his escape. This physician now hunts Timmins because he has developed an antidote. The wolf disease has also been negated by natural factors.

Combat Tactics/M.O.: There is no motive in the Wereworg's actions except for the desire to kill. In this form, the Worg is not unintelligent, but sly. He cannot be reasoned with.



WHITEOUT

Identity: James Nanoq

Side: Evil

Age: 35

Powers:

Sex: Male

Level: 2

1. Ice Powers: 7" range, 1d12 damage, 5 PR, armor generation ADR of 75 maximum, Ice Creation costs 1" of movement for 2 cubic feet, maintenance has a PR of 1.
2. Illusions: Created in glare from ice, visual only. Whiteout can create an illusion of himself, appearing where he is not. Only one can be cast at a time, PR = 1 per turn, visual range.
3. Heightened Endurance: +6
4. Vulnerability: Unconsciousness x3 when hit with heat attacks

Weight: 190 lbs.

Agility Mod.: —

Endurance: 22

Intelligence: 14

Reaction to Good: —

Hit Mod.: 3.7

Damage Mod.: +1

Accuracy: +1

Carrying Cap.: 300 lbs.

Movement Rate: 46" ground

Det. Hidden: 10%

Inventing Points: 2.8

Basic Hits: 4

Strength: 11

Agility: 13

Charisma: 10

Evil: —

Hit Points: 15

Healing Rate: 2.4

Power: 60

Basic HTH: 1d6

Det. Danger: 14%

Inventing: 42%

BORA

Identity: Lisa Nanoq

Side: Evil

Age: 27

Powers:

Sex: Female

Level: 1

1. Weather Control: Cold based weather only, blown through mouth (seerules, p.19)
2. Invulnerability: 8 points
3. Transformation: Together, Whiteout and Bora can merge their forms into one being. In this state, S, E, A, I, and C are added to form one sum from both people. From these increased statistics all others are based normally. Hit Points and Power Points are added at their present levels. This merging lasts to a maximum of 5 turns. Exceeding this amount causes unconsciousness for both, as well as separation. If this creature is knocked but, again, both will be unconscious and separated. PR of 10 per person before merging. Their cumulative height is 10 feet.

Weight: 125 lbs.

Agility Mod.: —

Endurance: 9

Intelligence: 17

Reaction to Good: -2

Hit Mod.: 1.92

Damage Mod.: +2

Accuracy: +2

Carrying Cap.: 102 lbs.

Movement Rate: 33" ground

Det. Hidden: 12%

Inventing Points: 1.7

Basic Hits: 3

Strength: 9

Agility: 15

Charisma: 17

Evil: +2

Hit Points: 6

Healing Rate: .75

Power: 50

Basic HTH: 1d3

Det. Danger: 16%

Inventing: 51%

Origin & Background: James and Lisa Nanoq were part of the 'Save The Whales' campaign which can commonly be heard of anywhere. Near their northern village came a report of a whaling boat approaching the area. Without a second thought, husband and wife raced to their boat to head off the ship.

As the whaler approached, it did not slow down and, in its onslaught, rammed James and Lisa. Miraculously, the two managed to swim to an ice flow. In the night, the whalers left the two conservationists for dead. This did not occur, however. By chance, the two lay near death in a position where solar radiation was strongest in that night's Aurora Borealis. From the cold and radiation, the couple survived but were mutated.

Shortly after, the two found the whaling ship and sunk it in a merged state. Not only their bodies had been affected in the night, but their minds as well.

Combat Tactics/M.O.: When fighting, Whiteout and Bora always protect each other from harm. Rarely do they operate in the southern areas of the world, preferring the cold of the north. When in combat with exceptionally powerful foes, or in danger of defeat, the two will merge.

WONDER BOY

Identity: Scotty Jones

Side: Good

Age: 13

Powers:

Sex: Male

Level: 1

1. Flight Device: 10 MPH speed, 10 minutes of flight per recharge
2. Heightened Senses: Vision Enhancing goggles, vision increased x5, also provides infrared vision
3. Magnetic Powers Device: 100 Lbs. magnetic capability; 3 uses per recharge as defense, duration of three turns, 1d3 damage

on blast, 5 shots per recharge, 5 manipulation charges, 5 turn duration (see rules, p.14).

