

ENEMIES

#30

THE INTERNATIONAL FILE™

by Jeff O'Hare



SUPERVILLAINS
FOR

CHAMPIONS
THE SUPERHERO ROLE-PLAYING GAME!



ENEMIES: THE INTERNATIONAL FILE™

by *Jeff O'Hare*

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INTRODUCTION

THE INTERNATIONAL FILE

Is no place safe? After nearly being killed by the Sniper in Bangkok last year, I sought safety in Jerusalem. Though I'm a free-lance investigative journalist, no longer with the Firm and not usually appreciated by local law enforcement, I still have a few friends working for the Mossad.

In my hotel suite, I got a call from a man identifying himself as Yusef Gruber. He'd read my last story and said he had something that might interest me. We made an appointment to meet for drinks in the hotel lobby. I'd know him by the rose in his lapel. After a hot bath, I headed for the stairs.

I was two flights down when heavy footsteps rang on the landing above me. I reached to my pocket, to make sure my roll of "Lifesavers" was there. I sped up, taking the stairs four at a time. Hearing a loud grunt, I looked up to see an entire set of stairs being ripped from the wall. There stood a guy with a gigantic axe that'd make Conan nervous. Ducking the falling metal of the stairs, I bolted for the exit.

Scrambling for an open room, I dialed the phone and asked for my friend. The Mossad operator said he wasn't in, but they'd try to send a message. Slamming the phone down, I headed for the door. Just as I reached it, a massive hand, that looked to be made of clay, smashed through the wood. Taking out my Lifesavers, I threw one of the exploding disks at the creature, blowing quite a hole in the doorway.

Thankful for the lack of pigeons, I scrambled onto the ledge and started climbing. I figured they'd look for me to go down, so I headed up.

How long I waited, I don't remember. It was 15 minutes on my watch, but I'm sure it must've been at least a year longer. My friend arrived by helicopter, landing next to the air duct I was hiding in. We went down slowly, but there was no sign of either monster. At least I hadn't imagined it, because the hotel was out one staircase and one doorway.

In the lobby, I looked for a man with a rose in his lapel. Gruber might as well have said to look for a man with a bullet in his neck. A true marksman had plugged him dead.

My friend identified Gruber as a clerk in the Mossad's Intelligence Bureau. He'd recently stolen some confidential files on criminal activity around the world. Now they'd never find those files.

But I knew better. The rose in Gruber's lapel held the microdot with the information. I pocketed the rose long enough to get a copy made at a certain specialty store.

All that information is in this file. It includes a map and some very interesting business news you won't read in the Journal. Print it under our usual terms. Use O'Hare as my byline and send the check to my special account.

My friend is going to be mad when this gets out. Maybe I'll head to Africa for a while. But first, there's a very attractive model I met yesterday I may get lucky with. She's a knockout.

INTERNATIONAL FILE: CLASSIFIED

This file has been put together at the request of major security agencies around the world. When heroes travel from one country to another, for business or pleasure, they need to know which opponents may surface. Also, should these enemies enter the home territory of a champion, that hero should have some ready guide to help him battle these evil doers. Thirty major villains from around the world are listed here. Some are insidious and will slowly work their way

into a hero's campaign, remaining hidden behind crime after crime. Others are more overt, bursting upon the scene in a flurry of action. All are deadly and should be engaged with the utmost caution.

Each criminal's abilities have been gauged as closely as possible. However, even these notations are rough. Any security director, or GM, may wish to change, modify or adapt any numbers to the most appropriate level before sending their heroes up against these creeps.

GMs should read through the entire file and familiarize themselves with all perpetrators listed herein. There are a number of items listed, such as powers, origins, and organizations, that may assist the GM in recognizing the spot from which these villains are most likely to attack.

Should any of these villains enter your particular campaign, we can only wish your heroes good luck. Once the battle is over, let us know where to send the flowers.

SCENARIO NOTE

As part of the new layouts on villains in these Supplements, a scenario idea has been included for each villain. These scenarios are geared to having the villain appear in the hero's hometown. However, if you have a globetrotting hero, it should be very easy to have these villains appear in their native countries.

These scenario ideas range from the very elaborate and complete to a simple idea of a crime that should attract a hero's attention.



THE CARTEL

BACKGROUND

It was inevitable that an organization of supervillains, to be run and administered by supervillains, would eventually evolve. The super powered agent who was actually in the field, actively involved in dastardly pursuits, needed to take charge of his own career and provide some security for himself and his family. No longer would crooks be content to leave their livelihoods in the hands of a few power hungry megalomaniacs who stayed safe in their secret bases, while the villain was out getting his butt stomped. The necessity of having such an organization, in which the criminal could have an active voice in his or her own lifestyle, was the driving force behind the founding of The Cartel.

The Cartel is an open, almost independently run, organization. All members pay dues, usually a percentage of a year's take, in order to take advantage of the benefits offered by being part of a group. These benefits include:

1 — A central job pool which allows anyone planning a job to choose the best talent available to help pull off that job.

There are two files, one for supervillains and one for thugs and henchmen. Supervillains are listed by power types, as well as by past successful performances.

This pool can also be used by crooks looking for work. If a crook sees that someone he once worked with is putting a gang together, he can go and apply for a job.

These files are constantly updated in order to show who's working, retired, away, or incarcerated.

- 2— A Legal fund keeps a number of high powered lawyers on call internationally. An American supervillain busted in Europe doesn't need to worry that his usual lawyer is back in New York. Now, simply by calling a toll free number, (1-800-845-QUIZ), he can get a competent lawyer anywhere in the world. The lawyers are paid from a central fund, so a supervillain doesn't need to be caught short without any illegal funds.
- 3— Support groups are offered for those families who have members that are supervillains. The strain placed on a familial relationship by having someone in constant jeopardy or in jail is quite pressing. In order to keep more criminal families together, such groups have been started so families can meet with one another to share stories and support.
- 4— A credit clearing house and bank. Dealing in large sums of money is often a problem for supervillains. Sure, you just knocked over the First National Bank for a million dollars. But now what do you do with it? Most criminals are totally incompetent when it comes to money management. That's where this branch comes in.
 Money managers are on call in depositories to take in a supervillain's loot and help him invest it wisely. The managers know all the scams for laundering money so that the government doesn't ask too many questions in regard to sudden large deposits. The bank is set up to appear legitimate and even has many legitimate customers. It offers criminals a chance to have their own checking and savings accounts. Also by keeping these accounts on the books, criminals can now apply for their own credit cards.
 All ill gotten funds deposited are instantly redirected to the bank's central depository in Switzerland.
- 5 - Health and Dental plans are available to members of this organization. This organization even offers life and accident insurance to members. The accident policies are especially helpful when a supervillain is stuck with a large bill for any destructive mayhem he may have inadvertently caused.
- 6 - Death benefits are paid to the surviving family in the event of a member's untimely passing.



There is an annual meeting where members come together to report on the year's happenings and to vote on rules of order for the upcoming year. The site of this meeting varies, depending on which city's underworld wants to be the host. A new chairman, to be active in this post for a one year period, is chosen at these meetings. Anyone may run for the office. The successful candidate must be voted in by a quorum of all members present. Those members not able to attend, either due to jobs or incarceration, may fill out absentee ballots. The current chairman of The Cartel is the Ruler of Crime from South America.

PURPOSES AND GOALS

To offer a viable voice for the supervillain at large, providing for his needs and wants.

RELATIONS WITH OTHER AGENCIES

Many members of other organizations like VIPER, TO-TEM, and RAVEN, also belong to The Cartel. The benefits are much more lucrative here, and it is to everyone's advantage to keep the union going. Accountants in agencies such as UNTIL and SAT are quite envious of the status and success achieved by The Cartel.

ORGANIZATION

This is a very loosely run organization. There is a central chairman who oversees all questions of territorial disputes and other problems pertaining to the entire organization. Otherwise, the running of individual groups is left to the local outfits. There are a number of permanent advisers, such as the Secretary of Economy, the Secretary of Arms, and the Secretary of Health, who update the Chairman of all events. These posts are permanent in that they continue from one administration to the next. However, anyone discovered abusing his position of power will be quickly removed, as will his head.

There are a number of headquarters scattered worldwide to serve the needs of the members.

UNIFORMS AND COLORS

As a means of keeping things centralized, all lower echelon Cartel members wear uniforms of bright orange. Thugs and ruffians make up the majority of The Cartel's staff at each of its headquarters. They are the maintenance, security, and secretarial personnel. Management people, such as money managers, lawyers, Secretaries and Undersecretaries are allowed to wear suits or what proper business attire they feel most comfortable in. Individual members are certainly allowed to wear their particular uniforms while on Cartel business.

RESOURCES

Though not listed on any exchange as a distinct group, The Cartel enjoys a certain degree of success in the world of business and finance. It conducts international banking, takes in monies from all dues paying members, and even prints some of its own notes. This printing is done on a very small scale, only to offset loans and business losses.

VEHICLES

The Cartel doesn't use any specially equipped vehicles. Members use their own transportation. For special occasions, The Cartel may indeed rent certain vehicles, such as heavily armored personnel carriers or floating assault vehicles.

PERSONNEL

The Cartel is more along the lines of a managerial union than an actual subversive organization. While it does employ a number of highly powered super individuals, most of its staff are basic people who are happy in their work. The staff has been cleared for security purposes and all of them, from janitors to clerks, are equipped with some type of weapon.

TYPICAL BASE

Most Cartel business is conducted in the open. Banks operate as such, as do a number of other businesses. It is not unusual to go into a particularly busy branch and see three or four burly men in trench coats with pulled down hats waiting in line to see a teller. They are always very courteous and no branch of a Cartel bank has ever been robbed.

BANZAI (Morito Fukahara) Japan					
Val	Char	Cost	100+ Disadvantages		
20	STR	10	25	Enraged if attacked dishonorably (11-,8-)	
29	DEX	57	15	Enraged if honor is insulted (14-,11-)	
25	CON	30	10	x1 1/2 Stun from surprised attacks	
10	BODY	0	10	1D6 Body from Ego attacks	
13	INT	3	10	Bad Hearing (-3 to per. rolls)	
14	EGO	8	20	Honorable	
13	PRE	3	15	Seeks out 1 on 1 combat	
14	COM	2	5	Disdain for normals (x1/2)	
15	PD	11	10	Overconfident (x1/2)	
10	ED	5	25	Hunted by Yakuza (11-)	
6	SPD	21	30	Hunted by Hero group	
9	REC	0	10	Secret ID	
30	END	-10	15	DNPC - Brother (street punk) 11-	
40	STUN	7	30	x2 Stun from bullets	
Cost Powers			END		
30	Martial Arts, 8D6 Punch, 10D6 Kick				
48	Multipower, 24 pt. End batt.; recharges 5 End/phase				
3 u	4D6 NND (vs. deaf, hard ear cover), area of Effect, No range				12
1 u	2D6 Int. Destruction, Area of Effect, only lasts for 1 day (+1/2), Only for Hearing Perception rolls (+2)				12
2 u	2 1/2D6 A.P. RKA, useable only vs. rigid, inanimate objects (+1)				12
5 u	14PD, 10ED Force Wall				12
10	Acrobatics (15-)				
7	Stealth (16-)				
6	+3" Running				
10	Superleap (8" across, 4" up)				
40	5 levels with General Combat				
1	Basic English				
5	1/2 End Cost: STR				
10	6PD, 6ED Armor (14-) (OIF: costume)				
5	6pts. Hardened Flash Defense (IAF: Mask)				
COSTS: Char. Powers Total Disadv. Base					
147 + 183 = 330 = 230 + 100					
OCV: 10; DCV: 10; ECV: 5; Phases: 2,4,6,8,10,12					

Origin: Attempting to remove an old man's wallet on a busy street in Osaka, a young thief was thrown into the air. He came down in the strong grip of the old man. Rather than turning the scamp in, the old man took the boy to his dojo (school) outside of town. There the boy studied and learned the martial arts and the ways of the school, becoming its greatest fighter.

Strangely though, the old man never spoke, directing the boy only through demonstrations and movements of the head. After many years, when the boy became 15, the old man finally whispered his secret. He told of the miraculous power that could be harnessed in the simple voice of a man. The old man had waited so long because the boy was vain and boastful, tending to show off. The old man had hoped the boy would someday change, but he hadn't. Now, the old man was dying and needed to pass on the secret. Hopefully, the responsibility of the secret would make the boy more mature. The boy promised he would strive to be worthy.

The old man taught the boy how to concentrate and use his voice to give off loud blasts of sound. The boy had to go deep into the mountains in order to practice without damaging too much property. Every day his booming noises could be heard throughout the valley. The process was fairly simple and within a matter of weeks, the boy had become quite proficient with this new power. He was now able to knock down full trees with only the sound of his voice.

The next day, the boy returned to the dojo to find his teacher dead. The world was such a weak place, the boy was sure that all would now see he was a mighty warrior. And those who would not get out of his way, soon fell to the power of his mighty voice.

Motivation: Banzai seeks out confrontations with super powered individuals in order to prove he is the best. He revels in his superiority and is sure he can beat anyone. He strives to follow the honor code of the Bushido in all his dealings. As a great warrior, he feels entitled to anything he wants. It is not stealing, but only his due.

Personality: Banzai is vain and proud. He doesn't walk, he struts. He revels in his power and has no concern for anyone who doesn't match up.

Identifying Quote: "Prepare, dog, for you face your master!"

Tactics: Martial arts and close combat will always be Banzai's first method of assault. Should he begin to lose, or if the object being attacked is much larger, he will rely on his audible powers.

Powers: Beyond his phenomenal abilities in all forms of the martial arts, including weapons such as nunchukas, bos, and shurikens, Banzai has learned to harness the power of his voice. His throat and vocal chords have been strengthened to the point where he can scream at up to 200 decibels. This scream can be wide spread or focused, and can pierce armor. It has the same power as an energy blast, or it may be used to create a barrier of impenetrable sound.

Weakness: Banzai can only use his vocal powers for so long until they are strained and his throat becomes useless. He must then rest and let his body repair the damage to his vocal chords. From unprotected exposure to his own powers, Banzai has lost a lot of his normal hearing range.

Scenario: At an exhibition of combat (Karate, boxing or even wrestling), especially if it's a bout for charity with heroes present, Banzai will appear to challenge all comers.

Appearance: Banzai wears a colorful costume of red and black. His outfit is that of a martial arts master.

Record: Currently resting in a Japanese hospital, awaiting trial for murder and robbery. He has four convictions: one murder, one kidnapping, and two destruction of property.

Notes: Banzai is being kept under control in this hospital due to an anesthetic which is being used on his vocal chords. Unknown to the doctors, his body has developed a tolerance to the anesthetic so that it is no longer effective. He is biding his time until an opportunity for escape presents itself.



BWANA (N'Kenzi "Nick" Mobutu) Kenya				
Val	Char	Cost	100+ Disadvantages	
18	STR	8	15	Berserk if Losing (11-,11-)
20	DEX	30	20	Enraged if opponent is unsportsmanlike (11-,8-)
20	CON	20		
15	BODY	10	30	x2 Stun from Energy Attacks
18	INT	8	10	x1-1/2 Stun from Surprise Attacks
18	EGO	16	5	1D6 Unluck
15	PRE	5	5	Lacks Depth perception on right side
14	COM	2	20	Overconfident
9	PD	5	20	Loves the Hunt
6	ED	2	8	Arrogant (x1/2)
5	SPD	20	30	Hunted by Kenyan Govt./Army (14-)
8	REC	0	25	Hunted by Deathmask (11-)
30	END	-5	10	Hunted by Until (x1/2)
45	STUN	11	10	Hunted by CIA (x1/2)
			10	Asmatic
			5	Unusual Looks (8-)
			10	Public ID
			67	Villain Bonus
Cost Powers				
				END
7	Stealth (14-)			
15	Climbing (13-) +5"/phase			
10	Acrobatics (13-)			
15	+5" Running, 1/2 End cost on all running			1
10	Swinging 10"			
5	Detective Work (13-)			
27	Martial Arts, 7D6 Punch, 9D6 Kick			
24	+3 Combat levels			
16	+2 Skills levels			
30	+3 Overall levels			
7	+6PD/+5ED Armor (11-) (OIF: Bulletproof Vest)			
13	Danger Sense (12-)			
33	+5 Enhanced Vision & Hearing, Ultrasonic Hearing, IR vision, UV vision, (IIF: Replacement Eye/Ear)			
16	1 1/2 D6 HKA (1/2 End cost) (OAF: Knife)			2
	2 1/2 D6 w/ Strength			5
30	Multipower (60 pt. Reserve) (OAF: Rifle)			
3 u	2D6 RKA +2 Stun, 3 clips of 8 shots			
3 u	2 1/2 D6 APRKA, 3 clips of 8 shots			
4	Telescopic Sight for Gun (+1 OCV, -1/6" range) OAF			
COSTS: Char. Powers Total Disadv. Base				
	132	+ 268	= 400	= 300 + 100
OCV: 7; DCV: 7; ECV: 6; Phases: 3,5,8,10,12				



Personality: What's the Swahili word for macho? That's how to describe Bwana. Bwana is actually a name for a white man. Mobutu is aware of its connotations and wears the title with both pride and disdain.

Identifying Quote: "You're not the first to fall before the world's mightiest hunter."

Tactics: Whatever it takes. Each prey is different, requiring different measures to capture or kill it.

Powers: From birth, Bwana was blessed with amazing abilities in the jungle. He could sneak up on a gazelle to feel its pelt before the deer knew he was there. He was the swiftest, the strongest and the best tracker. Since leaving the army, he trains every day for at least four hours, honing his mind, body, and his natural abilities until he is superior to any man. He is a master with numerous forms of weapons. He also has removable bionic attachments for his left eye and ear (acquired by theft).

Weakness: Pride is Bwana's greatest sin. He hates to be embarrassed and may sometimes lose his control if things go against him. He almost never backs down from a challenge.

Scenario: A hero zeroes in on the capture of a wanted criminal. As he zooms up, he finds the crook has already been captured and bundled off to the authorities. There stands Bwana counting the reward. (More vicious GMs might prefer to have the criminal staked out against the wall. After all, most rewards are Dead or Alive.)

Appearance: Bwana dresses in the style of a powerful hunter, complete with boots, jodhpurs, bush jacket and hat. His face is scarred in the tribal ways of deep lines etched into the skin. His costume is adorned with many trophies of past kills, such as teeth, skins, tails or claws. He has also been seen hunting in a black leotard bottom, his chest left exposed. His chest is scarred from many battles.

Record: Mobutu's military record shows a dishonorable discharge for treason. He has no civilian criminal record, though authorities believe he has been involved in a number of poaching and illegal hunting incidents, some of which have included human prey.

Origin: N'Kenzi Mobutu was a captain in the Rhodesian army. In one of his early conflicts, he was wounded and lost an eye. He later became politically aware, joining a group of leftists. Involved in one of his country's many failed coup attempts, he was banished in disgrace, to live on his own resources. In the jungle, Mobutu met Nwankwo, an old witch doctor who had raised him. Nwankwo trained Mobutu in the ways of the jungle, hoping the young man would come to peace with his natural surroundings. For two years, the men lived a good life at their own camp. Then Nwankwo took sick. When Mobutu tried to get medical supplies from a nearby hospital, the governor forbid it, citing N'Kenzi's banishment.

While N'Kenzi argued with the governor, Nwankwo passed away. After burying the old man, N'Kenzi geared himself for the kill and took revenge against the governor and his soldiers. N'Kenzi's prowess as a killer and hunter has become legendary and no government forces dare pursue him into the jungle that is now his home.

Motivation: To prove himself against any foe or obstacle is what drives Bwana. He loves a contest and has to be the biggest and best no matter what the consequence.

CHEMICHAMELEON (Manuel Corazon) Mexico					
Val	Char	Cost	100+ Disadvantages		
8	STR	-2	20	Berserk if detained (11-, 11-)	
20	DEX	30	30	x2 Stun from Heat/Flame attacks	
28	CON	36	20	x1 1/2 Stun & Body from Cold attacks	
12	BODY	4	5	1D6 Unluck	
18	INT	8	10	2D6 from X-rays	
10	EGO	0	20	Phys. DisAd: Hibernates 4 months	
15	PRE	5	20	Does not understand Earth customs/ ways of life/technology	
12	COM	1			
10	PD	8	20	Arrogant and overbearing	
10	ED	4	20	Hunted by the Mexican Police (11-)	
5	SPD	20	5	Unusual looks (8-) Unusual actions	
10	REC	4	15	Accidental Change (11-) If thwarted or berserk	
60	END	2			
50	STUN	20	65	Villain Bonus	
Cost Powers					END
120	Cosmic Power Pool (80 pts.), Only to change the elemental structure/composition of objects (-1/2), No Range (-1/2), will not work on carbon/silicon based compounds (-1/2), Based on Analysis roll (-1/2)				
22	Shapechange, (0 End cost) Only to bipedal forms				
5	Disguise (13-)				
20	Detect + Analyze Molecular Structure (13-)				
27	3/4 Ego damage reduction (not vs. Ego attacks -1/2)				
20	Life Support				
25	+8PD, +7ED Armor				
6	+3" Running				
COSTS: Char. Powers Total Disadv. Base					
140 + 245 = 385 = 285 + 100					
OCV: 7; DCV: 7; ECV: 3; Phases: 3,5,8,10,12					

Origins: In 1985, Mexican authorities tracked a UFO into the mountains. Investigators later reported finding only a large scorched section of ground, but no evidence of a ship.

Manuel Corazon worked for a United States sponsored chemical project in a Mexican government lab, enjoying maximum security clearance. He was called to the burn site to give a chemical analysis of the ground. Working on his own, he found a metallic object, the size and shape of a ball bearing. He reached for it, and the metal quickly attacked him. It flowed up his arm, rapidly covering his entire body, encasing him in a metallic cocoon. He tried to scream, but it all happened too fast.