Weight: 95 lbs.
Agility Mod: +2
Endurance: 7
Intelligence: 11
Reaction to Good: +2
Hit Mod: 0.33
Damage Mod: —
Accuracy: -2
Carrying Cap.: 58 lbs.
Movement Rate: 23" ground,
44" air

Det. Hidden: 8%
Inventing Points: 1.1

Basic Hits: 2
Strength: 8
Agility: 8
Charisma: 16
Evil: -2
Hit Points: 1
Healing Rate: A
Power: 34
Basic HTH: 1d12

Det. Danger: 12%
Inventing: 33%

Origin & Background: Scotty Jones was the son of a technician and inventor for a relatively unknown electronics company. Scotty himself was an avid comic book fan who continuously fantasized about being a superhero himself.

One day Scotty went to his dad's office so the two could go to lunch. Mr. Jones wasn't in his office and when Scotty searched his lab, he could not find his father there, either. All about the lab was a wide array of Mr. Jones' inventions and devices. When he started playing with these devices, Scotty came across his future flying gadget. With this he realized that he could become a real-live superhero. By plowing through the other devices, Scotty found a pair of goggles and a magnetic device.

To this day, Mr. Jones does not know where his inventions went. Scotty, on the other hand, continues to pretend to be a hero but he has never actually confronted a real villain, or an imitation one either.

Combat Tactics/M.O.: To a hero or group of heroes of the GM's choice, Wonder Boy, as he calls himself, will stick like glue. His only desire is to become his hero's sidekick. Wonder Boy, sooner or later, will get into real danger once the group confronts a villain. If he has been ordered to keep away, Wonder Boy will tag along (but at a distance). When a fight occurs, Wonder Boy will zoom in and try and prove himself. To a villain Scotty is seen as an ideal hostage. If the GM desires, Wonder Boy, through his following a hero, could learn his secret identity.



GROUPS

CONCRETE SAVAGES

SCOURGE

Identity: Butch Skid

Side: Evil

Age: 23

Powers:

1. Special Weapon: Sawed-off Shotgun, +3 to hit, 2d6 damage, 7" range, 20 shells carried.

Scourge uses a special type of ammunition which he creates himself. It is composed of steel filings and glass fragments. 2d8 damage, 5 of these shells carried.

2. Armor: ADR of 35, armor is the padded kind.

3. Heightened Expertise: +4 to hit with shotgun.

Weapon Carried:

Hatchet: +1 to hit, HTH +1d6 damage, A/2" range

Weight: 170 lbs.

Agility Mod.: —

Endurance: 14

Intelligence: 11

Reaction to Good: —

Hit Mod.: 2.54

Damage Mod.: +1

Accuracy: +1

Carrying Cap.: 406 lbs.

Movement Rate: 42" ground

Det. Hidden: 8%

Inventing Points: 2.2

Basic Hits: 4

Strength: 15

Agility: 13

Charisma: 10

Evil: —

Hit Points: 11

Healing Rate: 1.2

Power: 53

Basic HTH: 1d6

Det. Danger: 12%

Inventing: 33%

RAMPAGE

Identity: Duke "Max" Cran

Side: Evil

Age: 27

Powers:

1. Special Weapon: Wrist crossbow, +6 to hit, HTH +1d3 damage 40" range, 12 bolts carried

2. Heightened Expertise: +4 to hit with crossbow

3. Natural Weaponry: t3 to hit, +4 damage

4. Willpower: Type A, PR=1 per turn

Weapons Carried:

Dagger: +1 to hit, HTH +1d2 damage, A" range

Pistol: +3 to hit, 1d8 damage, 90" range

Weight: 210 lbs.

Agility Mod.: —

Endurance: 17

Intelligence: 9

Reaction to Good: -3

Hit Mod.: 4.6

Damage Mod.: +1

Accuracy: +2

Carrying Cap.: 791 lbs.

Movement Rate: 51" ground

Det. Hidden: 8%

Inventing Points: 3.6

Sex: Male

Level: 4

Basic Hits: 5

Strength: 18

Agility: 16

Charisma: 18

Evil: +3

Hit Points: 24

Healing Rate: 2

Power: 60

Basic HTH: 1d8

Det. Danger: 12%

Inventing: 27%



SPOILER

Identity: Rico Gonzales (alias)

Side: Evil

Sex: Male

Age: 21

Level:

2

Powers:

1. Special Weapon: Boomerang: +2 to hit, HTH +1 damage, A" (Ax2") range (See rules, p.25)
To catch this weapon, Spoiler wears a metal guard on his hand.
2. Special Weapon: Bolas: +2 to hit, HTH +1d3 damage, A" range.
On a successful hit, this weapon will entangle its victim. To remain in balance an Agility save on a d20 is required. The Cord on the Bolas has 2 structural points.
3. Armor: ADR of 40, padded kind.
4. Heightened Expertise: +4 to Hit with special weapons.
5. Natural Weaponry: +1 to Hit, +2 damage.
6. Driving Skill: Rico is the best driver in the group and has achieved his nickname from this. In a situation where an Agility Save must be made. Spoiler gets a +3 if driving.

Weight: 160 lbs.

Agility Mod.: —

Endurance: 12

Intelligence: 10

Reaction to Good: -2

Hit Mod.: 2.18

Damage Mod.: +1

Accuracy: +1

Carrying Cap.: 316 lbs.

Movement Rate: 40" ground

Det. Hidden: 8%

Inventing Points: 2

Basic Hits: 4

Strength: 14

Agility: 14

Charisma: 16

Evil: +2

Hit Points: 9

Healing Rate: 1.2

Power: 50

Basic HTH: 1d6

Det. Danger: 12%

Inventing: 30%

THE CAR-NIVORE

The automobile used by the Concrete Savages is a '57 convertible called the Car-Nivore:

Weight: 6000lbs.

Passengers: 1+3

Cargo Cap.: 600 lbs.

Speed: 130 MPH

HP Disable: 60

HP Destroy: 120

Note that this is a basic full-size car but has been modified so its stats differ from those in the rules.

1. Armor: ADR of 60 on all sides but not the roof or underside

2. Machine Guns: front and rear guns, +3 to hit, 1d8 damage, 20" range, -1 to hit, -1 damage per extra bullet, 5 bullet bursts, manually operated with all points rotation.

Technically this car belongs to the whole group, but Spoiler considers it to be his own. Should the car ever become threatened or damaged, Spoiler will attack whoever caused this atrocity, even if it were a fellow Savage.

Origin & Background: These three men were all members of a punk rock gang. Duke was known as the King (sometimes, 'of Rock and Roll') and Butch and Rico were his war chiefs.

The gang itself was relatively harmless and was generally ignored by British Police. This, however, only lasted for a short time. When an increasing cult following formed for post-holocaust movies, these three men were right in the middle of it.

"Ey, look at dat! 'E gots a crossbow on 'is 'rist. Dat would be cool ta 'ave!"

From this point on, the threesome decided to leave the gang and work together. They were no longer considered docile. From their cult following, an arsenal of weapons was created as well as the souped-up car.

Quickly the gang expanded from cheap robberies and knocking off variety stores to banks and Brinks trucks.

It should be noted though, that the group often experiences heated arguments.

These arguments can often turn into violent brawls but can usually be controlled by Rampage,

Combat Tactics/M.O.: As a group, the three will usually fight with an obscure form of teamwork. However, they can easily be divided up into fighting their own little battles. This is possibly the gang's biggest weakness.

CR.I.M.E.

CRIMINAL REGIME OF INTERNATIONAL MERCENERY ENDEVORS

C.R.I.M.E. is an organization which was created within the last half decade by a Frenchman named Louis de Cotret. The main ideal of this group was to make money by renting out mercenary members



to pull off jobs of the employer's choice. It seemed to de Cotret that so many assassinations were occurring at the time in both government and every day life that hiring these skilled assassins would be profitable. The fee for a job is in direct ratio to its difficulty and danger. The starting price on any operation starts at the hundred thousand mark in the currency of the group's choice.

Since its beginnings, C.R.I.M.E. has grown from a small group to a world-wide mercenary band.

The group membership of C.R.I.M.E. is continuously changing. If desired, brand new villains could be created who better suit a GM's campaign and heroes.

BLACK ORCHID

Identity: Vanessa Lake

Side: Evil

Sex: Female

Age: 29

Level:

3

Powers:

1. Heightened Charisma: +17
2. Emotion Control/Mind Control: By blowing a special dust in her victim's face, the character is charmed. 1" range, attacks as HTH' Any emotion can be instilled by the Orchid at any time and this may be changed even after the dust has been used, merely with a suggestion. There is no initial saving throw for either the Mind Control or Emotion Control no matter what Venessa chooses.
3. Invisibility: When dust is sprinkled upon herself. Black Orchid becomes invisible. 3 hour effect, 3 doses carried.