An alien intelligence swiftly, but selectively, ate through his brain, until not a shred of the dominant traits of Manuel's original personality was left. The remainder of his mind was left untouched. Once Manuel's body was fully under the control of the



alien, the metal casing split off, leaving Manuel's body intact, but now in control of the Chemichameleon.

Whenever the Chemichameleon appears, he is always highly visible. He took on a Mexican defense troop during a military maneuver. He stole a diamond while it was displayed in the national museum. He is considered very dangerous.

Motivation: The alien inhabiting Manuel's body is an explorer scout sent from a distant star to search for planets to colonize. He is seeking to gauge the defensive potential of this planet's inhabitants, hence the attack at the maneuvers. Also he is examining the natural mineral content of this planet, hence the theft of the diamond.

Personality: Curious, but calculating. Everything in this world, from the very air to the body he inhabits is new to the Chemichameleon. He is anxious to find out all he can about our planet. But he is not stupid and will never endanger himself just to find out something new. He has great patience and can wait a long time before acting. Unfortunately, his aim is to use knowledge to gain power. This planet is almost ecologically perfect for him. He's now working on making a few changes.

Identifying Quote: "When I am done, this planet shall be most fitting for one of royal blood."

Tactics: The Chemichameleon closely exams a situation before stepping into it. If he can, he will avoid a direct battle with an opponent by hiding or running away.

He prefers to hold a captive, so he can examine them, experimenting with the life forms on this planet.

Powers: The Chemichameleon can influence any element on the periodic table. He can change one element to another, or he can change the flow and shape of an object by rearranging its molecules. He can also cause the molecules to lose their cohesion, so that they will disperse.

Weakness: To effect any element, Chemichameleon must physically be in contact with the object in question. His powers do not work at even the shortest distances. Chemichameleon's powers are not as instantaneous as they first appear. In order to change one element into another, he must work his way through the periodic table. For instance, if he wanted to change tin into oxygen, he would have to work his way down the table from tin, adding or deducting electrons and protons, turning that object into every element until he reached oxygen. He can do this rather rapidly, so that the item is not disrupted or harmed, but the process isn't instantaneous.

Also, Chemichameleon does not like heat, preferring to move only when it's cool or dark. Extreme temperatures bother him, as they do any lizard. He hibernates for four months (June - Sept.) of every year.

Scenario: Heavy amounts of radiation leakage is found coming from a cave outside of town. Anyone who investigates will find the sleeping Chemichameleon. In his sleep, he has changed all the surrounding rocks to uranium. The radiation is mounting to toxic levels, endangering all life in the area. Someone must halt the spread of this danger. Heaven help anyone who disturbs the Chemichameleon's slumber.

Appearance: Manuel appears to be a normal human. He wears a yellow and green jump suit that belonged to the alien. This suit was designed to withstand the greatest rigors of space, and is bullet and laser proof. It can also withstand great differences in temperature.

Record: As a Mexican citizen, Manuel enjoyed a sterling record of government service. Officially, he is a missing person with no criminal record. However, the Chemichameleon is considered to be a dangerous criminal.

Notes: When he is attacked or excited, the alien's real face and skin will eat through face and skin of his human host. He will then be revealed as a reptilian alien. Eventually, he would be able to reconstruct the chemical compounds making up the skin and remold it to look like Manuel (or anyone else).

In the DisAds, the Sparkler is a character that appears in Enemies III. The Runner is a generic inter-galactic policeman, along the lines of the hunter in the film "The Hidden".

COLD WARRIOR (Boris Grushenko) Russia				
Val	Char Cost	100+ Disadvantages		
25	STR ¹	10	15	Enraged if fighting military (11-,11-)
26	DEX ¹	32	30	x1 1/2 Stun, x2 Body from Electrical attacks
28	CON ¹	24	30	x2 Stun from Flame/Heat attacks
10	BODY	0	5	1D6 Unluck
18	INT	8	20	Protects Innocents
14	EGO	8	8	Hatred of War/military (x1/2)
25	PRE ¹	10	35	Hunted by Russian Heros (11-)
10	COM	0	35	Hunted by American Dream (Wash. D.C. Hero group)(11-)
14	PD ¹	6	10	DNPC (wife - Normal) (8-)
21	ED ¹	10	20	Overconfident
5	SPD ¹	9	16	Villain Bonus
11	REC	0		
36	END	-10		
52	STUN ¹	10		
Cost Powers				END
30 ¹	Elemental Control — Cold			
a-31 ¹	8D6 Entangle, Area of Effect — 8 hex radius; No Range (+1/2), 14- Act. Roll (+1/2); Melts 1 Def + 1 Body / phase in Temp. over 70°F (+1/2); Does not work if humidity is below 50% (+1/2); 6x End Battery * (+1/4)			32
b-22 ¹	3D6 Dex Drain, 4x End Battery * (+1/2)			18
c-30 ¹	8D6 NND Area of Effect — 4 hex radius; No Range (+1/2), 4x End Battery * (+1/2); Attack Defense is 20+ points Life Support; Having or being within 1 hex of a character w/active heat powers			24
d-18 ¹	3D6 RKA. Cone Area of Effect — 4 hex long; No range (+1/2), 4x End Battery * (+1/2)			18
23 ¹	Armor +12 PD, +9 ED			
6 ¹	10ED Forcefield vs. Thermal att. (+1) (0 End Cost)			
13 ¹	20 pts. Life Support			
4 ¹	6 pts. Hardened Flash Defense			
11 ¹	+11" Running; 4x End Battery * (+1/2)			2
5 ¹	8" Gliding; 4x End Battery * (+1/2)			2
15	Physics, Electronics, Cyrogenics (14-)			
5	Security Systems (13-)			
¹ OIF Battle Suit (+1/2) —				
Total End Battery is 320 points. Battery recharges 64 End/phase only when hooked to a source of liquid N ² (+3 levels on the battery chart).				
COSTS: Char. Powers Total Disadv. Base				
111 + 213 = 324 = 224 + 100				
OCV: 9; DCV: 9; ECV: 5; Phases: 3,5,8,10,12				

Origin: Once one of Russia's most noted physicists, Boris Grushenko was thrown into the world spotlight in 1985 when the Nobel Committee nominated him for a Peace Prize. An avowed pacifist, Grushenko left government employ and accepted a sentence to the Siberian gulag rather than continue working on secret nuclear weapons. However, he realized that neither side would accept detente and that the world was plunging towards disaster.

Using spare parts scrounged together in the gulag, Grushenko formed a very crude unit that would eventually evolve into the advanced weapon pack he currently wears. Using the ice generating powers of the unit, he escaped to a remote family home outside Leningrad. Here he secluded himself to develop the one thing that both Soviets and Americans would understand, the ultimate weapon.

Finally coming up with the uniform he now wears, Grushenko set out to bring sanity to the world. His targets have always been military bases and transport centers of any government. He's attacked both Soviet and non-Soviet targets with the same intensity.

Motivation: Peace is all the Cold Warrior wants. When he can achieve that, he will gladly turn in his armor. In the meantime, he is prepared to use any means necessary to stop the world from destroying itself.

Personality: Grushenko is an older man, quite weary of the world. He is calm and very sane. He will go to great lengths to explain why he's doing whatever he's doing. He is resigned to his course of action however, and won't allow anything to stand in his way.

Identifying Quote: "I don't enjoy what I now do. But our governments must learn their error."

Tactics: Cold Warrior will try to explain why a Champion must help him end the madness. Should the Hero try to argue, the Warrior will simply blast him with the freeze ray.

Equipment: Cold Warrior's main abilities deal with ice and cold. All his power comes from the heavy duty uniform he designed and built. He can generate temperatures of -60 degrees Fahrenheit. Using moisture sucked from the air through the power pack on his back, he can produce ice, making it do whatever he wants. He can create objects, such as barriers and bolts of ice. He can entangle a foe in ice or make solid walls of ice. He can also freeze objects in place. Originally, he had to touch an object or person for his freezing power to work. Lately though, he has been experimenting with emitting bolts of ice, and has achieved some degree of success at small distances. By reversing the flow of the moisture coming from the air, the Cold Warrior can achieve flight for short distances.

Weakness: Though he intends to bring peace to the world at any cost and certainly realizes that a few may be sacrificed to save the many, the Cold Warrior will always try to avoid hurting innocent people or endangering non-military targets.

Scenario: During a protest march on a nuclear power plant, Cold Warrior will appear to shut the reactors down. He will walk through fences and freeze guards in order to stop the nuclear madness.

Appearance: Light blue is the basic color of the Warrior's uniform. Flexible pipes and conduits of a silver alloy carry his freezing mixture to various parts of his body.

Record: Cold Warrior's true identity is known only to high ranking officials in the Soviet government. However, the Warrior has been declared an enemy of the state and is to be treated as such. He is being sought in connection for numerous crimes against the Soviet people. The United States and other western countries have also filed criminal charges with the world court against the Cold Warrior.

Notes: Though each side in the arms race publicly vilifies the Warrior, either would like to convince him to work exclusively for them. Many heroes have been sent up against the Cold Warrior in the hopes of bringing him around.

All the Warrior's abilities work off his ENDURANCE battery. The limitations on this battery are adapted from the "Golden Age of Champions." His Icicle cone attacks begin at the hex he's in and spread from there.

The American Dream are a generic paramilitary group of super-heroes employed by the government in the author's campaign. The GM may substitute any appropriate hero group.



DEATH KNELL (Nelly Morton) England					
Val Char Cost			100+ Disadvantages		
13	STR	3	20	Berserk if someone tries to take the bell from her (11-, 11-)	
18	DEX	24	15	Berserk if thwarted (8-, 8-)	
18	CON	16	20	x2 Stun, Body from Magical attacks	
9	BODY	-2	10	x2 Stun from Sonic Attacks	
14	INT	4	15	3D6 Stun from Concentrated Ultrasonics	
20	EGO	20	20	Deaf	
20	PRE	10	20	Likes to kill	
18	COM	4	20	Overconfident	
8	PD	5	5	Likes to Show off (x1/2)	
7	ED	3	5	1D6 Unluck	
5	SPD	22	25	Hunted by Her Majestie's Guard (8-)	
11	REC	8	25	Hunted by MI6 (11-)	
70	END	17	10	Unusual Looks (11-)	
45	STUN	20	15	Secret ID	
1 OIF Bell			65	Villain Bonus	
Cost Powers					END
67 ¹	100 pt. Multipower				
4 u	5D6 NND Explosion w/hole (vs. Ultrasonic Hearing, Sonar, or being deaf), No range (1/2 End cost)				7
13 m	16D6 EB (1/2 End cost)				8
11 m	3D6 RKA, 3 levels incr. Knockback (1/2 End cost)				6
11 m	25PD 25ED Forcefield, Hardened 2x (1/4 End cost)				4
13 m	16D6 Mind Control (1/2 End cost)				8
3 u	17" Flight (1/2 End Cost)				1
26	Martial Arts (6 1/2 D6 Punch, 8D6 Kick)				
20 ¹	+11PD, +9ED Forcefield, Hardened (1/2 End cost)				2
2	+1" Running				
5	Climbing 2" (12-)				
11	Stealth (16-)				
11	Security systems (15-)				
10	2 levels w/multipower				
16	2 levels General Combat				
10	1 Overall level				
3	Sign Language / Lip Reading (Fluent)				
COSTS: Char. Powers Total Disadv. Base					
154 + 236 = 390 = 290 + 100					
OCV: 6; DCV: 6; ECV: 7; Phases: 3,5,8,10,12					

Origin: An archaeological student at Oxford University, Nelly Morton was part of a dig near Stonehenge. She uncovered an ancient chest containing a candle holder, a ragged book, and a small bell talisman on an unbreakable chain. While cleaning the pendant, Nelly put it around her waist. Instantly, the links tightened to fit her snugly.

Telepathically, Nelly learned she now wore one of the great symbols of magical power in the world. The bell would use Nelly to unleash a reign of terror on the world.

Motivation: The pendant holds sway over Death Knell. The pendant has tapped into and unleashed all the darkest desires of Nell's true being. Now that her inhibitions have been knocked down, she enjoys the thrill of her powers.

The spirit in the bell was imprisoned by Arthur during the reign of Camelot. The spirit has declared a vow of revenge against all governments and officials.

Personality: Nell is an untamed hellion when she's under the control of the bell. She is wanton and wicked, flaunting all her power over her foes. If she ever gets free of the bell, she will revert to her mild ordinary self.

Identifying Quote: "Ask not for whom this bell tolls ..." (Heavy, haunted tones, ala Linda Blair in "Exorcist").

Tactics: Death Knell relies on her physical prowess as much as possible. She hesitates to call on the bell, though the bell constantly fights to have its energies released. However, many a foe has been caught unaware by a blast of power, when it appeared Death Knell was all but finished.

Powers: All of Death Knell's powers emanate from the bell shaped pendant she wears. The bell is an evil entity that uses its powers for dark purposes. Based on sound, the bell has a number of sonic abilities. By vibrating at a certain speed, the bell can give off solid waves of sound that protect its wearer like a forcefield. The bell can give off directed waves of concentrated sound capable of doing much damage. The bell can also use its sounds to hypnotize a foe into doing whatever the wearer wishes. Finally, it also allows its wearer a semblance of flight, by carrying the wearer along on invisible waves of sound.

Beyond this, Death Knell is in excellent physical condition, and has had some training in athletics and personal defense. While she has lost a lot of her hearing, Death Knell is versed in sign language and is an excellent lip reader of English speakers.

Weakness: The pendant is the source of Knell's real power. If the two should ever be separated for a period of more than 48 hours, Nell's true personality as a quiet, harmless archaeological student will begin to surface. However, the bell will continue to attempt to control her persona.

The bell itself is susceptible to magical attacks. It chooses who it bonds with, preferring to stay with one person rather than changing from holder to holder.

Due to prolonged exposure to the bell, Nelly has lost a great deal of her normal hearing range.

Scenario: The British Ambassador is visiting the U.S. When his car is destroyed by sound waves, he seeks protection from the local hero group.

Appearance: Knell wears a dark costume designed to strike fear in the hearts of her opponents. Her boots and chest protector are black, while the remainder of her suit is composed of various shades of purple. She wears the Bell Talisman on an unbreakable chain around her waist.

Record: Death Knell is an assassin, currently wanted for questioning in regard to the murders of the under-secretary of housing and his mistress. She has been linked to at least three other murders of prominent officials, but MI 6 has so far been unable to come up with any concrete evidence.

Notes: Her Majestie's Guard are a generic group of English based superheroes, used in the author's campaign. The GM should feel free to use them or substitute another group.



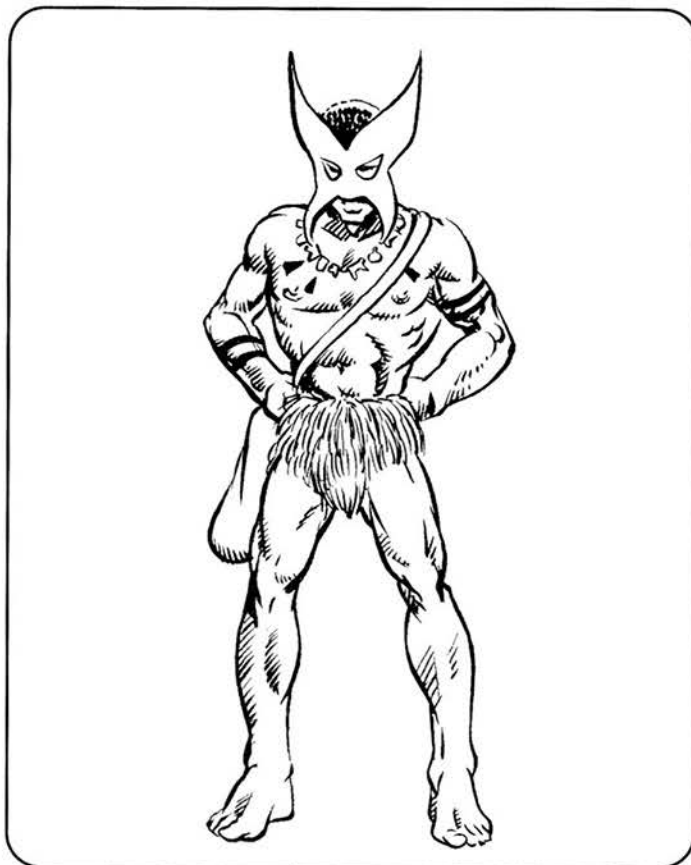
DEATHMASK (Gumala Butano) Uganda				
Val	Char	Cost	100+	Disadvantages
13	STR	3	20	Enraged: animals harmed (11-, 8-)
18	DEX	24	20	Enraged: Blacks mistreated (14-, 11-)
23	CON	26	5	1D6 Unluck
14	BODY	8	10	x1 1/2 Body from bullets
13	INT	3	20	x2 Stun from Fire
20	EGO	20	20	2D6 Stun from Drugs
23	PRE	13	5	Likes to Kill x1/2
8	COM	-1	20	Hates the White men
8	PD	5	15	Overconfident
8	ED	3	8	Protects animals x1/2
5	SPD	22	20	Hunted by Bwana (11-)
13	REC	10	20	Hunted by Ugandan Army (11-)
50	END	2	15	DNPC: Lion (14-)
50	STUN	17	10	Unusual Looks
1 IAF Necklace			81	Villain Bonus
Cost Powers			END	
30	Elemental Control — Animal Communication & Control (useable only on Animals, +1/2)			
a-30	6D6 Mind Control, x16 Area of Effect (1/4 End cost)			3
b-30	6D6 Telepathy, x16 Area of Effect (1/4 End cost)			3
c-30	9D6 Mind Scan, +15 to attack roll			9
20	+12 PD, +12 ED Armor (14-) (OIF: Body Paints)			
5	8 pts. Flash Defense (OIF: Mask)			
16 ¹	+37 Strength (3 clips of 1 use of 2 turns, +3/4)			
25 ¹	+15 Dex, +2 Spd. (3 clips of 1 use of 4 turns, +1/2)			
21 ¹	Enhanced Senses (for each: 3 clips of 1 use of 4 turns) +5 Enhanced Hearing; Tracking Scent; Night Vision; Ultrasonic hearing; +3 Enhanced Vision; Infravision			
10	+5" running			
15	4 Body Regeneration (OAF: Herbs, +1) Useable on others (+1/2), only useable on animals (+1/2), Not useable on self (+1), +1 Phase to use (+1/2),			
2	English - Simple Conversation			
COSTS: Char. Powers Total Disadv. Base				
155 + 234 = 389 = 289 + 100				
OCV: 6; DCV: 6; ECV: 7; Phases: 3,5,8,10,12				

Origin: As a young boy, Butano was the favored student of Kensisha, a village elder. Kensisha raised Butano to be a true leader of the people. He taught Butano the ways of the predatory beasts of the jungle.

When a new government tried to take over in native Rhodesia, Kensisha was killed, leaving a teenage Butano to carry on as tribal leader. Before he died, Kensisha gave the boy a magic necklace containing totems of the jungle's most powerful beasts. All Butano need do is focus on a particular totem, and he is imbued with the power of a great beast. The savagery of a lion, the grace of a panther, the eyes of a hawk, and the swiftness of a cheetah, can all be his.

Taking his few faithful followers into the jungle to live a separate life, Butano began a reign of terror against the government. Soon, he was a wanted criminal, yet none could stop or capture him.

Motivation: Deathmask revels in power. He believes he's entitled to rule all the inferiors around him. He will use money, fear or any other means to keep himself on top. His favorite method of attack is to convince a foe that the foe is cursed. Deathmask will then do everything to make that curse come to reality, hounding that foe unto death.



Personality: Like the beasts that give him his powers, Deathmask is brutal and unrelenting. He views the land as being both under his protection and his control. While he is benevolent to his people and the animals, he will brook no interference from any outsiders. He is pompous and mean.

Identifying Quote: "Come unto me, spirit of a ———." Fill in whatever animal is appropriate at the time.

Tactics: To stalk and slay is Deathmask's approach. After tracking a foe, Deathmask leaps into the fray, making quick work of his enemies.

Powers: He has developed a few magical spells, taught to him by Kensisha. However, most of his powers come from the enchanted necklace he wears. Each totem provides Deathmask with a particular power.

Scenario: A rare white lion has been put on display in the city zoo. A Champion (in civilian guise) may be enjoying a leisurely stroll through the zoo, when Deathmask appears to free the beast.

Appearance: As Deathmask, Butano wears a garish costume designed to strike fear in his opponents. He wears grass covered shorts and a huge ugly mask which is rumored to be a sacred totem. The rest of his body is naked, covered with symbols and signs of great power. He carries a pouch filled with all sorts of medicine and powders.

Record: Deathmask has been run out of three African countries, and was relocated in Uganda to be an enforcer for then president Idi Amin. He is a known cannibal and has been responsible for at least two revolts which ended in the overthrow of established rulers. However, he has never served time in any detention center. A reward has been offered for his capture. Many bounty hunters, including a man called Bwana, are currently seeking to claim that prize.