Weight: 110 lbs.
 Agility Mod.: +2
 Endurance: 12
 Intelligence: 17
 Reaction to Good: -6
 Hit Mod.: 2.68
 Damage Mod.: +2
 Accuracy: +2
 Carrying Cap.: 134 lbs.
 Movement Rate: 37" ground
 Det. Hidden: 12%
 Inventing Points: 5.1

Basic Hits: 3
 Strength: 9
 Agility: 16
 Charisma: 32
 Evil: +6
 Hit Points: 9
 Healing Rate.: .9
 Power: 54
 Basic HTH: 1d4
 Det. Danger: 16%
 Inventing: 51%



Origin & Background: Vanessa Lake was a florist with a thriving business. One day a woman entered her shop requesting a rare breed of orchid. A black orchid. What struck Vanessa as extremely peculiar is that the strange woman wanted the flower dried and ground up. well, 'different strokes for different folks' thought Vanessa. Besides, who would pass up all the money she had been offered?

The next day Lake had the flower and when grinding it up, inhaled the flower's fragrant fumes. In the next moment she found herself swooping and swaying, almost like in a trance. It was then that she realized the suggestive powers created by the fumes. No doubt this was why the woman wanted the flower...

In actual fact, this customer was the villainess known as the Demoness, who was a member of the organization, C.R.I.M.E.. When the Demoness returned to the shop, Vanessa used the orchid's powers on her. In the villainess' trance, Vanessa learned of other plants which contained 'magical' properties. After getting what she wanted, Lake turned the Demoness loose, not realizing that the woman's trance had not yet been broken. The Demoness walked blindly into the road and was killed when struck by a car.

Since that time, Vanessa has learned to become invisible from another flower's properties. The remaining information taken from the Demoness has not yet been fully understood by Vanessa.

Lake also learned of the Demoness' connection with C.R.I.M.E. so came forward to take her place.

The Black Orchid is only used on jobs which are relatively safe, especially if there are weak minds ripe for the controlling.

KILL-BIRD

Identity: Jason Tyler

Side: Evil

Sex: Male

Age: 30

Level:

3

Powers:

1. Animal/Plant Control Powers: Crows, 18 hit points worth, treat as a falcon or hawk, crows attack as 4th level, the range of this control is the distance in which Tyler's scent can be picked up.
2. Chemical Power: The chemical used to control crows has a different effect on humans and other animals. Within a 5" radius of Kill-Bird, a victim must save versus Endurance on a d20 so as not to become nauseous for 1d6 turns. In this state a character can do nothing except become violently sick.

After prolonged exposure, Kill-Bird has become immune to the effects, but often works alone because of his smell.

3. Phobia: Kill-Bird is terrified by cats, any cats, even a hero resembling or having cat-like abilities.

Weight: 155 lbs.

Agility Mod.: —

Endurance: 12

Intelligence: 15

Reaction to Good: —

Hit Mod.: 2.18

Damage Mod.: +2

Accuracy: +1

Carrying Cap.: 171 lbs.

Movement Rate: 34" ground

Det. Hidden: 12%

Inventing Points: 4.9

Basic Hits: 4

Strength: 10

Agility: 12

Charisma: 10

Evil: -

Hit Points: 9

Healing Rate: 1.2

Power: 49

Basic HTH: 1d4

Det. Danger: 16%

Inventing: 45%



Origin & Background: A chemist of incredible skill, Jason Tyler was a wimp. Jason worked for a major chemical and scientific research firm which often worked on assignments for C.R.I.M.E. . Tyler didn't know it, but the research he was doing on animal communication was in reality being done for this group of criminals.

As his work progressed, rumors began to spread about the real use of Tyler's experiments. One afternoon, Jason Tyler overheard two secretaries talking about a little wimp. From what he heard, Jason decided to get rid of his project, and fast. The same was decided about himself as C.R.I.M.E. would no doubt hunt him down.

In his usual weak, puny manner, the chemist decided to hide out in his cottage. That night he put his chemicals and equipment on a shelf and set up a cot beneath it to sleep. It was at this time that fate played her hand in the form of an earthquake. The cottage was sufficiently shaken to spill all the chemicals on the little loser. The smell was awful and no matter how often Jason washed, the stink could not be removed. By morning, Jason Tyler had become used to the smell, up to a point where he could not even detect it. As Jason got out of bed, they were there— Big, black, and ugly! Cawing crows surrounded the house!

Jason hid, fearing the same would happen to him as in that Alfred Hitchcock movie. Eventually, a knocking came at the door. Fearing the worst, Jason Tyler didn't answer. The door was smashed down and Stallion strode in, after having hunted the chemist down. The terror instilled in Tyler sent the crows wildly attacking Stallion until he begged that they be called off (the smell wasn't too pleasant either). After contacting C.R.I.M.E., Stallion, under orders, offered Tyler a position in the group. Jason accepted, attempting to escape once out in the open; but Stallion caught him.

Jason now realizes how easy crime can be and has decided that he likes it, even though everyone in the organization hates him.

Combat Tactics/M.O.: Kill-Bird will always use his crows to attack while he manages to escape if need be. The crows are also essential in his heists.

SIREN

Identity: Electra Coersa

Side: Evil Sex: Female

Age: 19 Level: 1

Powers:

1. Sonic Powers: 22" range, 1d12 damage, 11% breakage, PR=1 (powers are screamed out)
2. Heightened Speed: +580" ground speed, +19 on Initiative rolls.
3. Heightened Defense x2: -8 to be hit when using Heightened Speed
4. Mind Control: Range of vocal radius, PR of 5 per person controlled, only works on men

Weight: 105 lbs.

Agility Mod.: +2

Endurance: 12

Intelligence: 15

Reaction to Good: -1

Hit Mod.: 2.68

Damage Mod.: +2

Accuracy: +2

Carrying Cap.: 140 lbs.

Movement Rate: 619" ground

Det. Hidden: 12%

Inventing Points: 1.5

Basic Hits: 3

Strength: 11

Agility: 16

Charisma: 14

Evil: +1

Hit Points: 9

Healing Rate: .9

Power: 54

Basic HTH: 1d4

Det. Danger: 16%

Inventing: 45%

Origin & Background: Electra Coersa and her friends decided to go for a joy ride on her father's yacht. As the craft travelled deeper into the sea, the instruments began to go haywire. A thick fog arose from the water and all that could be seen was the thin line of a distant island. But this existed on no maps! It was then that they heard it. At first there was a faint voice that grew in intensity until everyone on the boat was doubled over in pain. Electra's boyfriend, at the helm, steered the boat toward the mysterious island. He seemed to be in a trance-like state. Just before the ship smashed on the rocky shore, Electra jumped for her life. Swimming to the beach, Electra discovered uncountable numbers of ships which had encountered a similar fate. It was then that Electra realized that she was not alone — surrounding her stood a score of beautiful women.

Electra had no choice in the matter. She was trained by these women to become one of them—a Siren!

The Sirens were a race of women who enchanted passing sailors to land on their enchanted island. This always resulted in the drowning of their poor victims. Since ancient Greek times, the Sirens had not



been heard of. In this period of absence, the women still existed but merely observed this growing new world around them and realized that they were not a part of it. It was decided that one final craft would be driven upon the shore and any female survivor would be taught the Siren ways. This was Electra. Her duty was to go forth in the world and be a medium through which all the Sirens could experience this new age.

To keep her safety secure, the Sirens told Electra to join a group known as C.R.I.M.E., who had similar interests in the seduction of mankind.

Combat Tactics/M.O.: The Siren will always try to control any male she might be fighting. Women opponents, who are immune to Siren's charms, get pummeled about the head and shoulders. Siren may even utilize a controlled male to do her dirty work. To maintain this control she must continue to sing.

STALLION

Identity: Antonio Marlucci

Side: Evil

Sex: Male

Age: 22

Level: 7

Powers:

1. Heightened Agility x2: +29
2. Acrobatics: Acts as evasion but costs only movement per turn and can be started and stopped whenever desired.
3. Speed Bonus: +90" ground
4. Invulnerability: 10 points, chain mail costume
5. Natural Weaponry: +3 to hit, +6 damage. Nerve Pinch on special hit which causes paralysis in victim.
6. Weakness Detection: 1" range, +4 to hit
7. Vulnerability: Any drugs taken by Stallion now will have an unknown but severe side effect on his already mutated cells.

Weight: 180 lbs.

Agility Mod.: —

Endurance: 15

Intelligence: 12

Reaction to Good: —

Hit Mod.: 11.91

Damage Mod.: +6

Accuracy: +7

Carrying Cap.: 504 lbs.