DERVISH (Hadji Sabatna) India					
Val	Char	Cost	100+	Disadvantages	
10/25	STR*	10	20	x2 Stun from attacks which affect desolids	
11/33	DEX*	47			
15	CON	10	10	x2 effect from Light Illusions	
7	BODY	-6	40	3D6 Stun & Body from Tranquilizers	
10	INT	0	30	2D6 Stun&Body if entangled while spinning	
10	EGO	0			
10/25	PRE*	10	15	Fear of Being bound	
14	COM	2	20	Greedy	
2/20	PD*	10	5	Irreligious (x1/2)	
3/11	ED*	5	8	Anti - government (x1/2)	
2/6	SPD*	11	13	Hunted by Indian police (14-) (x1/2)	
10/13	REC	10	30	Hunted by Dervish extremists (11-)	
70	END	20	25	Hunted by Yama (Dark God)	
20/43	STUN*	10	15	Secret ID	
* Only when spinning (-1/2)			61	Villain Bonus	
Cost Powers			END		
(Note: Spinning costs at least 1 End/phase)					
100	Multipower	125 pt. Pool	(Only when spinning: -1/4)		
8 m	4D6 NND	(1/2 End cost)		4	
10 m	25PD, 15ED	Forcefield (1/4 End cost)		2	
11 m	50 STR TK, One Hex Area of Effect	(1/4 End cost)	Only useable to pull/push objects (-1/2)	3	
10 m	25" Flight	(1/2 End cost)		2	
19 m	12D6 Physical EB	(1/4 End cost)		3	
6 m	2-1/2 D6 Physical RKA (IIF: Blades (-1/4))	Area of Effect (+1 1/4), No range (-1/2), 4 Charges (-1/2), Costs End (-1/2)		18	
10 u	16 Body Desolidification	(1/4 End cost)		4	
6 u	25PD, 5ED	Forcewall, No Range (-1/2), Always Circular around Dervish (-1/2), (1/2 End cost)		10	
10	5" Flight	(only when Spinning: 1/4), (0 End)			
12	Missile Deflect	(only while spinning (-1/4)), Bullets and thrown objects 16-			
8	+1 levels w/Multipower				
1	Basic English				
26	2" radius darkness, Imp. to Normal sight, IR, Radar;	Based on spinning (-1/2), 0 End cost, Always on while spinning (-1/4), No Range (-1/2)			
16	Active Sonar (only while spinning: -1/4)				
COSTS: Char. Powers Total Disadv. Base					
139 + 253 = 392 = 292 + 100					
OCV: 4/11; DCV: 4/11; ECV: 3; Phases: 6,12 / 2,4,6,8,10,12					

Origin: Hadji Sabatna was a crippled beggar in the marketplaces of Bombay. One day, a religious festival was held and a great display of dervishes was shown. The dervishes whirled into a state nearing unconsciousness in order to commune with their gods. While they were dancing, a holy man stepped up and asked the people to come forth so they might be blessed. When Hadji crawled forward, the blinding energy of the dancers rose in a palpable aura that coalesced and flashed down into the man. This energy then passed through him into Hadji. Not only could Hadji now walk, he was blessed with other miraculous powers.

Through the devilry of an evil god who was displeased by this show, the power was misdirected, warping Hadji's normal sense of righteousness and piety. The man who had channeled it was instantly killed and the other dancers were knocked unconscious. Hadji was forced to flee when the police appeared.

Convinced he is being pursued by the authorities, Hadji has since used his powers for crime, stealing only the finest items. Recently, he has worked on special jobs for leaders of RAVEN, who have promised to make him wealthy.

Motivation: Coming from a life of squalor and poverty, Hadji has decided to grab all he can from life. He wants to be as rich as possible. Unfortunately, to his way of thinking, he will never be rich enough, and so he'll always seek out more valuables, no matter how much he already has.

Personality: Hadji is naive and trusting. He tries to come off as the cold, silent type, but is easily influenced by those around him. He has yet to come to terms with his power and is often amazed at the things that occur when he spins. He feels he has been cursed by the gods, and so he's turned his back on his religion. He doesn't like being bound or held in enclosed places.

Identifying Quote: "No, my friend. I think not even these walls have the power to hold me."

Tactics: Hadji has walked into jewelry stores in his normal guise and then begun whirling once he was inside. Entire establishments have been whirled clean in only moments.

Dervish prefers to use his whirlwinds to slam his opponents around. Another way in which Dervish uses his powers is with the Sikh curled daggers he carries. By spinning at a good speed, Dervish can twirl these knives (or any blades) around his body like a cloud of deadly projectiles.

Powers: Dervish can spin at tremendous speeds, so fast that he seems to disappear within the whirlwind. He can even spin so fast that his body can pass through solid objects, such as walls or fences. His entire body can twirl, or he can control individual sections, such as an arm or a leg. He can use this power to fly across great distances. Also, he can create great vortices of air that act as power blasts. These are so strong, nothing can pass beyond these mighty winds. As he can blast with these whirlwinds, so too can he cause implosion. He can remove the breathable air from small areas or can bring small objects to him by creating vacuums.

He has a kind of unconscious, innate sonar that allows him to sense objects around him while he is spinning.

Weakness: The spinning power is not natural to the body and requires much sustenance to maintain. Dervish eats a great deal of food in order to replace the energy burned off by his spinning. It is one of the curses of Yama that Dervish may eat, but he will never be satisfied.

Scenario: A tornado lands in midtown, causing havoc and destruction everywhere. It seems to be heading straight for the main religious center (e.g. St. Patrick's Cathedral, the Mormon Temple or other major house of worship).

Appearance: Hadji wears no real costume in the classic supervillain sense. He dresses in traditional Indian clothing, until he begins spinning. Then his body takes on the appearance of a whirling tornado, through which his form and face can not be discerned.

Record: Dervish is a known and wanted criminal, appearing on the files of the Indian police. He has never been arrested or convicted of any crime.

Notes: Dervish has two set of stats listed in his characteristics. The higher numbers are only in effect while Dervish is spinning. If he is stationery, the GM should use the lower numbers.

Yama is one of the feared Hindu gods. He is the dark god of death, similar to Hela in Norse mythology.



DIVINE WIND (Tomiko Latsu) South Korea				
Val	Char	Cost	100+ Disadvantages	
5	STR	-5	15	Enraged if reminded she is a mutant or different from others (14-,11-)
38	DEX	84	5	1D6 Unluck
18	CON	16	45	x2 Stun, x1 1/2 Body from Fire/Heat attacks
7	BODY	-6	45	x1 1/2 Stun, x2 Body from Physical attacks
8	INT	-2	8	Spoiled (x1/2)
8	EGO	-4	20	Idealistic
28	PRE	18	20	Would do anything to be accepted and normal
18	COM	4	10	Young (physical disad.)
4	PD	3	25	Hunted by S. Korean Police (14-)
4	ED	0	20	Hunted by S. Korean Army
8	SPD	32	10	Hunted by Rising Son (x1/2)
10	REC	10	10	Public ID
60	END	12	10	Unsure of Self and Powers (x1/2)
35	STUN	16	15	DNPC: Father (Scientist) (11-)
			39	Villain Bonus
Cost Powers			END	
30	Elemental Control — Air; Not usable in water or in confined spaces (-1/2)			2
a-31	37" Flight (1/2 End Cost)			3
b-20	30PD, 30ED Forcefield, (1/4 End cost); ED is only vs. "physical" manifestations of Energy (-1)			8
c-18	35 STR TK Area of Effect: 7" cone (+1 1/4), No range (-1/2), Cannot do fine work (-1/2), Can only push away (-1/2), (1/2 End cost)			7
d-33	6D6 NND Explosion (vs. 10 pts. life support) (1/2 End cost)			3
e-30	8D6 Physical EB — 2 levels increased Knockback (1/4 End cost)			
10	+3PD, +9ED Armor; OIF: Costume (-1/2), Activate (14-)			
10	Acrobatics (17-)			
18	6 levels w/Flight			
16	2 levels w/Elemental Control			
3	Language: Basic English, Conversational Japanese			
COSTS: Char. Powers Total Disadv. Base				
178 + 219 = 397 = 297 + 100				
OCV: 13; DCV: 13; ECV: 3; Phases: 2,3,5,6,8,9,11,12				



Personality: Tomiko is an angry, unhappy person. She is normally belligerent and does not make friends easily. She can be quite vindictive when trouncing a foe. Though she thinks herself an adult, she is only 12 years old. As such, she tends to react like a child. She is prone to tantrums.

Identifying Quote: "Blow foul winds! Scour the Earth!"

Tactics: Divine Wind usually leads off with a hefty blast of air to let her foes know her power. She's showing off, but it has often proven very effective.

Powers: Divine Wind controls all forms of wind and air. By allowing the breezes to lift her light body, she can achieve flight. She can summon up any wind from the slightest zephyr to a raging hurricane. These winds can be used to lift foes and slam them to the ground, as barriers, or as powerful rams. Though she does have some temperature control, Divine Wind can't control the weather. Her ability to make a wind blow hot or cold comes from manipulating that single wind, not all of weather.

Weakness: Her winds can beat back solid object, giving her strong defenses. Still, her powers are based on the air and so can not hold back energies like lasers or mental attacks.

Scenario: A gale force wind batters the city. A young girl demands that a major rock star come out to meet her or she'll blow the town down.

Appearance: Divine Wind wears a diaphanous body suit of white and blue. Her long sleeves swirl about her, giving the illusion of constant movement. In flight, her headband and sleeves help to make her appear as one with the air.

Record: Currently serving a ten year sentence for destroying a battleship belonging to the Imperial Fleet. In the past, she has committed both crimes against property and crimes against the state.

Notes: In the DisAds, Rising Son is a generic Japanese hero. The GM may substitute any appropriate hero or group.

Origin: Since birth, Tomiko has been able to control the winds. When other children would fly kites, Tomiko would send herself flying about. The doctors her parents took her to considered her a mutant, due possibly to both her parents having been born near Hiroshima.

Once word got out she was a mutant, Tomiko never again had a moment's peace. She and her family were hounded everywhere. After her mother was stoned to death by an ugly mob, Tomiko had to leave home.

In the city, she was a ragged urchin of nine, defending herself against a pack of dogs by using a blast of wind when a RAVEN field agent saw her and promptly recruited her.

Motivation: Since she can never have a normal life, Divine Wind doesn't feel anyone else is entitled to a normal life either. She destroys anything and everything that might make people happy.

DREAM THIEF (Nigel Remson) New Zealand				
Val	Char	Cost	100+	Disadvantages
5	STR	-5	20	Berserk if denied Dream energy (14-, 11-)
14	DEX	12		
33	CON	46	15	Enraged if confronted with his dream state (11-, 11-)
10	BODY	0		
23	INT	13	5	1D6 Unluck
38	EGO	56	10	x2 Body vs. light attacks
25	PRE	15	30	x2 effect from Ego based attacks (but not Ego Attack)
6	COM	-2		
10	PD	9	5	x1 1/2 effect from Flash attack
10	ED	3	10	1D6 Body from Flash attacks
5	SPD	26	10	Cannot Sleep
0	REC	-16	25	Psychotic
80	END	7	20	Loves Manipulating Victims
50	STUN	20	8	Hates "normal" people (x1/2)
			30	Hunted by Circle
			25	Hunted by Hero (11-)
			10	Unusual looks (11-)
			15	Dependent on Dream energies (1/day) 2D6
			15	Secret ID
			345	Villain Bonus
Cost Powers				END
28	Elemental Control — Dreams, Will only effect opponents that dream (-1/4)			
a-40	15" Teleport, Interdimensional (1 floating location 5 fixed locations); Useable against others; No range; (1/2 End cost)			3
b-33	1D6 Rec, 1D6 Int. Destruction; Based on ECV; Usable only on sleeping targets (+1); Useable only 1/day against any one target (+1) (1/4 End cost)			6
c-39	15D6 Mind Scan; Usable only on sleeping targets (1/4 End cost)			3
d-47	7D6 Ego Attack; Usable only on prior victims (+1/2) (1/4 End cost);			3
e-39	15D6 Mental Illusions; Usable only on sleeping targets (1/4 End cost)			3
f-39	15D6 Telepathy; Usable only on sleeping targets (1/4 End cost)			3
g-67	1D6 Stun Transfer, 4D6 End Transfer, Based on Ego Combat Value (usable only on prior victims +1/2) (1/8 End cost)			4
25	Invisibility (1/2 End cost)			2
50	Desolidification (1/2 End cost)			4
20	10" Flight			2
1	+1 Rec (only when unconscious +1/2)			
13	2 Body Regeneration (only when unconscious)			
50	Mastermind			
15	Stealth (17-)			
8	Ego Def (13 pts.)			
COSTS: Char. Powers Total Disadv. Base				
184 + 514 = 698 = 598 + 100				
OCV: 5; DCV: 5; ECV: 13; Phases: 3,5,8,10,12				

Origin: Nigel Remson was a student at a major university. Hard put for money, he volunteered for a sleep deprivation experiment to earn some extra cash and credit. He was hooked to a machine designed to keep him awake for as long as possible. Due to a clerical mixup, Nigel was kept on the machine 72 hours longer than necessary. When finally unhooked, Nigel found he could no longer fall asleep on his own. When medicine proved useless, Nigel began therapy. He discovered his consciousness had been raised to a new level and he had become kind of a psychic vampire, who needed to steal his sleep from others.

Motivation: As a result of the experiment, Nigel is mad, though he seems to have a sane mind. This alone makes him dangerous. He is a desperate man who needs the energy he steals from others to stay alive.

Personality: Though extremely intelligent and ever alert, Dream Thief comes across as being lethargic and uninterested. It often appears as if he's not paying attention to what he's involved in. This is a ruse and has cost many a hero a great deal of energy.

Identifying Quote: "Welcome to your worst nightmare!"

Tactics: Softly, ever so subtly, the Dream Thief will begin influencing the minds of his victims. He disguises himself during the day in order to meet and touch his foes. This touch can be as little as a handshake or tap on a shoulder.

Powers: Nigel can now create a spectral image that is capable of enter-

ing the sleeping minds of others. While in another's dreams, Nigel can manipulate their dreams as he wishes, stealing thoughts, ideas, memories, personality, and personal energy. He can influence decisions and behavior, as well as murder someone in their dreams. He can weaken any potential enemy by not allowing them to get any sleep. He can appear in any form, and operates on a telepathic level within his "targets". He normally likes to foreshadow his coming in dreams in mysterious, frightening ways, like causing dark clouds to block his approach or jumping out of the dark corners of a person's mind. The Dream Thief can actually create solid objects, all of which are formed from "the stuff dreams are made of". Anything a person can dream of is at his disposal to use as a tool or weapon.

His powers include an Interdimensional teleport to five fixed points in the dream realms, which allows him to operate anywhere in the world. His Mastermind ability allows him to maintain fortresses at these teleport points.

Weakness: If Dream Thief is kept from draining energy from someone's dreams for a period longer than 72 hours, he will fade away. Within 24 hours, the Thief will begin to weaken and lose points from his body and recovery. He also can not take control of a person that he has not touched while that person was awake. However, he can influence minds he has visited before while that person is awake. While appearing in dreams, Dream Thief is as tangible as the body he is portraying and can be captured.

Scenario: After having been trusted with a government secret, your heroes may begin having many sleepless nights. The Dream Thief will first enter the dreams in search of that secret. But, once the thief's "accessed" a mind, there's no telling when he'll return.

Appearance: Dream Thief can adopt many different appearances, choosing whatever is appropriate to the dream he has invaded. His usual costume is dark silver, with silver and black tendrils.

Record: Dream Thief has no criminal record in any country, even though he is well known. Due to his abilities to enter the sleeping minds of others and extract information, Dream Thief has become a highly sought after mercenary in espionage circles. He has entered the minds of political leaders around the world, extracting valuable information and selling it to the highest bidder.



FOSFIEND (Helena Creighton) Thailand					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	35	Berserk in combat (14-, 8-)	
38	DEX	84	15	Berserk when in Pain (8-, 14-)	
28	CON	36	10	2D6 Unluck	
10	BODY	0	10	x2 Stun from Darkness attacks	
5	INT	-5	30	x1 1/2 Stun, x2 Body from HTH	
5	EGO	-10	20	3D6 Stun from Total	
28	PRE	18		Darkness (Norm, IR, UV)	
2	COM	-4	20	Insane from Pain	
7	PD	5	20	Does not really want to hurt others	
11	ED	5	20	Hunted by U.S. Army (8-)	
9	SPD	42	25	Hunted by Asian Hero group (8-)	
8	REC	0	15	Unusual looks (14-)	
70	END	7	184	Villain Bonus	
29	STUN	0			
Cost Powers					END
25	Elemental Control — Light				
a-67	37" Flight (1/2 End cost)				3
b-25	8 Body Desolidification (1/2 End cost)				4
c-33	1 1/2D6 HKA Damage Shield; (0 End cost); Always on (-1/4)				
d-43	2D6 Armor Piercing (+1/2); Flash Uncontrolled, continuous (+1); Always on (-1/4); No Range (-1/2); (1/4 End cost)				2
e-26	14PD, 20ED Force Field; (1/4 End cost)				1
f-42	16D6 EB (4D6 at 1/4 End, +4D6 at normal, +4D6 at x2 End Cost, +4D6 at x3 End cost);				
	4D6			1	
	6D6			3	
	8D6			5	
	10D6			9	
	12D6			13	
	14D6			19	
	16D6			25	
30	Life Support				
25	5 levels w/ Flight				
10	8 pts. Hardened Flash Defense				
COSTS: Char. Powers Total Disadv. Base					
177 + 326 = 504 = 404 + 100					
OCV: 13; DCV: 13; ECV: 2; Phases: 2,3,4,6,7,8,10,11,12					

Origin: In 1975, Helena Creighton was a devout nun working with war refugees in Thailand. During an enemy incursion, the underground shelter where Creighton hid with her charges was hit by a barrage of phosphorous grenades. When the enemy was routed, government soldiers uncovered the bunker which had been completely destroyed, except for a single glowing body. The body gave off heat of such intensity that it couldn't be moved for 72 hours. After that, it was taken to a government hospital. Though all functions seemed normal, the body could not be awakened. It was wrapped in gauze and lay in a coma for nearly 10 years. After a decade, a newly appointed supervisor rediscovered what the body was and ordered it taken off life support. Left on its own, the body energized and a rampaging monster was unleashed.

Motivation: A weird mix of survival and seeking an end to her pain is what drives this poor creature. Fosfiend feeds on light and only comes out of seclusion to feed. Though she had been feeding on remote generators and power stations, most recently she has been getting closer to major cities in its quest for food.

Personality: Fosfiend has a collective consciousness that reacts out of pain and fear. Most often, the children control her mind. Even her Helena mind is not as strong as it once was. She is now insane, thinking she was given her powers to act as instrument of Heaven's retribution. When her normal self is in charge of her body, Helena will ask for forgiveness and seek to be put out of her misery.

Identifying Quote: A harsh hiss is all that normally issues from her mouth. When speaking, a hiss surrounds every word.

Tactics: Fosfiend is not a thinking, rational creature. She does not actually plan her attacks. She reacts to things in her path rather than consciously acting.

Powers: Fosfiend can generate a blinding light, even doing so in sustained blasts. Her light can be used with pinpoint accuracy, similarly to a laser. She can desolidify and travel at the speed of light. Fosfiend's light can not be extinguished, even if submerged in water. Her body is white hot to the touch.

Weakness: Fosfiend is a creature in constant turmoil, with a continually shifting consciousness. When Helena Creighton is in charge (5% of the time), the creature is very remorseful and can even communicate its anguish. It will then cooperate with any Champion, in order to put an end to its villainy. She will constantly cry out to her Lord to end her misery.

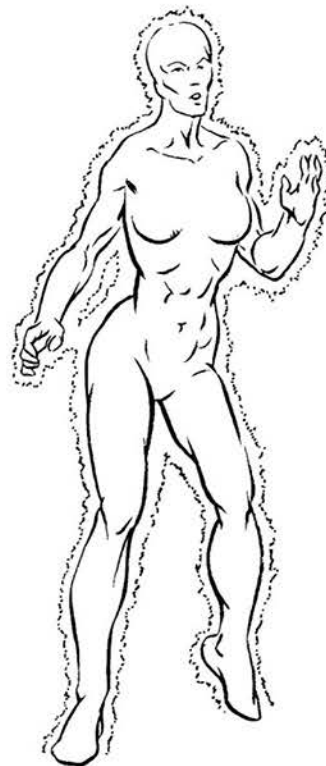
Scenario: A fact finding team of senators and congressmen has been lost in the jungles of Asia. The government requests that a local superhero team investigate. In the jungle, the heroes will come across the fact finding team being menaced by a creature of burning light.

Appearance: Though 98% of the body is severely burned, Fosfiend appears as a female of living light. None of her real skin can be seen. The light normally has a muted glow, but can increase to a blinding intensity.

Record: The creature has been responsible for a lot of destruction over the last few months. However, it has never been captured and seems impervious to most weaponry.

Notes: The Asian Hero Group in the DisAds is a generic group. The GM may use any appropriate group he likes.

The END cost listed is relative to the number of dice used.



HIGH VOLTAGE (Bjorn Jarlson) Sweden					
Val	Char	Cost	100+ Disadvantages		
13	STR	3	15	Enraged if denied what he wants (8-, 14-)	
26	DEX	48	20	Berserk if hit with water (14-, 11-)	
33	CON	46	30	x1 1/2 Stun, x2 Body —metal attacks	
10	BODY	0	20	x2 Stun, x2 Body —water attacks	
10	INT	0	30	3D6 Stun/Body—Power Regulators are removed	
15	EGO	10	40	2D6 Stun, 1D6 Body —contact w/water	
20	PRE	10	20	Overconfident	
16	COM	3	20	Likes random destruction	
16	PD	13	10	Insane (x1/2)	
30	ED	23	25	Hunted by Swedish Police (14-)	
7	SPD	34	25	Hunted by Integral (11-)	
12	REC	4	20	Hunted by North Star (x1/2)	
46	END	-10	55	Villain Bonus	
50	STUN	16			
Cost Powers			END		
50	Multipower 75 pt. pool; x8 End Battery (OIF: Power regulators)				
4 u	8D6 A.P. EB				12
4 u	12D6 Light Illusions				12
3 u	7D6 EB, Area of effect Hexes (7); No range				14
5 u	5D6 A.P. Flash				15
6 m	5D6 Energy Absorption; (1/3 to Dex, 2/3 to End battery); only works vs. Electricity				
4 u	+20PD +28ED Hardened Force Field				12
5 u	5D6 HKA (6D6 w/ Strength) Energy				15
60	2 1/2D6 A.P., Autofire RKA, x32 End Battery (OIF: Power regulators)				140
21	2D6 RKA, Uncontrolled Continuous (+1), Area of Effect (+1), A.P. (+1/2), Must use full End Battery (-1), x1 End Battery (-1 1/2); Only when not wearing Power Regulators (-1), Must be used if Power Regulators Removed (-1/2)				21
10	8 pts. Hardened Flash def.				
15	Half Damage Resistance				
15	1/4 Resistant Physical Damage Reduction				
10	10" Flight (x2 End Battery)				
10	2 Body Regeneration; only when absorbing Electricity (-1)				
3	Professional Skill: Electrical Repair (12-)				
2	Hydroelectric Systems (11-)				
3	+3" Running (x2 End)				
Total End Battery: 521 END.					
COSTS: Char. Powers Total Disadv. Base					
200 + 230 = 430 = 330 + 100					
OCV: 9; DCV: 9; ECV: 5; Phases: 2,4,6,7,9,11,12					

Origin: Bjorn Jarlson was a lineman working on one of Sweden's newest electricity generating plants. When some interior power lines snapped under the dam, Jarlson was sent in to check the generators. While he was reconnecting the wires, a surge of water swept through the tunnel, drenching him. Millions of volts screamed through his system. Miraculously, Jarlson wasn't killed but found himself infused with an extraordinary amount of electrical energy.

Motivation: Hi-Voltage is in crime for the money. He revels in his powers, using them without regard for who gets in the way. He's a show-off who likes to create great displays of arcing light and electricity to scare his foes.

Personality: Some of the electricity must have reached Jarlson's brain, frying the more humane parts. He is now a cruel and confident foe. He has no mercy and expects none from his opponents. He is a bragging show-off who likes to see the destruction his power can cause.

Identifying Quote: "There is no place to run. My energy is everywhere."

Tactics: Hi-Voltage is not well known for his subtleties. He usually doesn't try to hide his presence, actually inviting heroes to try to stop him. One maneuver he has used in the past is to lure a foe to a prepared room. Hi-Voltage then appears to give himself up. When the hero approaches, Hi-Voltage brings forth all the electrical power in the room, frying his opponent.

Powers: Hi-Voltage is the master of electricity. He can use it to create energy blasts or shoot bolts of concentrated energy. He can also create images of lightning to cause confusion. He can siphon electricity from the very air or any available power source. He can even absorb energy from attacks or other sources.

Weakness: A human circuit, Hi-Voltage channels electricity through his body. As such, he is subject to overload if he can't release stored energy. All his abilities rely on the power regulators on his uniform. If his regulators are removed, the power in his body will begin to feed on itself, growing to critical mass. Within five minutes, electrical energy will begin randomly discharging from his body, until he finally explodes in a blinding flash. Like a battery, he is most prone to attacks by metallic objects or water.

Scenario: The new hydroelectric dam, which is being built upstate, is under siege. If a million dollars isn't delivered, Hi-Voltage will build up the energy, explode the dam, and flood the city below.

Appearance: Hi-Voltage's uniform is primarily light blue with yellow gloves, boots, belt and harnesses. His boots are heavily insulated, while his gloves allow for the release of his electrical power. His harnesses are connected to vital nerve centers which allow him to tap into his own bio-electricity when no other source of power is available. His entire suit is rigged to give off a charge when touched from the outside.

Record: As Hi-Voltage, Jarlson served three months of a ten year sentence for bank robbery. He then escaped from a Swedish maximum security prison and remains at large.

Notes: In the DisAds, North Star is a generic Scandinavian hero. The GM may substitute any appropriate hero.



Jackknife's Origin: A full blooded Canadian Indian, Running Elk went to the white school by day, where he was renamed Jack Cutter. By day, he learned all they had to show. At night, he studied with the elders of his tribe, learning the old ways.

One day, some drunk whites drove in, destroying the village. An elder fought with them to stop, but was shot. Running Elk leapt into the fray and accidentally killed one of the whites, who was the nephew of the area marshal. An order was put out to capture Running Elk dead or alive. Running Elk ran to the hills to hide in one of the secret sweat lodges of the shamans. He prayed to the spirits for guidance, and was granted a vision.

JACKNIFE (Running Elk) Canada					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	20	Berserk if Indians mistreated (11-, 8-)	
18	DEX	24	15	Enraged if belittled (11-,8-)	
18	CON	16	10	2D6 Unluck	
15	BODY	10	10	x2 Effect from Telepathy	
14	INT	4	10	x2 Effect from Mental Illusions	
18	EGO	16	15	3D6 Body from Mental Illusions	
15	PRE	5	10	1D6 Body from Ego attacks	
16	COM	3	5	Color-blind	
9	PD	5	10	Hates the white men (Irr.)	
6	ED	2	20	Enjoys the hunt and killing	
5	SPD	22	5	Loves sharp objects	
8	REC	0	25	Hunted by small Hero Group	
36	END	0	15	Hunted by Canadian Police (11-)	
40	STUN	6	15	DNPC (Tribe) 11-	
			15	Secret ID	
			51	Villain Bonus	
Cost Powers			END		
19	Multipower (67 point Pool) (OAF: Knives 2 uses each)				
2 u	1D6 HKA, usable at range, +9D6 EB (<i>Electricity</i>)				
2 u	1D6 NND HKA, does body, usable at range (<i>Poison</i>)				
2 u	2D6 HKA, A.P., usable at range (<i>Acid</i>)				
2 u	3D6 RKA, Explosion (<i>Explosive</i>)				
2 u	4D6 NND Area of Effect attack (vs. hard ear covers, hardened PD Forcefield/Wall, or deafness) (<i>Screamer</i>)				
2 u	5" radius darkness, imp. to normal sight, UV; Duration 1 turn, (1 use) (<i>Fog</i>)				
1 u	Parabolic Hearing, 1/25 distance (<i>Listening</i>)				
17	1D6+1 HKA, Armor Piercing (usable at range w/one charge) (OAF: Knife)				
11	0 End cost for 1D6+1 HKA, A.P. (OAF: Knife)				
10	+7 PD, +5 ED Armor (OIF: Costume 14-)				
15	1/4 Physical Damage Reduction, resistant				
10	1/4 Energy Damage Reduction				
20	Martial Arts (6D6 Punch, 8D6 Kick)				
17	Passive sonar (takes full phase to activate)				
10	Tracking Scent (takes full phase to activate)				
15	+6 Dex +1 SPD (takes full phase to activate)				
10	+3 to Perception rolls (take full phase to activate)				
20	+4 w/multipower attacks				
22	+11" Running				
10	Acrobatics (13-)				
7	Climbing (13-)				
7	Stealth (14-)				
3	French — Fluent				
2	English — Simple conversation				
COSTS: Char. Powers Total Disadv. Base					
123 + 238 = 361 = 261 + 100					
OCV: 6; DCV: 6; ECV: 6; Phases: 3,5,8,10,12					

Running Elk was taken from this world on a spirit journey. While in the spirit realm, the ancient ones spent much time teaching Elk the ways of the blade. He was taught how to throw knives, how to make them, how to feel for perfect balance, and all matters pertaining to blades. He was to pick up the long blade and use it as a weapon of retribution against the white man. The knife would again return his people to their rightful power.

To ensure that Running Elk would never forget these teachings, some of the ancient spirits entered his body. They are there to be called upon in times of need. Running Elk goes into a short trance which allows the spirits to surface within him. These spirits then enhance all of Jackknife's physical abilities.

Though it seemed as if he'd spent years in the spirit realm, when Running Elk awoke, he discovered he'd only been gone a few hours. Running Elk thought it had all been a dream, until he found his first long blade at his feet. Over the next few months, Running

Elk lived in the wild, surviving on what he could find or kill. He practiced every day until the long blade became like an extension of his arm. Finally he returned to the village, but there was no place for him. Because he was hunted, he had a new path to follow. Being a wanted man only made the decision to turn to crime easier for the man who was now Jack Cutter.

Motivation: Righteous indignation and anger are what drive Jackknife. Due to the treatment received in his formative years at the hands of government agents and other whites, Jack has a giant chip on his shoulder. Over the years, he's seen a lot of fatcats get fatter by looking the other way. As far as he's concerned, crime pays, and it pays a lot better than anything legitimate. He is working towards getting enough wealth to put himself in a position of power that will allow him to get revenge on those who have hurt him and his people.

Personality: Jackknife is an average man with great abilities. He doesn't lord his powers over others, he simply wants to get the job done. He is quiet and stoic.

Identifying Quote: (whispered) "Nara-Tima, guide my aim".

Tactics: A barrage of swift blades flashing in from off stage announces the presence of Jackknife. He prefers to confront all matters head on. When necessary though, he can use single blades for matters of stealth. He will only call on his spirits in dire emergencies.

Powers: Cutter is a supreme natural athlete in top condition.

Equipment: 14 knives make up Jackknife's armament. He has designed a number of these weapons to have special properties that aid him in various actions. These include:

- *Acid:* The glass blade is filled with highly corrosive acid (2 uses).
- *Electricity:* This blade gives off a charge of 500 volts (2 uses).
- *Explosive:* A TNT charge is hidden in the handle (2 uses).
- *Fog:* The handle emits a cloud of thick billowing smoke (1 use).
- *Listening:* This blade contains a small sending/receiving unit that allows someone to eavesdrop on conversations (2 uses).
- *Poison:* Two blades are tipped with pure curare (2 uses).
- *Screamer:* An electronic implant emits a high pitched scream which effects the auditory nerves of the hearer (2 uses).

Weakness: The spirits inhabiting Jackknife's body enhance his physical abilities, but they leave him exposed to mental or telepathic attacks. The spirits are fighting for his body and it is only with utmost concentration that Jackknife keeps them at bay.

Scenario: During an exhibition of Indian artifacts at the Local Museum, a set of valuable knives disappears. The hidden cameras may give some clues as to the identity of the person who took them.

Appearance: Jackknife wears a costume of black accented with red gloves, boots, hood, trunks, and chest plate. He wears his knives on bandoliers at strategic points about his body. There are knives around his waist, shins and wrists. There is also a blade hidden behind the neck of his cowl and two more against the soles of his feet to be used should he ever be stripped of his costume.

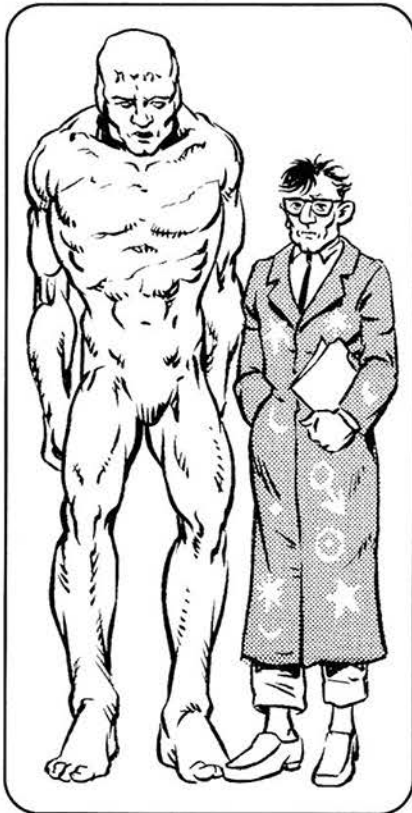
Record: Jackknife served two years of a fifteen year robbery sentence before being busted out of jail by known members of The Cartel. Jackknife has a record of grand theft auto, grand theft airplane, robbery and forgery.



KABBALAH (Ari Cohen) Israel				
Val	Char	Cost	100+	Disadvantages
8	STR	-2	5	1D6 Unluck
11	DEX	3	15	Nearsighted without glasses (Range mods are -1/1")
15	CON	10		
7	BODY	-6	20	Out to set the world right
40	INT	30	20	Code vs. Killing
18	EGO	16	20	Hunted by Mossad (8-)
10	PRE	0	15	Hunted by Jerusalem Police (8-)
10	COM	0	5	Unusual Looks (8-) (Geek)
4	PD	2	15	Secret ID
3	ED	0	35	Villain Bonus
3	SPD	9		
10	REC	10		
50	END	10		
37	STUN	18		
Cost Powers				END
120	Magic Power Pool — 100 pt pool; needs a spell book to make changes (+1/2), needs spoken phrases and hand gestures to work spells (+1/2), only changes between adventures (+1/2)			
5	Magic Skill roll (17-)			
11	Linguist: Hebrew (Native); Arabic (Fluent); Ancient Greek (Fluent); Ancient Mayan (Fluent); Sanscrit (Simple Conversational)			
6	Knowledge: Ancient Religious Cults (15-)			
3	Professional Skill: Archeology (12-)			
5	Presense Def. 10pt.			
COSTS: Char. Powers Total Disadv. Base				
100 + 150 = 250 = 150 + 100				
OCV: 4; DCV: 4; ECV: 6; Phases: 4,8,12				

Origin: A disenchanting student who had turned his back on his religious upbringing, Ari Cohen returned to Israel in order to find the answers to life. He got involved with a variant sect who was more interested in rites of black magic as a way of seeking higher knowledge. While studying some old scrolls, Ari was knocked out by a book falling off a shelf. While unconscious, he dreamed he was a great wizard, filled with the knowledge of the ages. He heard a voice giving him the quest to go forth and spread the true word of the Lord. Coming to, Ari believed he'd been infused with great power. The responsibility to bring all people together was now his.

Motivation: Kabbalah is not concerned with conquering the world, he simply wants to put it right. He intends to bring the word of his own particular vision to everyone, whether they want to hear it or not. His involvement in criminal activity for gain is solely due to the fact that any ministry requires working capital.



KABBALAH'S GOLEM				
Val	Char	Cost	100+	Disadvantages
55	STR	30	20	Berserk 5-, 5- when commanded
18	DEX	24	10	x2 Body from magical attacks
0	CON	-20	20	x2 Body from Fire attacks
25	BODY	20	25	Ceases to function if "E" on forehead is rubbed out.
0	INT	-10	20	Mute
20	EGO	20	20	Obeys Kabbalah only and will do all he says
35	PRE	25	20	Unusual Looks
10	COM	0	10	Villain Bonus
8	PD	0	5	
8	ED	8		
4	SPD	12		
0	REC	0		
0	END	0		
0	STUN	0		
* Size increase already added into stats: x8 mass; 1" reach; x2 range mod. against it				
Cost Powers				END
4	Maneuvers: Grab, Kick/Strike, Move-by, Move-Through.			
30	9PD, 9ED armor			
30	Automaton			
25	One level size increase*			
30	+6 levels with hand-to-hand combat			
2	+1" Running			
COSTS: Char. Powers Total Disadv. Base				
108 + 121 = 229 = 130 + 99				
OCV: 6; DCV: 6; ECV: 7; Phases: 3,6,9,12				

Personality: A weirdo type that you would cross the street not to talk with is the way Kabbalah comes off. He's got a very singular vision and can't understand why others don't rally to it.

Identifying Quote: "Heathen! Beware that which you don't know!"

Tactics: A nothing before he was enlightened, Kabbalah is not above using a little flash now and then. He likes to arrive in a puff of smoke and speak in imperious tones. He uses his magics to keep interlopers away from his person. If they manage to get too close, he'll call on the golem to handle such enemies.

Powers: Magical spells make up the majority of Kabbalah's powers. He studies tomes of ancient magic from all sorts of religions and cultures, hoping to increase his sorcerous abilities. Among the numerous spells he has mastered are the Wall, which casts a forcefield, and the Snare, which allows him to capture opponents in invisible force nets. He can also cast a spell which causes total blindness. All his spells are cast using his spell book as a focal point.

Kabbalah is never without his golem, a robot-like beast of epic strength. The creature is totally loyal to Kabbalah and won't allow any harm to befall him. The golem stands eight feet tall and weighs nearly a quarter ton.

Weakness: Without his glasses, Kabbalah is totally unable to read or see but a few feet in front of him. Also, without his book, Ari believes his spells will be rendered useless. This powerful tome is the same one that fell on his head in the library.

The golem's weakness is in the word on his forehead. If the first letter from the word "EMET" ("truth" in Hebrew) should be erased, it changes the word to "MAYT," the Hebrew word for death, which causes the golem to cease functioning.

Scenario: A television evangelist claims the Lord will call him home unless the faithful send in 25 million dollars. On live television, the evangelist will be rocked out of his prayer tower by a marauding golem. Kabbalah will show the evangelist what the word of the Lord really sounds like.

Appearance: Kabbalah wears a black outfit covered with mystic symbols designed to give him great power. He is a bit of a nebbish, basically weak and unremarkable.

Record: As a radical student, Ari Cohen has a record of two arrests, one by the Jerusalem police and one by the Mossad. Kabbalah has no record of any criminal activity.

KABBALAH'S MAGIC SPELLS

Points — Spell

- 9 — **STRENGTH**: +30 STR, 1/2 END Cost, Magic Limitations (-1 1/2), 2 uses of 1 turn each (-1), **IIF**: Belt (-1/4), 1/2 phase to activate (-1/4).
 • Caster calls upon the *STRENGTH OF SAMSON*
- 12 — **SHIELD**: +30PD, +30ED Forcefield, usable only on frontal attacks (-3/4), 2 Continual Charges of 2 turn durations (-3/4), Magic Limitations (-1 1/2), Full phase to activate (-1/2), **IAF**: medallion (-1/2).
 • Caster calls upon the *SHIELD OF SOLARIS*.
- 18 — **DISPEL MAGIC**: 20d6 Neutralize vs. all magical powers (+1/2), 1 use of 4 turns duration (-3/4), Magic Limitations (-1 1/2), **OAF**: Staff (-1), Activate 14- (+1/2), 1/2 phase to throw (+1/4).
 • Caster calls "BEGONE, FOUL MAGIC."
- 22 — **MAGIC BOLT**: 3D6 Autofire (+1/4), ALD (no Power Defense) (+1 1/2), No range modifiers (+3/4), +10 OCV, 64 Charges (+1/2), Magic Limitations (-1 1/2), Only works vs. organic creatures (-1/4), must be aimed at 1 target (+1/4), **IAF**: Ring (-1/2), Activate 14 (-1/2).
 • Caster calls upon the *POWER THAT CAN'T BE KNOWN*.
- 16 — **BLINDNESS**: Darkness vs. IR, UV, XRay, Normal Sight, and Radar, Uncontrolled Continuous (+1), Single Target (-1/2), 2 uses of 2 turn duration (-3/4), Magic Limitations (-1 1/2), No range (-1/2).
 • Caster calls upon *THE NINTH PLAGUE*.

- 17 — **FLY**: (17" Flight; 0 END cost) Magic Limitations (-1 1/2), **IAF**: Cloak (-1/2).
 • Caster call upon the *ANGELS OF EDEN*.
- 20 — **FORCE WALL**: +20 PD, +10 ED Forcewall, 1 use of 8 turns duration (-1/2), Magic Limits (-1 1/2), Full phase to cast (-1/2), **IIF**: Dust (-1/4).
 • Caster calls upon *BRICKS OF BAPHOMET*.
- 16 — **INVISIBILITY**: (To all listed senses, no fringe). Magic Limitations (-1 1/2), Caster becomes visible during the phase in which he attacks until the beginning of the next phase (-1/2), 1 use of 4 turns duration (-3/4), Takes 1/2 phase to cast (-1/4), **IIF**: Ring (-1/4).
 • Caster calls upon *MISTS OF MIASMA*.
- 12 — **FIREBALL**: 6d6 Explosion (+1/2), Magic Limitations (-1 1/2), 4 Charges (-1), 1/2 phase to throw (-1/4).
 • Caster calls upon the *FIRES OF FLAXINMOOR*.
- 12 — **HASTE**: +15 DEX, +1 SPD, 2 uses of 2 turns each (-1 1/4), Magic Limitations (-1 1/2), **IIF**: Boots (-1/4), 1/2 phase to activate (-1/4).
 • Caster calls upon *GODSPEED*.

King Chaos' Origin: Born to an English diplomat and a mother who was a heroin junkie, Kensington was the victim of drug abuse from birth. In order to overcome his habit, the doctors tried to compensate with a number of other drugs. All these narcotics mixed with his body chemistry to create a creature of bizarre abilities.

In pain his entire childhood, Kensington began to gain control over his body at age 14. Through one of his father's connection, he was sent to a hospital in Europe. He had no idea of his powers or how to use them. By working and training with his tutors, he slowly learned to manipulate the psyches of others. He later left the institute after having two doctors kill each other in an illusionary duel.



tute after having two doctors kill each other in an illusionary duel.

Motivation: A bully in the classic sense is the perfect description of King Chaos. He enjoys torturing smaller opponents or embarrassing his foes. He's not bright enough to run from a fight, but he doesn't enjoy one as much when he's losing.

Personality: King Chaos is a soul in turmoil. He is schizophrenic in the true sense of having multiple personalities. His bully persona is most dominant, but he will retreat into any of a number of other "beings" when the tide of battle swings against him.

Identifying Quote: "How does it feel to stare into the face of Chaos?"

Tactics: Make eye contact, snare an opponent, then slam him down as far as you can. Finesse is not really Chaos' strong point. He uses his powers indiscriminately.