Movement Rate: 73" ground

Det. Hidden: 10%

Inventing Points: 8.4

Basic Hits: 4

Strength: 16

Agility: 42

Charisma: 11

Evil: —

Hit Points: 48

Healing Rate: 1.6

Power: 85

Basic HTH: 1d8

Det. Danger: 14%

Inventing: 36%

Origin & Background: Antonio Marlucci was a member of the Italian Gymnastics Team at the 1984 Olympics. Of the entire team, Antonio had been chosen as the most likely to win a gold medal. The morning

of his event, Marlucci woke up with a severe teg cramp. All day the athlete worked to loosen his muscles but could not. When a competitor from a rival country heard of the Italian's predicament, he came forward with a "sure thing" cure. After taking the pill, Antonio's cramp disappeared. What a sport this competitor was! If this man had ignored the Italian's problem he surely would have won the gold.

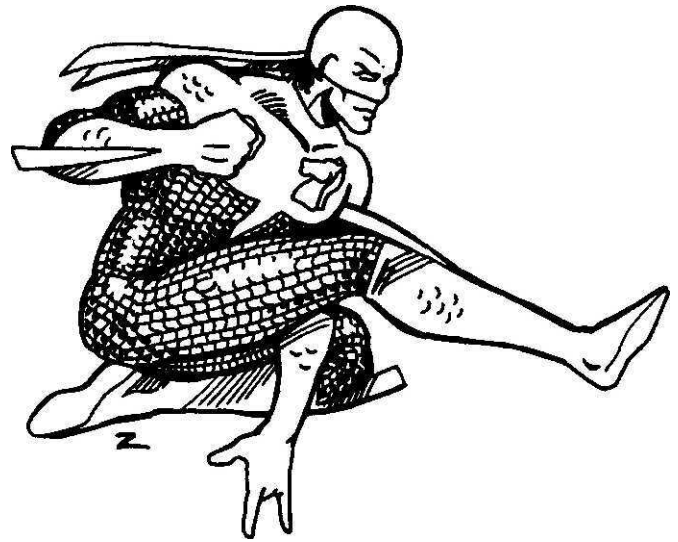
When Marlucci stepped up to do his routine, he collapsed with pain. His opponent had given him an hallucinogenic drug which causes the brain to ignore pain, not make it go away. The drawbacks to this are that once the pill's effects have ended, any pain returns at double the intensity. After Antonio was carried away, his competitor won the event.

The pain Marlucci experienced was so horrid that he was forced to swallow the remainder of the pills given him.

In the morning, the pain had subsided and Antonio felt exhilarated. It was then that he realized that his acrobatic and musculature developments had been incredibly amplified. Unknown to him, the pills not only removed his pain but also mutated Antonio's body and brain cells.

In fury from his loss, the Italian hunted down and murdered his opponent. There were two witnesses to this crime, a policeman and a C.R.I.M.E. agent. The agent helped Antonio escape the pursuing cops. His fee for one rescue: Antonio's membership in C.R.I.M.E.

Combat Tactics/M.O.: In combat, Stallion will use his acrobatic skills to elude his opponent while he delivers a merciless beating.



FOUR RIDERS OF THE APOCALYPSE

WAR

Identity: ?

Side: Evil

Age: ?

Power:

1. Heightened Strength: +20
2. Invulnerability: -14 shield, used on front and sides. Agility save to block each incoming attack. Acting out of turn costs 2 Power per attack stopped.
3. Armor: ADR of 107 (chainmail)
4. Heightened Attack: +5 damage
5. Heightened Expertise: +4 to hit with special weapon
6. Special Weapon: Battle Axe, +1 to hit, HTH +1d8 damage. Speaking a magical word written in runes on the blade of the axe causes it to become enchanted, +5 to hit, 2d10 damage

Weight: 225 lbs.

Agility Mod.: —

Endurance: 15

Intelligence: 14

Reaction to Good: -3

Hit Mod.: 5.14

Damage Mod.: —

Accuracy: -

Carrying Cap.: 4591 lbs.

Movement Rate: 59" ground

Det. Hidden: 10%

Inventing Points: 7

Basic Hits: 5

Strength: 34

Agility: 10

Charisma: 19

Evil: +3

Hit Points: 26

Healing Rates: 2

Power: 73

Basic HTH: 2d8

Det. Danger: 14%

Inventing: 42%

FAMINE

Identity: ?

Side: Evil

Age: ?