KING CHAOS (Charles Kensington) Algeria

Val	Char	Cost	100+	Disadvantages
18	STR	8	10	2D6 Unluck
14	DEX	12	15	Enraged (8-, 14-) at all times, check every phase (+15 points)
30	CON	40	25	Berserk if insulted about his looks (11-, 8-)
15	BODY	10	10	Hunchbacked
15	INT	5	20	Psychotic & irrational
30	EGO	40	10	Claustrophobic
20	PRE	10	20	Hunted by Algerian Police (11-)
4	COM	-3	20	Hunted by Drug Ring (14-)
30	PD	26	15	Unusual Looks (14-)
25	ED	19	15	Dependent on pain killers, 1/hour or takes 2D6
5	SPD	26	168	Villain Bonus & Experience spent
10	REC	0	15	2D6 Body from gas attacks
60	END	0		
50	STUN	11		
30 x1 1/2 Stun, x2 Body from chemical gas & drug attacks				
20 x2 Effect from Mental Illusions & Mind Control				

Cost	Powers	END
20	Elemental Control — Perception Manipulation (IIF : Painkillers)	
a-40	7D6 Ego Attack (Vertigo), must make eye contact w/target (-3/4), If target is aware of King Chaos's power, it is resolved as a physical attack for determination of hitting only (1/4 End cost)	3
b-46	14D6 Mental Illusions, Usable only to change victims view of targets, foes, and allies (-1/2) (1/4 End cost)	3
c-37	Full Range invisibility (IR, UV, X-Ray, N-Ray, Radar), No Fringe, Does not work vs. cameras, robots, mechanical detection or Persons w/ 10+ Ego Defense (-1/2) (1/4 End cost)	3
d-41	6" Radius Darkness (Imp. to Normal sight), Does not work vs. cameras, robots, mechanical detection or Persons w/ 10+ Ego Defense (-1/2) (1/4 End cost)	3
30	2D6 RKA, Range Mod. -1/4", 250 charges, Autofire only (OAF : Machine Gun)	
15	Half Damage Resistance	
10	Ego Defense (13 pts.)	
21	5D6 Telepathy, Usable only vs. victims under vertigo (-1/2) (1/2 End cost)	2

COSTS: Char. Powers Total Disadv. Base
 204 + 281 = 485 = 385 + 100

OCV: 5; DCV: 5; ECV: 10; Phases: 3,5,8,10,12

King Chaos' Powers: The King has the ability to cause chaos in anyone, simply by upsetting their inner ear. This throws off the balance and upsets the entire mental process. From the inner ear, King Chaos mentally burrows in, taking control of the person's mind. He can cause darkness and create other illusions that seem real to his subject. Recently his powers have developed to the point where he can maintain a form of telepathy in communicating with those subjects under his control. Also, due to the drugs, his body has thickened to the point where he is able to throw off the effects of most physical attacks.

Weakness: The King must make eye contact with anyone before his powers can take effect. Once contact is made, averting one's eyes does not help the subject and the King's powers will reign.

Scenario: A bank alarm is heard. When the Champion answers the call, every patron in the bank is holding tightly to the furniture. They believe the room has turned upside down and they scream for the Champion not to let them fall.

Appearance: A swirling mishmash best describes King Chaos. His appearance is never the same, since his body seems to be constantly changing and shifting. His clothes are a patchwork quilt, serving to heighten his disorienting abilities.

Record: Currently incarcerated in a South African jail on charges of murder, inciting a riot, and crimes against Pretoria, King faces the death penalty. However, it is unlikely he will be convicted, as none of the police involved in the arrest are clear on what happened.

Origin: While working with a geological survey team, Taqi Kilani was planting explosives designed to redirect the Earth's natural energies, which were setting off a chain of volcanic eruptions. Nearing the source of the volcano, Kilani was caught in a landslide. Before rescuers could reach him, the explosives were touched off and Kilani was trapped at the heart of the massive blast. Kilani mercifully blacked out as the volcanic lava flowed over him. When he awoke, Kilani at first thought he'd been blessed by some miracle. Then he discovered he had been changed into a horrible creature of living molten rock. His pain



and revulsion drove him insane, causing him to unleash massive destruction on the island and anyone who tried to get in his way.

Motivation: Lava reacts out of pain and anger. He is a criminal only because he causes destruction and mayhem, not because of a pursuit of wealth.

Personality: Lava is a scared and hurt beast. He can still think as a man, but this consciousness is buried deep within the creature. He feels isolated and alone, striking out at all those around him. He is susceptible to anyone who can communicate with him, through mental powers or other means.

Identifying Quote: Deep, inarticulate roars of anguish.

Tactics: Lava is a brute, pure and simple. He will blast away with his flame power, before moving in close to battle with his foes.

Powers: Though unsophisticated in his abilities, Lava has control over flame and fire. He can shoot off blasts of heat and flame, as well as create barriers of roaring fire. His flame is capable of burning through solid titanium. He also has geological powers, allowing him to shift the earth, cause small earthquakes, or even manipulate rock. Being made of living flame makes Lava a difficult foe to battle. He is not fazed by physical damage, since his body regenerates itself, feeding off its own power.

Weakness: Though he would certainly like to be returned to normal, Lava is convinced the fire and heat is all that keeps him alive, and that should he lose his heat power, he will pass away. After a crime, Lava will always try to return to the small island in the Philippines which was the scene of his accident. It is here he feels safest. He will always take the most direct route, through buildings, oceans or whatever. In actuality, Lava is blind as a result of his accident. He sees things and people around him through their auras. He can detect heat and movement on the earth.

Scenario: Lava will usually be the dupe of some other master criminal who uses him strictly for muscle and firepower.

Appearance: Lava is a massive creature made up of living molten rock. As such, he wears no costume. His body seems to be made of liquid flame that is scorching to touch. At six feet, he weighs close to 1000 pounds.

Record: Never captured by any law enforcement agency, Lava has been known to have a part in many crimes, mainly as the muscle or power for some other criminal mastermind.

LAVA (Taqi Kilani) Philippines					
Val	Char	Cost	100+ Disadvantages		
30	STR	10	30	Berserk if Disturbed (11-, 8-)	
15	DEX	15	10	Unluck: 2D6	
43	CON	46	20	x2 Stun & Body from Cold	
22	BODY	20	10	x1 1/2 Stun & Body from Water attacks	
0	INT	-10	20	3D6 from Temperatures below 50°	
14	EGO	8	20	2D6 from Water	
33	PRE	23	20	1D6 Body from using RKA	
8	COM	-1	10	Blind	
25	PD	21	25	Cannot Speak	
30	ED	23	15	Does not understand what has happened to him	
4	SPD	15	15	Isolated and Alone	
20	REC	18	15	Unusual Looks (14-)	
70	END	2	15	Dependent on Lava (1/Day: 1D6)	
60	STUN	13	200	Villain Bonus	
Cost		Powers		END	
62	Multipower (62 point pool)				
6 u	Tunneling 4" through 14 defense materials, (1/2 End cost)			5	
6 u	1 1/2D6 RKA, Uncontrolled Continuous, (1/2 End cost)			5	
28	2 levels density increase, Always on, already added to Characteristics (0 End cost)				
15	Half Damage Resistance				
52	1 1/2D6 HKA Damage Shield, Always On, (0 End cost)				
17	Passive Sonar, only detects things touching the earth (+1/2)				
30	Life Support				
30	3 Body Regeneration			10 Running +5"	
10	10 pts. Ego Def.			24 +3 Combat levels	
9	+3 to hearing Perception rolls			6 +2 levels / w Grab	
7	7 points Power Defense				
COSTS: Char. Powers Total Disadv. Base					
203 + 312 = 515 = 415 + 100					
OCV: 5; DCV: 5; ECV: 5; Phases: 3,6,9,12					

LEPRECHAUN (Sean Chandler) Ireland					
Val	Char	Cost	100+	Disadvantages	
5	STR	-5	10	Enraged if height is made fun or (8-, 11-)	
29	DEX	57	15	Enraged if something is "stolen" from him (11-, 11-)	
25	CON	30	10	2D6 Unluck	
5	BODY	-10	5	x1 1/2 Stun from magical attacks	
18	INT	8	5	x1 1/2 Body from magical attack	
14	EGO	8	15	3D6 Stun & Body from Cold iron	
5	PRE	-5	10	Cannot cross Cold iron without permission	
16	COM	3	30	If physically captured, he must drop everything & grant his captor a wish	
5	PD	4	20	Practical Joker	
10	ED	5	20	Goes out of his way to embarrass heros/villains	
7	SPD	31	10	Greedy (x1/2)	
15	REC	18	25	Hunted by Shamrock (11-)	
50	END	0	35	Hinted by Interpol (11-)	
40	STUN	19	5	Hunts Shamrock (x1/2)	
			10	Unusual Looks (11-)	
			20	Dependent on Faerie Gold (1/day, 2D6 stun)	
			80	Villain Bonus	
Cost Powers			END		
18	Elemental Control: Leprechaun Powers				
a-19	Danger Sense (20-)				
b-19	Invisibility (to normal & UV vision), No fringe				1
c-18	20" Combat Teleport [6 charges]				
d-19	2D6 Cumulative transformation attack, No range only vs. inanimate objects (+1/2)				4
e-16	8D6 Physical Energy Blast, (1/2 End cost) (OAF: Shillelagh)				4
f-34	3/4 Resistant Physical Damage Reduction (does not work vs. cold iron or magic +1/4)				
g-24	3/4 Resistant Energy Damage Reduction (does not work vs. Magic or Fire + 3/4)				
h-22	4 Body Regeneration				
12	1 Level Shrinking, Always on (0 End cost)				
10	6" Flight, only when touching a surface (+1/4)				1
19	1/4 End cost for invisibility				
15	3D6 Luck				
15	Stealth (20-)				
2	English — simple conversation				
COSTS: Char. Powers Total Disadv. Base					
163 + 262 = 425 = 325 + 100					
OCV: 10; DCV: 10; ECV: 5; Phases: 2,4,6,7,9,11,12					

Origin: The Leprechaun is actually a being from another dimension, Sean Chandler being the nearest translation of his real name. His home dimension is a world rich in magic, called Faerie. One day, while looking into a scrying pool, Chandler became aware of our own dimension. Calling on a wizard who owed him a favor, Chandler was sent here via a portal spell. Unfortunately, the spell somehow went wrong and Chandler was trapped here, unable to return to Faerie. Upon arriving, he came out in a forest near Belfast, in the midst of an I.R.A. meeting. Craving excitement and gold, Chandler threw in with the outlaw rebels and soon became one of their top agents.

Motivation: The joy of mayhem is the Leprechaun's motivating factor. He revels in causing trouble and harassing as many people as possible. He is greedy and has a maniacal attraction to gold and wealth. All his crimes are geared to the gathering of wealth.

Personality: Though the Leprechaun usually has a cheerful, charming demeanor, this is a false front. He is very volatile and has

been known to kill with virtually no provocation. It is suspected that the shock of travelling from one dimension to another has unhinged him and he is definitely considered a psychotic personality. He hates to have anything of his taken, even if a hero is reclaiming a piece of stolen property. The Leprechaun will go to great lengths to bedevil anyone who steals from him.

Identifying Quote: "Top o' the morning, me boyos! If ye'll so kindly turn over those sparkling baubles, ye'll live to see the end of this day!" Also feigns injured innocence and says "Saints preserve us" whenever he is accused of any wrongdoings.

Tactics: Sneaky is as sneaky does. Though he loves to taunt his opponents, the Leprechaun is not a brave soul. He prefers to strike from cover or invisibility. He delights in sneaking into a hero's headquarters and changing all the expensive electronic equipment into rubberized figures that wobble when touched, or turning all their weapons into plastic flowers.

Powers: The Leprechaun has many powers which seem magical in nature. He can teleport at will, and can move things by winking at them. He can turn invisible, which he likes to do in order to eavesdrop or bother people. He also has the ability to influence the luck of occurrences around him, so that most of the "breaks" usually go his way. Among his other magical powers is the ability to change the shape of inanimate objects, into new shapes or into other inanimate objects.

Weakness: The Leprechaun can not escape from any person who physically captures him, until he grants them a wish. Of course, he often plays this to his advantage, causing his captors to make useless wishes. He interprets all wishes in the most literal, negative manner he can. For example: Someone may wish for a million dollars. The Leprechaun will steal that million from a bank, give it to the person, and then anonymously tell the police where the money is. Also, being from the Faerie realm, the Leprechaun is susceptible to weapons made of cold iron.

Scenario: If there is high organized crime activity in your game world, the crooks will have need of large supplies of weapons. When the crooks have an auction of arms suppliers, the Leprechaun may appear to run the thing or place a bid. Once on these shores, he will be attracted to the wealthier shops and banks.

Appearance: Dressed in green breeches with a frock coat, green vest, bowler hat and buckled shoes, Chandler looks exactly like the leprechauns of legend. He is seldom without his long clay pipe or his shillelagh, which he uses as a cane, a club, or a magic wand. The shillelagh is capable of emitting blasts of pure energy. He stands just over three feet tall, weighs in at eighty six pounds, and has bright red hair and sideburns. He is very sensitive and doesn't taken kindly to comments about his height.

Record: Though his activities, from gun running to smuggling to murder, are well known to UNTIL and other agencies, the Leprechaun has never done time in any jail. This is because he can easily teleport out of most jails. No Champions group has been able to capture him and make him stay.

Notes: The character Shamrock listed in the DisAds is taken from *Enemies I*.



MADAME GUILLOTINE (Giselle de Bovary) France					
Val	Char	Cost	100+	Disadvantages	
18	STR	8	20	Berserk when cornered (11-, 11-)	
18	DEX	24	25	Enraged combating a man (11-, 8-)	
18	CON	16	10	Enraged if betrayed (14-, 8-) (x1/2)	
8	BODY	-4	20	x2 Pre attacks by men with Com 16+	
8	INT	8	5	x1 1/2 effect from Mind Scan	
14	EGO	8	15	2D6 stun from drugs/toxins	
13	PRE	3	10	1D6 Body from drugs/toxins	
20	COM	5	15	Best there is a knows it	
8	PD	4	20	Hates Government Forces	
6	ED	2	8	Feels Superior to men (x1/2)	
5	SPD	22	13	Hunted by MI6 (11-) (x1/2)	
8	REC	0	40	Hunted by Surete (14-)	
30	END	-3	30	Hunted by CIA (8-)	
40	STUN	14	15	Secret ID	
Cost Powers			END		
15	1 1/2D6 HKA (2-1/2 D6 w/strength) (OAF: Blades)				2/5
10	1 1/2D6 RKA [8] (OAF: Blades)				
18	Martial Arts (Savate) Kick (9D6), Throw, Dodge only (+1/2)				4
20	2D6 NND Controlled Continuous (vs. 20 pts. Life support, full armor, or full damage Resistance), No Range (+1/2) (1/2 End cost)				4
5	Presence Defense (10 pts.)				
12	+8PD, +7ED Armor, Activates (14-)(OIF: Costume)				
10	Superleap (7" forward, 3 1/2" up)				4
6	+3" Running				2/1
6	+3" Swimming				1/0
9	Climbing (13-), 4"				
10	Swinging 10"				
3	+1 Enhanced Hearing (14-, -1/4")				
3	+1 Enhanced Sight (14-, -1/4")				
12	Acrobatics (14-)				
5	Stealth (13-)				
5	Computer Programming (13-)				
5	Detective Work (13-)				
5	Disguise (13-)				
7	Security Systems (14-)				
3	Driving (13-)				
3	Escape Artist (13-)				
3	Demolitions (13-)				
3	Forensics (13-)				
3	Bureaucratics (12-)				
15	Linguist, English (Native), German (Native), Russian (Fluent), Italian (Fluent), Spanish (Fluent)				
7	Streetwise (14-)				
3	Paramedic (13-)				
3	City Knowledge (12-), Paris				
2	City Knowledge (11-), London				
40	+4 Overall levels				
COSTS: Char. Powers Total Disadv. Base					
107 + 243 = 350 = 250 + 100					
OCV: 6; DCV: 6; ECV: 5; Phases: 3,5,8,10,12					

Origin: Madame Guillotine was originally designed to be France's updated answer to America's Super Soldier experiments. When French involvement in Viet Nam escalated to its highest point, a national French symbol was needed to rally Frenchmen, as well as the rest of the world, behind the cause. This symbol was to be Madame Guillotine, the swift savior of the downtrodden.

A subject, an olympic level gymnast, was chosen for the honor. The 13 year old girl was experimented on, given a number of booster injections and electroshock enhancements. Soon her muscles reached their peak, her reflexes were lightning quick, and

her brain was razor sharp. Beyond these improvements, she was also schooled in everything she needed to know to operate as an independent field agent, including all forms of self defense. Unfortunately, by the time she was ready, France's involvement in Viet Nam was almost nil.

Having no other use for her, the French loaned Madame Guillotine out to secret service organizations of various countries. Though appearing mature, Guillotine was still only a young girl. On her second mission, she fell in love with a British secret service agent and a liason followed.

During a mission in Istanbul, Guillotine was left behind. She overheard the fact that the British spy was a double agent who had set her up to be killed. What was worse was that the French government had okayed the hit.

She turned the tables on her lover, killing him and destroying the entire operation. She has since been a freelance agent, taking on any job that will upset the workings of the governments of the free world.

Motivation: Having been turned on by her government, Madame Guillotine became a freelance terrorist. She is a thrill seeker who enjoys life on the edge. She has been diagnosed as subconsciously wanting to commit suicide, which is why she only takes on the most dangerous assignments.

Personality: Madame Guillotine is a cool, sophisticated spy. She has now seen much of the world. She has not forgotten the innocence that was taking from her at an early age, and so she resents governmental paper pushers.

Identifying Quote: "When Guillotine strikes, heads will roll."

Tactics: Madame Guillotine is a seasoned field operative. She knows when to attack and when it's best to retreat. In direct combat, she will utilize her abilities in savate. She prefers a move called the Guillotine, which scissors an opponent between her legs until the oxygen flow to the brain is completely cut off, or the neck is snapped.

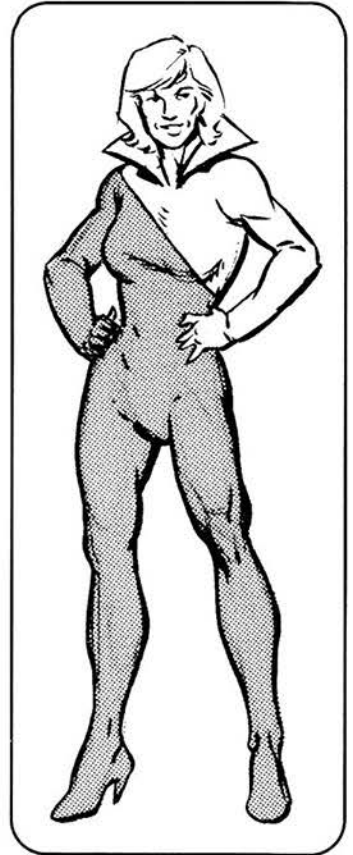
Powers: Thanks to the experiments she underwent, Madame Guillotine's abilities have all been strengthened to the pinnacle. She has enhanced hearing and eyesight. Her strongest form of combat is in savate, the art of French kick boxing.

Equipment: Madame Guillotine carries 8 flechette throwing blades hidden on her person. These blades measure eight inches in length, are made of gniludium steel and have been honed by lasers to the ultimate sharpness.

Scenario: Plans for an experimental tank are to be revealed to the press at a government test site tomorrow morning. However, Madame Guillotine is after those plans tonight.

Appearance: Though in her middle years, Madame Guillotine is in excellent physical condition. She is a top athlete who keeps in shape. She wears a full body suit of blue, with a silver blade slashing across one shoulder.

Record: All files pertaining to Madame Guillotine are classified Top Secret. Any police officials coming into contact with her have been ordered to immediately report her whereabouts to Interpol or the Surete.



MASTER STROKE (Gerd Rumler) Germany					
Val	Char	Cost	100+ Disadvantages		
45	STR	35	20	Berserk in Combat (11-, 14-)	
24	DEX	42	15	Berserk when facing Wizards (14-, 14-)	
33	CON	46	60	x2 Stun/Body from Technological weapons	
18	BODY	16	10	x1 1/2 Stun from Electricity	
13	INT	3	20	2D6 from Preservatives, etc.	
14	EGO	8	20	Overconfident	
28	PRE	18	15	Seeks out magical objects/devices	
12	COM	1	5	Does not speak English	
19	PD	10	30	Hunted by European Hero group	
17	ED	10	30	Hunted by GRE, German Secret Service (11-)	
5	SPD	16	15	DNPC (Dark Elven Advisor) (14-)	
16	REC	0	10	Unusual Looks (11-)	
70	END	2	10	Public ID	
60	STUN	2	42	Villain Bonus	
Cost Powers					END
35 ¹	2D6+ 1 HKA (1/4 End cost)				1
24 ¹	Reflection (28-), Only vs. Energy attacks				
18 ¹	Missile Deflection (vs. Thrown object bullets, shrapnel, physical objects) (18-)				
33	+12PD, +12ED Armor, Hardened (IIF: Bracers)				
5	Flash Defense (8 pts.) (OIF: Helmet)				
20	Power Defense 16 pts., Hardened				
10	Superleap (18" across, 9" Up)				
6	+3" Running				
11	1/2 End cost: STR				4
5	Instant Change				
10	+2 levels Hand to Hand Combat				
16	+2 levels Combat				
¹ OIF: Battle Axe					
COSTS: Char. Powers Total Disadv. Base					
209 + 193 = 402 = 302 + 100					
OCV: 8; DCV: 8; ECV: 5; Phases: 3,5,8,10,12					

Origin: Gerd Rumler was a proud member of the German army in the late 1960s. While on maneuvers in the Black Forest, Gerd stepped between two trees and a strange sensation came over him. Looking up, he knew immediately that he was no longer in the same forest.

Information on what happened next is sketchy because Gerd has never talked about it. What is known has been determined through gathering information while placing the subject under hypnosis.

Gerd found himself transported to a world of strange and forbidding wonders. Horses could fly and each had a single horn sticking from its head. Elves and dwarves scampered about. Magicians, using real magic, were plentiful. Because of his size and the fiery power of his weapon, he was made a warlord by a band of humanoids and was given land to rule. This rule lasted nearly three years.

Somehow, at the penultimate moment of a great battle, Gerd was transported back to the Black Forest. He saw all his soldier friends still on maneuvers. Not a moment of time had passed in this world since he'd been gone. Yet he knew it was no dream, because he was still dressed as a warlord and now wielded the power axe he had once taken from a dragon's lair.

Motivation: Hunger for power is what drives Master Stroke. He sorely misses the power he enjoyed while in the other dimension. He wants to prove he can be just as strong here. He is both strong and brave, not a gutless bully. He can be quite vicious when confronted. His secondary motivation is his pursuit of all things magical. He is desperately searching for a new doorway back to the realm he once ruled.

Personality: Master Stroke is a feudal lord misplaced in time. He is imperious and demanding, but only because that's what he's used to. He doesn't go out of his way to be nasty, but expects others to pay attention when he's speaking.

Identifying Quote: "Lackey! You now face true power!"

Tactics: Straight on is how Master Stroke addresses a problem. He is confident in his strength and abilities, relying on his axe to handle anything he can't do alone.

Powers: While in the other dimension, Gerd's strength was naturally enhanced due to the enchanted foods he ate. He became an excellent athlete and warrior.

Equipment: Master Stroke wields the Axe of Power, also known as the Axe of Ten Thousand. This axe is capable of slicing through solid steel. It can also reflect most attacks leveled against its wielder. There always appears to be a charge of electricity surrounding the axe, but this is actually some residue of the axe's natural eldritch energy clashing with the energies of this world.

The axe is called the Axe of the Ten Thousand because that's how many people have been killed by it in its long and bloody history. The number is actually closer to 12,586, but the name won't change again until Twenty Thousand.

Weakness: The Master is vulnerable to weapons of hi-technology (lasers, gasses, etc.). He's much more confident in a good old hand to hand donnybrook.

His bodily systems have grown so used to the natural things in the other dimension, that he does not handle modern, non-natural things too well. This includes preservatives and sweeteners in foods, which tend to make him ill (and angry).

Scenario: An army unit on maneuvers nearby, comes across Master Stroke in the forest. They order him off of government property. When he refuses, the soldiers try to take him into custody. It isn't long before the soldiers need to call on a few Champions for aid.

Appearance: Master Stroke is a massive man, dressed in the dark clothes of an executioner. He wears a fierce horned helmet and a cape of royal purple. His gloves and leggings are blue, studded with spikes of silver. He keeps his chest exposed in defiance, daring anyone to try and attack him.

Record: Master Stroke is a known criminal who has served two prison terms, one for armed robbery and murder, and one for assault against government property. The last prison he was in was Spandau. He had a cell across the compound from Spandau's only other inmate, but this was kept top secret.

All official records were subsequently destroyed when Master Stroke managed to escape from Spandau.

Notes: There is a dark elf who can sometimes communicate with Master Stroke. The elf is still in the other dimension, but longs to come see this one. The elf is a powerful magic user who talks to Master Stroke through Stroke's helmet. The elf usually helps guide Master Stroke, but his interruptions may also come at the most inopportune moments.



ORACLE (Adriana Devolopoulos) Greece					
Val	Char	Cost	100+ Disadvantages		
8	STR	-2	20	Berserk when attacked by machines & Robots (14-, 11-)	
23	DEX	39	20	Berserk when hit with electrical attacks (8-, 8-)	
25	CON	30	30	x2 Body, x1 1/2 Stun from Electrical attacks	
10	BODY	0	20	x2 effect from Transform. attacks	
38	INT	28	35	Hunted by FBI (11-)	
15	EGO	10	30	Hunted by KGB (11-)	
10	PRE	0	15	Hunted by major intelligence agencies (x1/2)	
18	COM	4	10	2D6 in intense magnetic fields	
15	PD	13	5	Unusual looks (8-) "not quite human"	
12	ED	7	5	1D6 Unluck	
6	SPD	27	20	Hatred of Machines	
7	REC	0	20	Overconfident	
106	END	28	15	Secret ID	
35	STUN	8	205	Villain Bonus	
* Unless the computer has an Ego listed, then is only by ECV.					
Cost		Powers		END	
50	Elemental Control — Electro-magnetic				
a-31	10D6 Energy Blast, -2D6 Knockback (+1/2), No Stun (-1/4), No Body (-1/4), Activate (14-) (-1/2) (1/4 End cost)				2
b-31	10D6 Neutralization, vs. all Radio Electric & Radar circuits & signals (+1), Area of effect (+1), No Range (-1/2), Activate (14-) (-1/2) (1/2 End cost)				9
c-27	7D6 Telepathy, Based on Int. Combat Value (+1)*, Usable only on computers (-1) (1/4 End cost)				3
d-93	10D6 Mind Scan, Based on Int. Combat Value(+1)*, Usable vs. Computers only(-1), +1 phase to activate (-1/4), Must concentrate to use (DCV is 0) (-1/2), Does not work through intense magnetic/electrical fields (-1/4), +20 to the attack roll (1/4 End cost)				11
20	10PD, 10ED Forcefield				4
21	Scientist: Physics (17-), Elect. systems (20-), Mathematics (17-), Geology (14-), Computer Sci. (20-)				
15	Half Damage Resistance		5 Ego Def. (13 pts.)		
25	Security Systems (27-)		14 +7" Running		
25	Computer Programming (27-)		30 Life Support		
COSTS:		Char.	Powers	Total	Disadv. Base
		192	+ 358	= 550	= 450 + 100
OCV: 8; DCV: 8; ECV: 5; Phases: 2,4,6,8,10,12					

Origin: Adriana Devolopoulos was born one stormy night on a island off the coast of Greece. Her mother died during childbirth, but her father was able to save the infant. Her father was an electronics genius assigned to a lonely island outpost by a large electronics company. It was his job to tap the earth's electrical and magnetic lines to try to harness the power of these natural formations.

Life on the island was simple. Adriana didn't have many friends, except for a few local fishermen. She preferred to work with her father, and his electronic equipment. She exhibited a natural feel for the work, startling her father with the speed of her comprehension.

One day, when she was 16, her father was killed when a computer exploded in flames, trapping him in his lab. Adriana had been on the mainland, and so no one was around to save the old man. Adriana mourned, secluding herself away from the world.

A few years later, a man from Great Britain came to the island, asking to see her father's notes. This agent revealed that Adriana's father had been a spy, sending and receiving messages by tapping into computers and satellites. Adriana was offered the job and agreed to carry on the work started by her father. She accepted and chose the code name ORACLE (Organic Resistance Against Computerized Law Enforcement)

Motivation: ORACLE has a psychotic fixation that machines are bad. She believes humans are much superior and machines are unnecessary. Part of this stems from her feeling she had to compete with the machines for the attention of her father. To this end, in order to prove her superiority over even the most sophisticated electronic system, she has agreed to help The Cartel by being their computer expert. She will tap any files, erase any program, black-out entire sections of the world, or anything else that's called for in order to show she's the best.

Personality: ORACLE seems distant and cold. Though she believes it to be only a false identity, she has lately begun to take on more of the personality of this all-seeing, all-knowing ORACLE.

Identifying Quote: "I have eyes everywhere. No one is safe."

Tactics: The ORACLE sits and waits. People wanting information or needing help come to her. From her vantage point on the island, she can tap into any electrical system.

Powers: ORACLE can mentally tap into any computer or electrical system in the world. She can even harness electrical or magnetic energy from the air, using it as she pleases. She can use it to track through systems for information she wants, changing or deleting whatever she pleases. She can scramble or unscramble any signal, impulse or current. Or she can use them as powerful bolts of force. Also by using electrical energy in the air, she has learned to create holographic illusions.

Her power seems very natural, an ability of her extraordinary brain. When she has an audience, she prefers to put on a good show, making her abilities look a bit more exotic than they are. She'll hum and concentrate, getting images from the beyond.

Scenario: The stock market crash happened because someone tapped into the computer buy and sell systems, wreaking havoc with the signals. Can a hero track down the culprit before the world's economy totally collapses?

Appearance: ORACLE looks massive in her purple robe, a high silver collar surrounding her perfectly round mask. It is opaque and can't be seen through. The reason ORACLE is referred to as "she" is because her lilting voice is that of a woman. Adriana herself hasn't been seen in some years. If she should appear, she will look like a 16 year old girl with black hair.

Record: The existence of ORACLE is unknown to the world at large, including most law enforcement agencies. Her powers and her anonymity make her a great threat to computerized law enforcement everywhere.

Notes: Though she doesn't know, and is convinced the origin above is her true beginning, ORACLE is a mechanical construct along the lines of a highly sophisticated android. When her mother died in childbirth, so did the baby. Her father was so distraught, he built the young girl to be his child and companion. Each year, the father updated the android to give the appearance of normal growth. When he passed away, Adriana was left at the age of 16.

ORACLE's attacks against computers or electrical systems are done on INT instead of EGO. This is only against computers, which is where the higher combat value come in. Against human beings, ORACLE's attacks revert to EGO, and the lower number.



PRETTY POSION (Penelope Leonard) Austria				
Val	Char	Cost	100+ Disadvantages	
10	STR	0	15	Enraged when ignored (11-, 8-)
17	DEX	21	20	Berserk if a man touches her against her will (8-, 8-)
15	CON	10	10	2D6 Unluck
7	BODY	-6	20	x2 Pre attacks from good looking (Com 16+) men
23	INT	13	15	Inspires intense jealousy in women
14	EGO	8	20	Loves to manipulate men
15	PRE	5	10	Hates men
32	COM	11	25	Afraid of physical violence, panics
4	PD	2	5	Falls in love at the drop of a hat x(1/2)
3	ED	0	20	Hunted by MI6
3	SPD	3	35	Hunted by Surete (11-)
5	REC	0	10	Hunted by (Germ. Undercover) (x1/2)
30	END	0	10	Unusual Looks (Extreme Beauty) (11-)
26	STUN	6	10	Public ID
			7	Villain Bonus
Cost Powers			END	
35	"Drain" — 1/2 D6 Stun and 1D6 End Destruction Damage Shield (+1/2), Fully Invisible (+1), Always on, Must touch flesh to flesh (+1/2) (0 End cost)			2
83	"Drain" — 1/2 D6 Body, 1D6 Stun, & 2D6 End Destruction, Fully Invisible (+1), Must touch flesh to flesh (+1/2) (1/4 End Cost)			
40	Level 1 — +5 Str, +3 Dex, +5 Pre, +10 Con, +1 Spd, +2 Body — Only if she has "drained" someone within the past hour (+1/4)			
29	Level 2 — +5 Str, +3 Dex, +5 Pre +10 Con, +2 Body — Only if she has "drained" someone within the past minute (+1/2)			
27	Level 3 — +5 Str, +3 Dex, +5 Pre +10 Con, +1 Spd, +2 Body — Only if she has "drained" someone in the past turn (+3/4)			
23	+40 Pre, Only vs. men (+1/2), Must have olfactory abilities (i.e., 10 pts. life Support stops, etc.) (+1/4)			
5	Disguise (14-)			
2	+1" Running			
5	City knowledge: Vienna (14-)			
5	Bureaucrats (13-)			
3	English language (Fluent, w/accnt)			
5	Pro. Skill: Modeling (14-)			
COSTS: Char. Powers Total Disadv. Base				
73 + 262 = 335 = 235 + 100				
OCV: 6; DCV: 6; ECV: 5; Phases: 3,5,8,10,12				

Origin: Penny was a beautiful child who won her first beauty contest at the age of six months. She grew up in the European spotlight, a model for every other child. As she grew older, she became even more beautiful. It was a terrific life, travelling with her mother from contests to television shows to parties.

During a train trip from Austria to Belgium, a group of men forced their way into the private compartment reserved for Penny and her mother. When they killed her mother, Penny's latent powers exploded within her. Eventually the police broke into the compartment, where they found Penny sitting quietly, cuddling her mother's head in her lap. On the floor were the dead husks of what had once been five men. At the age of fourteen, Penny was committed to a state run institution.

Upon reaching her maturity, and having been declared completely sane, Penny was released from the asylum. None of her beauty or her attractiveness had faded while in seclusion. She was quickly courted by the media and welcomed back into the limelight. She accepted a modeling contract and has since been one of the top paid models in the world.

In 1984, she married the Duke of Viceroy. A year after he died, she then married a French Count. Currently, she is single again, but has been seen dating the Russian envoy.

Motivation: Penny has a psychotic hatred of men. She will pinpoint a man of wealth and power, and make him fall in love with her. Then, when the time is right, Penny will go to great lengths to embarrass or destroy that man. She prefers to kill each victim, subconsciously exacting her revenge over and over again upon the men who murdered her mother. She also has a fascination with expensive jewelry and the "finer" things. Penny does not wantonly kill all men, just those who are rich and powerful.

Personality: Poison appears to be a self assured jet setter, enjoying life to its fullest. She's attractive, enticing, and very nasty. She has a cutting wit that is almost as deadly as her other powers. Think Erica Kane with a real killing streak.

Identifying Quote: "I only give them what they desire. Then I treat them to what they deserve."

Tactics: Poison will do whatever it takes to get what she wants. She will pout and cry if that will get a hero to go easy on her. She can also be just tough and mean as anyone.

Powers: Poison is an energy vampire. She drains the life from anyone she touches or kisses. This energy does nothing to increase the length of Poison's life, it simply infuses her with more energy, increasing her strength or other natural abilities. Also, Poison's body gives off an aura which instantly attracts men. It is an unconscious secretion of her body, but it is fatally attractive.

Weakness: Her power drain is not under Poison's control, only the length of time it is in use. If someone should touch her or brush against her, their energy will be siphoned off. The amount of energy drained depends on the length of contact. Her attractive secretions are actually transmitted on a baser level through smell. Any being without olfactory senses will not be affected by her aura.

Scenario: At a number of expensive gala events around town, the same young lady will appear with a number of escorts. These escorts are all found murdered. Eventually the hero will notice the girl's picture in the newspaper, and may begin to put it all together.

Appearance: Poison always looks her best. Constantly on the



	POWER CHART			
	Normal	1	2	3
STR	10	15	20	25
DEX	17	20	23	26
CON	15	25	35	45
BOD	7	9	11	13
PRE	15	20	25	35
PD	4	5	6	7
ED	3	5	7	9
SPD	3	4	4	5
REC	5	8	11	14
END	30	50	70	90
STUN	26	36	46	56
CV	6	7	8	9
DEX Roll	12-	13-	14-	14-
Bureau- crat Skill	13-	14-	15-	16-

lookout for potential victims, she dresses in the latest styles. She is extremely attractive, even to women.

Record: There is a long listing of charges in Penny's folder. She's been charged with murder three times, insurance fraud twice, and grand larceny twice. The closest any prosecution has come to a sentence was one count of involuntary manslaughter. Not counting her time in the institution, she has never served any prison time. She is suspected of more incidences, but nothing has been proven.

PUMPKIN JACK (Jack Romney) Scotland					
Val	Char	Cost	100+ Disadvantages		
10	STR	0	25	Berserk when fighting heros (8-, 8-)	
29	DEX	57	25	Berserk if held back from getting back to hell (14-, 8-)	
33	CON	46	30	x2 Body from fire attacks	
7	BODY	-6	10	x2 Stun from attacks the effect desolids	
23	INT	13	30	3D6 Stun & Body from Holy objects	
20	EGO	20	10	2D6 Stun & Body from being teleported	
28	PRE	18	10	Cannot cross running water unaided	
2	COM	-4	5	Does not like to speak	
15	PD	13	15	Becomes ineffective in sunlight (x1/2 Dex, x1/2 Con, x1/2 SPD)	
14	ED	7	30	Hunts the Tartan (x1/2)	
6	SPD	21	5	Hates Superheroes (x1/2)	
15	REC	12	20	Likes to torment victims before killing	
66	END	0	15	Hatred of Holy persons/places/things	
50	STUN	21	35	Hunted by demons (11-)	
			10	Hunted by Moonsilver (x1/2)	
			15	Unusual Looks (14-)	
			10	Public ID	
			50	Villain Bonus	
Cost Powers			END		
15	Elemental Control — Demonic Powers				
a-15	Full Damage Resistance				
b-15	Gliding 24"				
c-15	3 Body Regeneration				
d-22	Invisibility, No Fringe (1/2 End cost)				3
e-30	3/4 damage Reduction, Physical Resistant (not vs. cutting attacks)				
f-22	3/4 damage Reduction, Energy Resistant, only vs. magical /Environment attacks (-1)				
75	Multipower (75 pt. pool)				
4 u	2D6 Mind Control, Area of effect (+1), x4, 100 area (+3), No range (-1/2), Usable only on Crows/Ravens (-2) (1/4 End cost)				2
7 u	4D6 RKA (1/2 End cost)				6
5 u	10 Body desolidification, Only at night (1/4 End cost)				2
7 u	6D6 Ego Attack (1/2 End cost)				6
COSTS: Char. Powers Total Disadv. Base					
218 + 232 = 450 = 350 + 100					
OCV: 10; DCV: 10; ECV: 7; Phases: 2,4,6,8,10,12					

Origin: Pumpkin Jack is a demonic character from Scottish Folklore, a kind of boogiemán used to scare children. He was the damned soul of Jack Romney, released from Hell one Halloween night to take care of some unfinished business on the Earthly plane. He used all his Hell-spawned powers to run rampant through the Scottish countryside, terrorizing a number of counties and town. Towards dawn, he got involved in a battle with the Tartan, one of Scotland's superheroes. Though Pumpkin Jack was finally able to beat the Tartan, the battle had taken too long. At sunrise, the gate to Hell slammed shut and Pumpkin Jack was trapped forever, forced to wander the Earth wreaking havoc.

Motivation: Since it was a champion that stranded him on Earth, Pumpkin Jack has vowed to get even with all do-gooders and defenders of the law.

Personality: Jack is a demented soul who hates everything. He hates this world, especially its holy places and people. He takes great delight in causing trouble wherever he can. He likes killing, but prefers torturing his victims first.

Identifying Quote: "Look into the face of Hell!" (Screaming laughter)

Tactics: Pumpkin Jack torments a foe before attacking. He will haunt that foe, either at a distance (with phone calls, notes, unexplained packages, visions of lost loved ones, etc.) or right up close (jumping out of closets and such). He prefers to soften a foe up before coming in for the kill.

Powers: As a damned spirit, Pumpkin Jack has a number of unusual powers. He can become invisible and will do so in order to continually vex an opponent. He loves to pop out of strange places to scare people. He can control ravens and crows, and will often use them as weapons or messengers. He can glide on air currents, which gives him the appearance of real flight. He is hoping to kill enough people or create enough havoc that Hell will have to welcome him back.

Scenario: The mayor's home is suddenly taken over by ghosts and other monsters, all of which are illusions created by Pumpkin Jack. Who you gonna call? A Champion, of course!

Appearance: Pumpkin Jack looks like a tall skinny scarecrow, dressed in horrible tatters, with bones and wisps of hair and hay showing everywhere. The features on his pumpkin head are constantly shifting and can be very expressive. He has a high cackling laugh which he uses to unnerve opponents.

Record: Though Pumpkin Jack has been beaten by a few heroes, no jail has been able to hold this demon for more than one night. As such is the case, he has never come to trial for any offense. He seldom gets involved in crimes for profit, unless the object stolen is some sort of religious or demonic article. He prefers crimes of violence and has been known to spend months preparing deadly traps for heroes.

Notes: The Tartan is a Scottish based superhero. Another appropriate hero in the GM's world may be substituted for Tartan. See *The Bestiary* from Hero/ICE for rules on Swarm attacks and control, which pertains to Pumpkin Jack's control of crows and ravens. Moonsilver, listed in the DisAds, appears in **CIRCLE**.



PUNCHINELLO (Paulo Chinelli) Italy					
Val	Char	Cost	100+	Disadvantages	
13	STR	3	20	Enraged if insulted/made fun of (14-, 11-)	
26	DEX	48	15	Berserk if order questioned (8-, 11-)	
23	CON	26	20	x2 Stun from Punches	
8	BODY	-4	10	x1 1/2 Stun from surprise attacks	
23	INT	13	20	2D6 Unluck	
15	EGO	10	20	Paranoid	
20	PRE	10	20	Ruthless	
6	COM	-2	10	Enjoys Torturing the "physically perfect" (x1/2)	
8	PD	5	15	Hunchbacked	
5	ED	0	25	Hunted by Bora (11-)	
5	SPD	14	30	Hunted by Eurostar	
8	REC	0	10	Hunted by Italian Police (-11) (x1/2)	
36	END	-5	10	Unusual looks (11-)	
41	STUN	14	15	Secret ID	
			55	Villain Bonus	
Cost Powers			END		
120	100 pt. Gadget Points				
35	Gadgeteering (29-)				
13	Martial Arts, 4D6 Punch, 5D6 Kick				
12	+9 PD, +6 ED Armor (OIF: Costume)				
10	Acrobatics (14-)				
7	10 pts. Life support (OIF: Mask)				
5	6 pts. Hardened Flash Defense (OIF: Mask)				
15	Disguise (19-)				
6	+3" Running				
5	Escape Artist (15-)				
5	Demolitions (15-)				
5	Streetwise (14-)				
5	Language: English(Fluent), French (Simple conversation)				
10	15 pts. Ego Defense				
COSTS: Char. Powers Total Disadv. Base					
132 + 253 = 385 = 285 + 100					
OCV: 9; DCV: 9; ECV: 5; Phases: 3,5,8,10,12					

Origin: Hunchbacked from birth, Chinelli was abandoned as a child on the doorstep of a small orphanage. Growing up with no friends, he sought companionship in toys. When others picked on him or destroyed his toys, he raged into murderous frenzies. Eventually, he learned to repair and build his own toys, as well as control the power of his rages.