Powers:

1. Absorption: Power Absorption, acts as Devitalization Ray, attacks as Paralysis Ray. Once power has been drained from a victim, hit points will be. Points drained accumulate in Famine's own total in the respective type being drained (i.e., hit points or power points). 48" range, PR= 3 per shot, 3d10 damage to power or hit points.
2. Heightened Endurance: +17

Sex: Male Appearance

Level: 3

3. Special Weapon: Scales of Judgement; at the beginning of combat Famine will produce his scales to judge which of the Riders' opponents is most threatening to their evil mission. If all opponents are equal in this threat then all will be attacked with an Electricity multiple attack. 16" range, 2d8 damage, 7 shots per mystical recharge. A single threatening hero would only be attacked by a single lightning bolt.

Weight: 100 lbs.

Agility Mod.: +2

Endurance: 24

Intelligence: 15

Reaction to Good: -4

Hit Mod.: 8.2

Damage Mod.: +3

Accuracy: +3

Carrying Cap.: 206 lbs.

Movement Rates: 55" ground

Det. Hidden: 12%

Inventing Points: 4.5

Basic Hits: 2

Strength: 12

Agility: 19

Charisma: 23

Evil: +4

Hit Points: 17

Healing Rate: 1.4

Power: 70

Basic HTH: 1d4

Det. Danger: 16%

Inventing: 45%

DEATH

Identity: ?

Side: Evil

Age: ?

Powers:

1. Death Touch: PR of 20 (see rules, p.11)
2. Special Weapon: Scythe, +3 to hit, HTH +1d8 damage
3. Invulnerability: 15 points
4. Vibratory Powers: (no attack) 30% chance of breakage, PR = 2 in phasing
5. Heightened Strength: +13

Weight: 80 lbs.

Agility Mod.: +2

Endurance: 18

Intelligence: 10

Reaction to Good: -4

Hit Mod.: 7.74

Damage Mod.: +1

Accuracy: +2

Basic Hits: 2

Strength: 28

Agility: 17

Charisma: 23

Evil: +4

Hit Points: 16

Healing Rate: 1

Power: 73

Carrying Cap.: 950 lbs.
 Movement Rates: 63" ground
 Det. Hidden: 10%
 Inventing Points: 7

Basic HTH: 1d8
 Det. Danger: 14%
 Inventing: 30%

PLAGUE

Identity: ?

Side: Evil

Age: ?

Powers:

Sex: Male Appearance

Level: 4

1. Chemical Power: Upon physical contact, Plague can expose his victim to an unknown, incurable disease. In 1d4 days, this disease will come into effect. A victim must make two saves versus Endurance on a d20. Both failing results in death. If one succeeds, the victim is seriously ill for 1d10 weeks. During this time, a diseased person is completely immobilized. Both saves succeeding negates any effects of the Disease. Attacks as HTH, no PR.
2. Special Weapon: Bow, +4 to hit, HTH +1 damage, A3" range. Plague carries 20 normal arrows, when used as a HTH weapon, the bow is +2 to hit, HTH +1 d4 damage
3. Heightened Expertise: +4 to hit with bow

Weight: 160 lbs.
 Agility Mod.: —
 Endurance: 16
 Intelligence: 16
 Reaction to Good: -3
 Hit Mod.: 5.7
 Damage Mod.: +3
 Accuracy: +4
 Carrying Cap.: 266 lbs.
 Movement Rate: 50" ground
 Det. Hidden: 12%
 Inventing Points: 6.4

Basic Hits: 4
 Strength: 12
 Agility: 22
 Charisma: 20
 Evil: +3
 Hit Points: 23
 Healing Rate: 1.6
 Power: 66
 Basic HTH: 1d6

Det. Danger: 16%
 Inventing: 48%

HORSES OF THE APOCALYPSE RIDERS

Each of these four humanoids rides a black steed which is much larger than the ordinary horse.

Weight: 1500 lbs.

Ferocity: 20

Accuracy: —

Power: 50

Agility: 11

Hits: 51

Damage: 1d12

Move: 160"

Where statistics are usually considered 10 they are here considered 13 except for intelligence.

Origin & Background: From the plane of Shadow, a nameless being observed the world and all its intricacies. His verdict was that the Earth was in a state of imbalance. The Forces of Good were outnumbered by the evil but always seemed victorious. This, he decided, was due to weak, unwise villains and the degree of mistrust between them.

Finally, this creature searched through Earth mythology and fantasy to find a force of evil powerful enough to balance this good. He decided on the Four Riders of the Apocalypse due to their power and strength in teamwork.

In this group is War, an armored barbarian; Plague, a sickly looking creature who can control disease; Death, a fleshless skeleton in robes, and finally Famine, the sallow master of starvation.