Over a period of years, Paulo trained his misshapen body until it was as agile and strong as his mind. In his early teen years, Paulo ran away from the orphanage to live on the streets. His inventive abilities quickly came to the attention of the leader of a local gang. This was just the first step on Paulo's road of crime.

Years later, Paulo overheard his bosses making fun of his appearance. He quickly used his toy weapons to wipe out all the crime czars, leaving himself at the top.

Motivation: Punchinello has never forgiven the world for the harshness of his life. His criminal activity is geared solely towards getting back at people. He has developed a taste for the finest things in life (jewels, artworks, etc) to which he feels justly entitled.

Personality: Think Miguelito Loveless, a mad inventor with a complaint against the world. While not a world conqueror like Loveless, Punchinello is just as much a twisted genius.

Identifying Quote: (High pitched laughter) "Who do you think you're toying with?"

Tactics: Though perfectly able to defend himself, Punchinello prefers to allow his toys to do the work. His first assault will always come in the form of some toy.

Powers: Punchinello is a highly agile acrobat with great strength. He is a vicious fighter and a cold killer. However, his primary line of assault is in his arsenal of specially designed toys. These include exploding teddy bears, flaring tops, yoyos that give off hypnotic shrieks, and his ever present gas filled mace.

Scenario: A Champion is amongst those invited to a charity gala. The ball is interrupted when every balloon in the place pops, giving off a gas rendering everyone immobile. Only one of the clowns free to roam around, ransacking people's pockets and taking their valuables. Of course, he's not above drawing a mustache or two on some folks.

Appearance: Punchinello looks like a harlequin, dressed in bright, multicolored clothes. He wears a ruffled neck and sleeves, as well as bells on his pointed cap and boots. His skin appears to be pure white, but this is due to makeup.

Record: Punchinello has an extensive criminal record, having been incarcerated throughout Europe. However, due to his fixations of revenge and his preoccupation with toys, he has been judged criminally insane, and is most often placed in mental asylums rather than prisons. He is currently a fugitive, having escaped from an asylum near Milan.



PUNCHINELLO'S TOYS

Points — Toys

- 15 — 2d6 AP RKA, 6 charges (-3/4), Diminished Effect (-1/4), **OAF:** *Squirt Gun/Flower* (-1).
- 11 — 3d6 Flash AP, 1 charge (-2), **OAF:** *Jacks* (-1).
- 19 — 10d6 Explosion, 1 charge (-2), **OAF:** *Teddy Bear* (-1).
- 22 — 5d6 NND (+1) (def: Life Support: 15 pts.), Area of Effect (+1), Controlled Cont. Attack (+1/2), 3 charges lasting 6 segments (-1), Activate 14- (-1/2), No Range (-1/2), **OAF:** *Gas Mace* (-1).
- 17 — 2d6 AP (+1/2) RKA, Controlled Cont. Attack (+1/2), 2 charges lasting 1 turn (-1), No Range (-1/2), **OAF:** *Yoyo* (-1).
- 24 — 2d6, 1 Def. Mental Paralysis, Area of Effect (+1), x4 Area (+1/2), Controlled Cont. Attack (+1/2), 2 charges lasting 1 turn (-1), No Range (-1/2), Target must hear the Top humming (-1/4), **OAF:** *Humming Top* (-1).
- 22 — 6d6 Entangle, Area of Effect — One Hex (+1/2), 2 charges (-1 1/2), Activate 14- (-1/2), **OAF:** *Expanding Jack-In-The-Box* (-1).

RAJAH (Human Form) (Rachmed Singh) Pakistan							
Val	Char	Cost	100+	Disadvantages			
8	STR	-2	10	1D6 Stun from Silver			
15	DEX	15	15	Feels Superior to "mere mortals"			
15	CON	10	10	Conceited			
8	BODY	-4	15	Hunted by radical group (11-)			
19	INT	9	2	Villain Bonus			
13	EGO	6					
10	PRE	0					
12	COM	1					
5	PD	3		Note: See page 32 for Rajah's Were form.			
3	ED	0					
3	SPD	5					
5	REC	0					
30	END	0					
20	STUN	0					
Cost Powers END							
43	Multiform (11+30+22) (IAF: Medallion)						
5	Disguise						
5	Luck (1D6)						
12	Martial Arts, 3D6 Punch, 4D6 kick						
15	Security Systems (18-)						
9	Stealth (14-)						
10	+6PD, +6ED, Activate on 11- (OIF: Bullet Proof vest)						
3	Escape Artist (12-)						
4	English (Fluent, w/accent)						
3	Streetwise						
COSTS: Char. Powers Total Disadv. Base							
43 + 109 = 152 = 52 + 100							
OCV: 5; DCV: 5; ECV: 4; Phases: 4,8,12							

Note: See page 32 for Rajah's Were form.

Origin: Rachmed Singh was 16 years old when he discovered he had inherited a weird form of lycanthropy which turned him into a were-tiger. At first, the change only came on during the phases of the full moon. As he grew older, Rachmed learned to control the change, bringing it on at will. To accomplish this, Rachmed must be in contact with the marifasa tigris plant, a sprig of which he keeps in a vial around his neck.

He first turned to crime while in university where he got involved with campus radicals. The radical leader had an idealistic Rachmed use his powers to terrorize the local police into meeting their demands. Once Rachmed discovered he was being used, he framed the leader and set off on his own. He has since been employed by both ICE and VIPER on a number of assignments.

Motivation: Rajah is interested in having malicious fun. He has come to enjoy his changing ability and the power of his tiger form. He comes from a wealthy diplomatic family and does not need any money. However, he revels in the hunt and the danger of criminal life.

Personality: Rachmed is arrogant and vain. He thinks nothing of taking all the homage (wealth) that is his due. Though he will try to hide it, he is still a teenager and can be very unsure of himself at times.

Identifying Quote: "My life is my own. I need answer to no one."

Tactics: Rajah likes to fight. He enjoys changing to his tiger form and wading in to battle. He is a bloodthirsty killer who does not often show mercy.

Powers: Shapeshifting is Rajah's major power. He has three basic forms which are human, tiger, and a step in between that leaves him in a humanoid form, but with feral features and coloring. As a tiger, Rajah is a ferocious man-eater who can kill with one swipe of his paw. This form grants him both speed and grace, as well as awesome physical power.

Weakness: If Rajah is unable to make contact with the marifasa tigris, he will be stuck in whatever form he is in. He will be trapped until either he can find some of the plant or until the next full moon, when he will again change naturally.

Scenario: A giant tiger is stalking the streets. The police can't find or contain it. Can your hero?

Appearance: Rachmed appears to be a normal adult male in his mid twenties, 5'8", 155 lbs., dressing in the fashion of his native country. When using his powers, he appears as an immense Bengal tiger weighing close to 1000 pounds.

Record: Though the tiger has been noted and is feared throughout the area of his birth, Rachmed himself has no criminal record. There are some files with Rachmed's name on them, but these are unavailable due to his father's diplomatic standing. Rachmed enjoys diplomatic immunity in most western countries.



RAJAH (Tiger Form)					
Val	Char	Cost	100+	Disadvantages	
25	STR	15	15	Berserk in Combat (8-, 14-)	
20	DEX	30	20	Berserk if injured	
23	CON	26		(takes Body) (11-, 11-)	
18	BODY	16	10	x1 1/2 Stun vs. Fire attacks	
6	INT	-4	10	x1 1/2 Body vs. Fire attacks	
5	EGO	-10	15	2D6 Stun from contact w/silver	
25	PRE	15	15	Cannot speak	
16	COM	3	15	Cannot Manipulate objects	
12	PD	7	20	Blood thirsty	
9	ED	4	20	Afraid of Fire	
4	SPD	10	15	Hunted by Local Indian Police	
9	REC	-2	15	Unusual Looks	
46	END	0	2	Villain Bonus	
43	STUN	0			
Cost Powers END					
43	Multiform (22+11+30) (IAF: Medallion)				
29	2 x 1 1/2 D6 Killing Attack, w/ Str (0 End Cost)				
9	+3D6 Presence attack when roaring				
.5	Armor 2PD, 1ED				
20	+10" running				
5	Climbing (14-)				
10	+2 Perception				
3	2 Levels Enhanced Hearing (x1/2) (-1/5")				
3	2 Levels Enhanced Smell (x1/2) (-1/5")				
COSTS: Char. Powers Total Disadv. Base					
110 + 157 = 267 = 167 + 100					
OCV: 7; DCV: 7; ECV: 2; Phases: 3,6,9,12					

RIPLASH (Rachel Chambers) Nicaragua				
Val	Char	Cost	100+ Disadvantages	
13	STR	3	15	Berserk if insulted (8-, 8-)
15	DEX	15	20	Enraged when fighting Until Agents (14-, 11-)
13	CON	6	5	1D6 Unluck
9	BODY	-2	20	x1 1/2 Stun/Body from electricity attacks
13	INT	3	5	x1 1/2 Stun from Cold attacks
13	EGO	6	5	1D6 Stun from strong magnetic fields
15	PRE	5	15	Right Hand Missing
8	COM	-1	15	Hates government agents, esp. UNTIL
4	PD	1	15	Paranoid
4	ED	1	10	Unusual Looks (11-)
5	SPD	25	25	Hunted by Until (11-)
6	REC	0	20	Hunted by Hero
36	END	5	15	Secret ID
40	STUN	17	25	Villain Bonus
Cost Powers				END
12 ¹	3" Stretching (1/2 End cost)			1
3 ¹	+5 Strength, usable only for attack (-1/2) (0 End cost)			
36 ¹	5 Def Entangle, hardened (+1/4), Victim may be attacked w/o hitting entangle (+1/2), Entangle increases 1 Def/segment (+3/4), Entangle has 1 Body only, only vs. one victim at a time (-1), No Range (-1/2).			4
40 ¹	2D6 RKA, +6 Stun multiplier (+3), No range (-1/2), Based on Entangle (-1/2), Burnout 15+ (-1/2), 16 charges (-0)			
21 ¹	1/4 End cost for Entangle			
17	+12PD, +9ED Armor, 14- (OIF: Costume)			
27	Martial Arts, 7D6 Punch, 9D6 Kick			
5	Swinging 5"			
6	+3" Running			
3	Language: Fluent w/Accent			
10	Acrobatics (12-)			
5	Stealth (12-)			
5	Prof Skill: Mercenary: 14-			
24	3 General Combat Levels			
6	2 levels w/Grab			
6	2 levels w/Martial Kick			
¹ OIF Whip (-1/2)				
COSTS: Char. Powers Total Disadv. Base				
84 + 226 = 310 = 210 + 100				
OCV: 5; DCV: 5; ECV: 4; Phases: 3,5,8,10,12				

Origin: Formerly a secret agent working for UNTIL, Rachel Chambers was shot down by enemy forces over the ice cap. She plunged into the icy waters. Yet she did not die and was rescued by a team of RAVEN operatives.

Unfortunately, due to her time in the freezing waters, the doctors were unable to save her right arm. This had to be amputated and a newer weapon was grafted in its place. This weapon was the lash that would become her trademark.

Within the RAVEN base, Rachel was conditioned to believe she had been shot down and abandoned by UNTIL. She underwent massive brainwashing, using the latest techniques of drugs, deprivation and sensory overload. This conditioning went on for some time and has been deeply imbedded. Soon she regarded UNTIL with hatred and disgust, becoming an eager pawn in the destructive plans of RAVEN.



Motivation: Riplash has been brainwashed to believe she hates all do-gooders. She is cruel and vicious, loving the pain she inflicts with her weapon. Though she publicly strokes her whip and seems to be happy with it, subconsciously she detests it. Should she regain her memory, she will do anything to have it removed.

Personality: A bit psychotic due to the loss of her arm, Rachel is a ruthless killer. She asks and gives no quarter. She is very protective of her arm. If the whip should be removed, forcibly or surgically, she will appear to be in pain.

Identifying Quote: "Taste my sting!"

Tactics: Riplash uses her whip unmercifully. She can wrap the tendrils around a victim, slowly tightening until they suffocate. She can also release a blast of incapacitating energy that leaves her foes helpless.

Powers: As a trained agent, Riplash is in top physical condition. She knows how to attack and defend herself. She still knows all about security systems, codes, and all the other things she was taught by UNTIL. However, she now uses it all for evil. In her current condition, she won't hesitate to kill, even if it's by hand.

Equipment: The most potent weapon Riplash has is the neuro-electric whip which has been grafted on to her right forearm. This whip carries a charge of over a 1000 volts and is designed to directly effect the nervous system of any foe it strikes. The lashes of the whip can stretch, allowing for maximum reach. The whip can also be used to catch objects, or as a hook, allowing Riplash to swing as if on a wire.

Scenario: An illegal alien from Nicaragua comes to the Hero Headquarters seeking asylum from a vicious killer who is tracking him. The alien is an ex-operative of the rebel underground, who wants to turn over evidence to the US in return for military support to the government forces. The Killer tracking him will be Riplash.

Appearance: Wrapped in dark robes of jet and crimson, Riplash presents a mysterious figure. When one looks at her, she never appears to move. Yet when she strikes, she is swift and deadly.

Record: Riplash has quite an extensive criminal record, with charges ranging from espionage and terrorism to robbery and murder. She has been convicted in absentia for crimes by three governments, and once by the world court of the U.N.

RULER OF CRIME (Dr. Raul Cerimina) Brazil				
Val	Char	Cost	100+	Disadvantages
13	STR	3	10	x2 Effect form Mindscan
18	DEX	24	20	Enraged if outsmarted face to face (14-, 8-)
18	CON	16	8	Arrogant (x1/2)
9	BODY	-2	20	Overconfident
28	INT	18	20	Sees others as disposable
20	EGO	20	10	Ruthless (x1-1/2)
15	PRE	5	35	Hunted by CIA (11-)
22	COM	6	30	Hunted by Brazilian Police (14-)
7	PD	4	13	Hunted by Until (x1/2)
5	ED	1	15	Hunted by Primus (x1/2)
5	SPD	22	15	Addicted to Drugs
7	REC	0	15	DNPC — Wife (Incomp.) 8-
36	END	0	20	Dependent on Drugs (1/hour, 2D6)
35	STUN	10	249	Villain Bonus
Cost Powers		END		
35 ¹	2D6 Cumulative (+1/2) Transformation Attack*, Area of Effect (+1), Uncontrolled continuous (+1), 4 charges lasting 8 phases/charge(-1/4), Doesn't work vs. 15+ Life Support (-1/2), Does not work in windy conditions (-1/4)			
20 ¹	+6" radius darkness: 4 charges lasting 8 phases/charge (-1/4), Linked to Transformation attack (-1/2), Does not work in Windy conditions (-1/2)			
29 ²	14 PD, 11 ED	Hardened Force Field (1/4 End cost) 1		
22 ²	6D6 Damage Shield (+1/2), x4 End Battery (-1/2)			
5	6 pts. Hardened Flash Defense (OIF: Mask/Costume)			
7	UV Vision (OIF: Mask/Costume)			
10	15 pts. Life Support (OIF: Mask/Costume)			
15	Elemental Control — Detection abilities			
a-20	Detect & Analyze Distance (25-)			
b-20	Detect & Analyze Trajectory (25-)			
c-20	Detect & Analyze Size & Weight (25-)			
d-15	Telescopic Vision (1/100)			
e-25	Danger Sense (21-)			
26	Martial Arts, 6 1/2D6 Punch, 8D6 Kick			
5	Detective Work (15-)		5 Disguise (15-)	
5	Security Systems (15-)		11 Forgery (15-)	
5	Computer Programming (15-)		50 Mastermind	
24	3 levels with all combat			
10	2 levels with Ranged Combat			
30	Gun (appropriate to mission), Gadget Pool—30 pt. pool			
* Transformation attack: Reduces targets to 6". Str. + Dex are cut to 1/10 their current level, as are all powers for movement & damage purposes. Lasts 1 day or until exposed to antidote.				
¹ OAF: Grenades ² IAF: Belt Generator				
COSTS: Char. Powers Total Disadv. Base				
127 + 470 = 597 = 497 + 100				
OCV: 6; DCV: 6; ECV: 7; Phases: 3,5,8,10,12				

Origin: A bright, precocious child born to an expatriated Aryan scientist and an aristocratic Brazilian woman, Raul Cerimina was always a wunderkind. His IQ at age two amazed scientists. By 8, he had read all the works of Shakespeare and had his first PhD in Literature. Because people were always afraid or in awe of him, Raul was a lonely child. He longed to have a friend or someone to play with. When he began following around the young son of his family's maid, Raul found out about the world outside academia. He began running with other kids and became involved in petty crimes. Due to his ability to accurately determine any distance, he was used as an assistant by The Sniper, one of the world's top hit men. In three years, the Sniper never missed a shot thanks to Raul's measurements. After the Sniper moved to Europe, Raul continued on his own; he is now the head of all operations in South America.

Motivation: The search for a decent opponent is what turned Dr. Cerimina seriously to crime. Having been successful in all other endeavors, besting every opponent in business, politics or academia, the doctor is searching for that one person who might successfully thwart him. He is very smug and egotistical. However, he does appreciate a foe's moves if they are brilliant and successful.

Personality: Carrying on the teachings of his father, the Ruler is pompous, curt and snobbish. He demands proper decorum and etiquette at all times and is quite a stickler.

Identifying Quote: "Let's see how you measure up to a true genius."

Tactics: The Ruler is a behind the scenes mastermind, much like James Moriarty, the Napoleon of Crime. His unseen hand will be involved in many major crimes. He prefers to remain behind the scenes, letting his soldiers do the front line work. Only when a foe is absolutely helpless or when the situation drastically calls for it, will he put in a personal appearance.

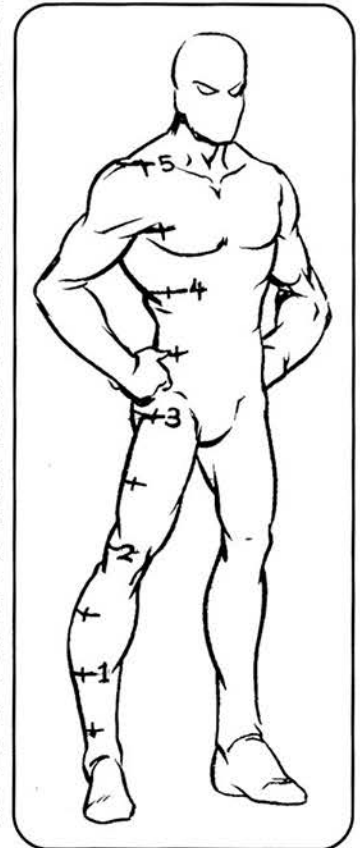
Powers: All of Raul's abilities stem from his amazing intellect. He has the uncanny ability to know the exact distance between any two objects, no matter at what distance he sees them. He can calculate distance, trajectory, and speed in order to come with exact time tables. He has been invaluable in determining pinpoint raids, assassinations, and even surface to air strikes. His advanced intelligence also allows him to gauge the rise and fall of pen strokes, so that he is an excellent forger. In later years, Raul discovered he had a form of telepathy which allowed him to probe his foes to determine their very weakest points. This same probing ability makes him extremely wary so that he is always on the defensive.

Equipment: In order to give himself an edge in any competition, whether it be with a superfoe or one of the men who work for him, Dr. Cerimina has equipped his outfit with a number of special weapons. These weapons are in the costume and are not part of Cerimina's natural abilities. His tape measure belt carries a unit which creates an electronic grid that surrounds his body and acts like a forcefield. This forcefield can repel most missile attacks and punches. His suit can be charged with enough electricity to stun any normal person who touches Cerimina. He also carries three containers of shrinking gas in nodules that have to be thrown to the ground before they activate. This gas effects anyone who breathes it in, causing them to shrink to exactly the height of one foot. This shrinking last for about an hour.

Scenario: The Ruler is a behind the scenes mastermind. He will never be out in the field in any criminal activity. But after your Champion has spent much time in tracking down witnesses, battling lower minions and hired thugs, and deciphering clues, he may find the Ruler of Crime at the center of a criminal web.

Appearance: Normally, Dr. Cerimina dresses as a dapper man of middle years. He wears custom tailored suits from the world's finest shops. In his guise as the Ruler of Crime, Dr. Cerimina wears a yellow body suit marked off with accurate foot indicators that establishes his height at exactly six feet. His suit contains a number of gimmicks that make him a dangerous foe.

Record: Though his involvement in certain crimes is suspected, Dr. Cerimina has no criminal record.



SMUGGLER BLUE (Esteban Ramon Ortiz) Bolivia				
Val	Char	Cost	100+ Disadvantages	
20/50	STR*	30	20	Enraged when sea world is threatened/damaged (11-, 8-)
20/29	DEX*	48		
23/35	CON*	42	30	x2 Body form Flame/Heat attacks
15	BODY	10	10	x1 1/2 Stun form Electrical attacks
18	INT	8	15	Must Immerse self in Salt water once per hour or takes 2D6
20	EGO	20		
13	PRE	3	15	2D6 from temp above 80°
14	COM	2	15	Sees only Black and White
9/30	PD*	15	20	Protector of Ocean Life
10/27	ED*	15	20	Mercenary Attitude
4/7	SPD*	24	25	Hunted by The Swordfish (11-)
9/17	REC*	0	25	Hunted by Hero Group
46/70	END*	0	10	Hunted by Bolivian Police (11-) (x1/2)
40/70	STUN*	9	15	Secret ID
			58	Villain Bonus
* — Stats drop if out of water for 15 min. (-1/2)				
Cost Powers				END
27	2D6 Telepathy, Area of Effect (+1), x1,024 Area (+2 1/2), Sea Creatures Only (-1 1/2) (1/4 end cost)			2
25	Full Damage Resistance, Only Half Damage Resistance after 15 minutes out of water (-1/2)			
4	Acrobatics, Only in water (-1 1/2) (15-)			
6	Stealth, Only in water (-1 1/2) (20-)			
10	Active Sonar, Only in water (-1 1/2)			
10	N-Ray Vision, Only in water (-1 1/2), linked to Telepathy (-1/2)			
4	Superleap, Only in water (-1 1/2)			6 +3" Running
5	Life Support (Breath in Water)			5 5 Flash Def.
30	+15" Swimming			10 UV vision
				10 Power Def.
COSTS: Char. Powers Total Disadv. Base				
226 + 152 = 378 = 278 + 100				
OCV: 7/10; DCV: 7/10; ECV: 7/7;				
Phases: 3,6,9,12/2,4,6,7,9,11,12				

Origin: Not even Ramon himself is sure how he came into the world. His earliest memories are of being gathered up in the net of a fishing trawler off the Bolivian coast. The ship's captain feared him as an evil omen and forced the men to turn the boy over to the authorities. The child was placed in an orphanage and given the name Ramon. Though he looked the same as any child, there was a strange aura to him and no family would adopt him.

Ramon learned much of the reality of the world in that orphanage. He saw skimming, governmental kickbacks, money laundering, and assorted brutality. Being a smart kid, he quickly turned the action around him to his advantage. He became the leader of the orphans, sending them out from the home on various smuggling raids. Soon they were into bigger crimes. Ramon and his band came to the attention of some RAVEN representatives. They offered to set him up in his trade, if RAVEN would set up a smuggling network throughout North and South America.

Motivation: A kind of ecological imbalance is what unconsciously drives the Blue. He'd like to wipe shipping from the waters and end the pollution of the seas. So he tries to make everyone who sails on the waters pay as dearly as possible for the privilege.

Personality: "Just looking out for number one," is Blue's motto. He doesn't really give a darn about anyone. He will get any item and smuggle it any place as long as the price is right. He has a tendency to be a gambler, which already once cost him a major shipment.

Identifying Quote: "He who rules the seas will rule the world. I rule the seas!"

Tactics: Most of the Smuggler's crimes are based around water, whether it be a pirated luxury liner or a hijacked freighter shipment. Occasionally, he will devise a crime and base it around land or air transports, just to spice things up and to throw off the law.

Powers: In order to ply his trade, Smuggler Blue depends on his natural abilities in the water. He can swim at incredible speeds. In the past, he has out raced a speedboat and a torpedo. He seems able to breathe in the water, since he can stay under for extended periods of time. He does indeed have small gills in his throat, which allow him to process breathable oxygen from the water.

Years of swimming and working at great depths have made his body quite powerful. As such, he is able to withstand the pressures of the ocean floor and is quite comfortable at any depth. Smuggler is very strong both on land and in the sea. His superleap from the water puts him in a class with dolphins and certain whales.

He also has the ability to communicate with fish and undersea life. This is not done telepathically or on any conscious level. The communication takes place on a lower, more primitive level that is simply an understanding between brothers of the ocean. This level of communication also gives Smuggler an active sonar in the water.

Equipment: Though he usually relies on his natural abilities to get him out of trouble, Smuggler sometimes likes to use a specially designed spear gun. This spear gun has been augmented to have the firing power of a .357 Magnum. He has spears designed for different purposes, from sonic tracers to exploding heads to blood smell, which is designed to attract sharks. All his spears have the Smuggler's trademark heads, a squared, four prong design.

Weakness: Though Smuggler believes the world is going to heck in a handbasket, he doesn't think it's nature's fault. In other words, he will never do anything to harm creatures of the sea or land. Humans are their own lookout, however.

Scenario: A big cargo of contraband is being shipped into Hometown harbor. On the seas, the vessel will be attacked and raided. Can an SOS reach a Champion in time? **OR** when the vessel reaches the harbor and is opened, the hold is empty. Close examination reveals someone has burned through the hold and removed everything, keeping the ship afloat through large air bags stuffed in the breach. What seafaring villain would be so brazen?

Appearance: Smuggler wears a body suit of various shades of blue (camouflage) to help him blend with his watery surroundings. Speed fins have been added to his arms and legs. These give him greater maneuverability and speed while moving through water.

Record: One count of second degree possession with no jail time served is all that shows up on Ortiz' Bolivian record. However, it is



well known that he is the major supplier for all drugs and other contraband moved through South America. His operation has never been infiltrated and two different UNTIL agents assigned to this task have been found murdered.

Notes: In the stats listed on the previous page, the higher numbers are for use while Smuggler is in the water. After 15 minutes away from or out of water, the GM should revert to the lower stats. Smuggler is hunted by members of The Swordfish, which is the aquatic UNTIL unit. This organization appears in *Superagents*.

SNAPDRAGON (Su Ling Fong) P.R. of China					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	15	Enraged when insulted (11-, 11-)	
29	DEX	57	25	Berserk at the sight of blood (11-, 8-)	
23	CON	26	10	x1 1/2 Stun from Punches	
10	BODY	0	10	x2 effect form Mental & Light Illusions	
20	INT	10	5	x2 effect from Cold attacks (x1/2)	
18	EGO	16	10	1D6 from Temperatures below 40°F	
20	PRE	10	5	Cold-blooded (physical disadvantage)	
6	COM	-2	20	Feels she must prove herself	
14	PD	10	20	Enjoys Killing	
10	ED	5	5	Feminist (x1/2)	
7	SPD	31	25	Hunted by Hero Group	
10	REC	2	30	Hunted by People Republic Secret	
50	END	2		Service (11-)	
50	STUN	18	10	Unusual Looks (-11)	
			15	Secret ID	
			95	Villain Bonus	
Cost Powers					END
40	Martial Arts, 10D6 Punch, 12D6 Kick				
20	Superleap, 8" up, 16" Forward				
10	Acrobatics (15-)				
20	4 levels w/ Martial Arts				
8	+4" Running				
10	Extra Limb — Tail				
15	Stretching 2" (0 End Cost)				
18	Mental Paralysis 2D6, 1 Def, must make Eye Contact w/target (-1/2), does not work vs. those with Flash Defense (-1) (1/4 End cost)				1
20	2D6 HKA (3D6+1 w/Strength), Based on Grab(-1/2)				7
6	2 levels with Grab				
33	4D6 NND Explosion, defense is Hard forcefield and/or hard Ear covers, x4 End Battery				10
5	3 PD, 3 ED Armor (14-) (OIF: Costume)				
COSTS: Char. Powers Total Disadv. Base					
195 + 205 = 400 = 300 + 100					
OCV: 10; DCV: 10; ECV: 6; Phases: 2,4,6,7,9,11,12					

Origin: Born to one of China's wealthiest families as a mutant cursed with a scaly, prehensile tail, Su Ling was sheltered away in a remote monastery. Learning all she needed to live in any world, including how to defend herself, Su Ling quickly surpassed the expectations of her mentors. She excelled in all lessons, even learning to manipulate her tail as if it were another arm.

When she was fifteen, Su Ling ran away from the monastery to seek revenge on the family she hated for abandoning her. She fought her way past an army of guards to reach her father's office. It was here she discovered most of her family's wealth was due to criminal black market activity within the Republic. Faced with death, her father offered Su Ling a place in his organization. When the old man was found murdered by a rival gang in the employ of an American a few years later, Su Ling took complete control of her father's criminal empire.

Motivation: Revenge is Snapdragon's motivation in crime. At first, she wanted to outdo her father, whom she blamed for the death of her mother and her own expulsion from society. She now wants to prove she can run an empire as effectively as any male. She is very calm and will often discuss things for a long time before becoming physical. However she can be swift and deadly, always attacking with her tail first. Her finger popping will become more accelerated as she becomes more agitated.

Personality: A quiet, almost shy personality is the allure of the Snapdragon. She is normally the stereotypical submissive Oriental, a role she uses to her advantage. Her foes seldom expect her capacity for great violence.

Identifying Quote: Snapdragon speaks only Chinese.

Tactics: Sly as a mesmerizing snake, Snapdragon approaches an opponent, snaring him in her gaze. Then she gently caresses him with her tail before snapping his neck.

Powers: Though proficient in numerous forms of the martial arts, Snapdragon's main weapon is her own tail. It is a deadly weapon, capable of being used as a garrote, a whip, or other weapons. It is quite pliable and can stretch

for maximum range and tautness. She has been known to wrap her tail around a victim's throat in order to snap his neck. The tail is prehensile and can be used as an extra limb to hold, lift, or move things. Her developing lizard like talents have strengthened her legs, giving her the ability to make huge leaps through the air.

Snapdragon has wide, almond shaped eyes of deep green. They are unnaturally alluring and she can hypnotize a foe with a glance. Few people can avoid her gaze, and once caught, a foe is at her mercy.

During her years in the monastery, Su Ling learned how to use her fingers to make explosive popping sounds. These "pops" are loud and cause miniature explosions which are more disorienting than they are deadly.

Weakness: In order to use her mesmerizing power, Snapdragon needs to look at her foes. This power can be negated by those with Flash Defense.

Scenario: A very old and expensive Chinese vase is on display at the Hometown museum. When villains break in, they set off an alarm. When the local hero arrives, he will find himself confronted with an army of thugs and a brightly clad woman who looks like the leader of this gang.

Appearance: Snapdragon most often wears a beautiful silk kimono robe and appears very docile. When she goes into action, she reveals a dark red jump suit, complete with a dark hood. Her prehensile tail sticks out of the jump suit, but otherwise remains hidden beneath her kimono. Though she chooses to ignore the fact and hides behind a lot of makeup, as of her last birthday, Snapdragon's skin has slowly begun turning scaly and reddish in color. She stands at 5'6" and weighs in at 120 pounds.

Record: Su Ling is a criminal known to the authorities of the Republic. However, her activities are not often noted, because the authorities tend to look the other way. Su Ling is not as much of a drain on society as her father was, and the authorities agree her business does serve a function. Often her channels are the easiest way to get things accomplished. Snapdragon has also assisted her government, both privately and as a champion of her people.



ZUVEMBIE Haiti					
Val	Char	Cost	100+	Disadvantages	
18	STR	8	35	Hunted by Circle (11-)	
18	DEX	24	25	3D6 from Direct Sunlight	
18	CON	16	20	Hatred of living	
12	BODY	4	20	Bloodthirsty	
10	INT	3	15	3D6 from Holy Water/Objects	
29	EGO	38	8	Will not combat hand to hand	
18	PRE	8	20	Berserk if touched by living person (11-, 11-)	
2	COM	-4			
10	PD	6	15	Blind in Bright Lights	
10	ED	6	10	Unusual Looks (11-)	
5	SPD	22	10	x1 1/2 Stun/Body vs. light attacks	
8	REC	0	30	x2 stun/x1 1/2 Body vs. Fire attacks	
50	END	7	10	Public ID	
40	STUN	10	25	Hunted by Cult of the Black Feather (11-)	
			115	Villain Bonus	
Cost Powers			END		
45	Elemental Control — Voo Doo Powers				
a-49	2D6 RKA, Based on Ego Combat Value Against Power Defense, Does Body damage, Affects Desolids, Must have something belonging to the victim (+3/4) (1/2 End Cost)				10
b-13	2D6 Transformation attack, cumulative (+1/2), Uncontrolled Continuous (+1), Area of Effect (+1), Only works on dead bodies (+2), Only works at night (+1/2), No Range (+1/2)				21
c-22	6D6 Ego attack, Target must have a Psychological fear (+1/2), Linked to Darkness (1/4 End cost)				3
d-26	12D6 Mental Illusions, Takes a full phase (+1/4), Linked to Darkness (+1/2) (1/4 End Cost)				3
e-22	4D6 Mind Control,, Area of Effect, x4 Area, Usable only vs. Zombies (+1), No Range (+1/2) (O End cost)				
f-22	12D6 Mind Control, Based on Physical Attack (+1/2) (1/4 End Cost) (OIF: darts)				3
g-30	7" Radius darkness, No Range(+1/2), Takes a full phase (+1/4) (1/4 End Cost)				3
9	Disguise (13-)				
5	Climbing (13-)				
9	Stealth (15-)				
10	UV vision				
6	Ego Defense (10 pts.)				
4	Language: Idiomatic Spanish				
5	Occult Knowledge (14-)				
20	+6PD +6ED Armor				
16	+2 levels with Elemental Control				
COSTS: Char. Powers Total Disadv. Base					
145 + 313 = 458 = 358 + 100					
OCV: 6; DCV: 6; ECV: 10; Phases: 3,5,8,10,12					

Origin: Little is known of the origin of Zuvembie, Master of the Living Dead. Those who dare speak of him, do so in hushed whispers, weaving the tale of a powerful voodoo priest. His earliest appearance can be traced to a small graveyard on the coast of Haiti. During a strange ritual, a number of corpses were returned to life by a cult called the Black Feather. Whether Zuvembie was of this cult or was actually one of the revived dead has never been confirmed. He instantly took control of all zombies present, turning them against the Black Feather, killing every member. Since then, his reign of terror has gone virtually unchecked.

Motivation: Zuvembie uses his zombie army for personal gain. He controls all drug traffic through the islands. Though most dealers and pushers don't want to work with him, they are even more afraid of becoming one of Zuvembie's legion of the damned. Zuvembie revels in his power over the living.

Personality: Zuvembie acts very mysteriously, keeping those around him in constant fear. He lords it over his minions, brooking no backtalk or interference. He likes it dank and musty, like a crypt. Zuvembie will always have his headquarters in a graveyard or morgue.

Identifying Quote: "Do as I command or fear the wrath of the Living Dead!"

Tactics: Zuvembie will use his armies as cannon fodder, preferring never to directly involve himself in any physical confrontation. He uses all his powers to hypnotize and trap an opponent, making them believe they are under his control.

Powers: Zuvembie has a kind of hypnosis that saps the will, making anyone his mindless slaves. He augments this hypnosis through the use of drugged darts that control the minds of his prey. He can create all sorts of illusions to scare people into doing what he orders. These illusions spring from the smoke and darkness that seems to surround him. He normally has 15 - 20 zombies with him at all times, though he has been known to raise an army of up to 100 undead. He has a number of other abilities derived from the power of Voodoo, including the use of voodoo dolls to inflict pain on his enemies.

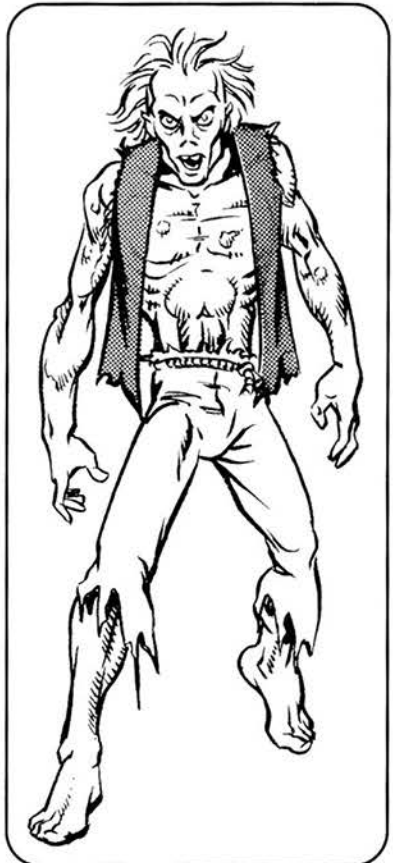
Weakness: Though very strong, Zuvembie is susceptible to physical attacks. His defense will be to order his zombies to create a wall between him and any foe, in order to keep himself from being harmed. He detests even the slightest touch of a living being. So far, he has only been able to raise the dead from their graves at night.

Scenario: People all over the city are disappearing. One of your hero's relatives disappear and was last seen being dragged into a sewer passageway. Can the hero rescue their relative before they become one of the army of living dead?

Appearance: Zuvembie looks like a walking corpse. His skin is pasty white and hangs loosely on his emaciated 6' frame. His yellow eyes have no pupils and his clothes are all grey rags. There is a distinct musty stench of decay about him.

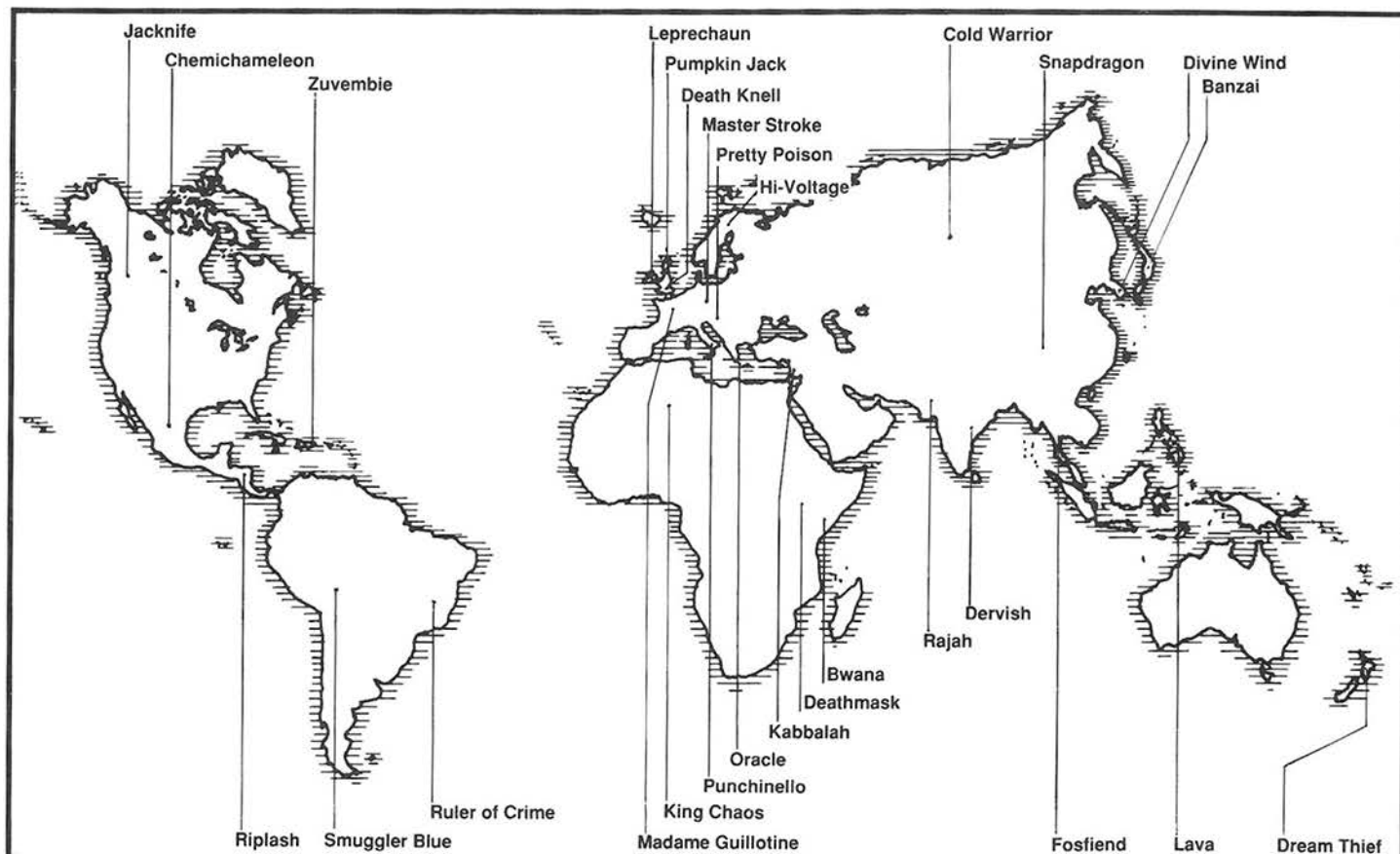
Record: Zuvembie has never been convicted of anything, though his list of known crimes includes murder, smuggling, kidnapping, slavery, drug running and extortion. Even when a champion can capture Zuvembie, most magistrates will release Zuvembie rather than face his curse.

Notes: See Page 32 for a sample Zombie.



ZUSEMBIE'S ZOMBIES — See Page 31					
Val	Char	Cost	100+ Disadvantages		
5	STR	-5	10	x1 1/2 Stun/Body vs. light attacks	
5	DEX	-15	10	Mindless	
20	CON	20	15	Unusual Looks (14-)	
5	BODY	-10	20	Bloodthirsty	
5	INT	-5	20	3D6 Stun, 1D6 Body from Holy Objects	
3	EGO	-14			
25	PRE	15	30	Berserk if there is blood (14-, 8-)	
0	COM	-5	15	Cannot leave grave unless called.	
10	PD	9	15	Become Comatose in Sunlight	
10	ED	6	30	Hunted by Circle	
3	SPD	15	20	Mute	
1	REC	-8			
40	END	0			
40	STUN	22			
Cost Powers					END
12	2 x 1/2D6 HKA, w/Str				
26	1D6 Transformation attack (turns victim into a zombie), cumulative linked to killing attack, killing attack must do body (0 End cost)				
32	3/4 normal physical damage reduction (not vs. magic)				
23	3/4 normal energy damage reduction (not vs. fire or magic)				
40	50 pts. Ego