At present, the riders have never been defeated. In combat a rider is destroyed, not incapacitated and can never be knocked unconscious. In the defeat of one of his pawns, the shadow creature will reconstruct him, especially if the riders are fighting a powerful and truly good hero. This reincarnation does not occur immediately but over a period of 24 hours. This is due to a time difference between the Earth and the shadow realm.

Combat Tactics/M.O.: The Riders fight only those of good nature, and will search out a hero who has recently defeated a single villain or group of villains which were powerful. In the meantime, they enter a state of limbo in the shadow world until their master calls. The Riders fight to the death and will continue to destroy a downed opponent's body until it is completely destroyed. The Riders cannot speak but don't really need to as they have a telepathic link amongst each other and their mounts.



RULES VARIANT

CALCULATING DAMAGE FROM KNOCK BACK HITS

Distance Knocked Back (inches)	Damage
up to 2	
3-4	1d2
5-8	1d4
9-16	1d6
17-32	1d8
33-64	1d10
65-123	2d10
129-256	3d10
257-512	4d10
513-1024	5d10
1025-2048	6d10
2049-4096	7d10
4097-8192	8d10
8193-16,384	9d10
Etc.	Etc.

On page 24 of the *Villains & Vigilantes* rule book, under Combat Effects, Part E, it states:

For each point of damage taken by a character from an impact like attack, the character is propelled 1 inch away from his attacker (minus one inch for each basic hit point the victim has). Depending on the angle of attack, he may fly up or down at any angle.

From this quotation and the practical use of it, we can arrive at the question, why not take damage flying back? After all, it would hurt to be sent back 30 feet, wouldn't it? For this reason, the above chart has been created Distance

If a character is knocked back a distance farther than listed above.

then continue both distances and damages in the pattern already set until the desired distance is found.

Damage

When calculating damage the appropriate dice are rolled as stated above. However, these should also be added to this amount the Victim's weight as a brawling weapon. Remember the old cliché. "The bigger they are, the harder they fall".

Damage occurs when landing upon having traveled some distance The object struck with the surroundings. Typically, a garbage can, a wall, or the floor can be struck after a knock-back hit Should the impact surface be soft, such as a mattress or a sufficiently deep body of water, then the GM can alter the damage taken accordingly.

It should be noted that whatever damage is taken by the character, that same amount is taken by the impact material. With this in mind, it is possible to travel through, say, a brick wall if enough points of structural damage have been done If this occurs, the character will continue to fly back until the appropriate distance has been traveled. More than one surface can be broken through

Finally, Characters with some sort of flying ability can avoid impact damage when flying if a successful Agility save is made on a d20. This cannot be done if the Character is knocked unconscious with the hit. Knock-back damage can be rolled for as if conscious.

Example

Power Woman is hit in the kisser for 20 points damage. Her basic hits are 3 so she will be knocked back 17 inches. She strikes a wall doing 1d8 damage to herself and the wall. However, she weighs 120 lbs. so another 1d3 is added to the damage (see Brawling Weapons Table). Both the wall and Power Woman take 5 points extra damage as a 3 is rolled on the d8 and a 2 on the d3. Another unconsciousness roll is now made separately for this damage. This should be treated as falling with respect to armor and invulnerability.



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
Insubstantiality
Paralysis*
Sidekick
Phobia
Physical Handicap
Poison Gas Projection
Energy Projection
Psychological Problem Handicap
Whatever Fits
Lowered Characteristic
Lowered Characteristic
Lowered Characteristic
Regeneration
Ressurrection*

HEROES BEWARE!!

SUPER-CROOKS & CRIMINALS ARE HERE! FROM ALL OVER THE EARTH AND DIMENSIONS BEYOND COME MORE EVIL-DOERS TO THREATEN THE INNOCENT. READ ABOUT THESE FASCINATING NEW FIENDS- THEIR POWERS AND PERSONALITIES, WEAPONS AND WEAKNESSES!

ROLL CALL:

					
BLACKJACK	BLUEGILL	BLUE MAX	RAMPAGE	SCURGE	SPOILER
					
BLACK ORCHID	KILL-BIRD	SIREN	STALLION	FLEUR DE LIS	WAR
					
FAMINE	DEATH	PLAGUE	GARBAGE MAN	HIGHWAYMAN	ORACLE
					
PROF. POLARITY	QUEBECOIS	RAMSES	RED FURY	SHILLELAGH	SISTER INDIGO
					
STUKA	TERRA-RIZER	WERE-WORG	WHITEOUT	BORA	WONDER BOY



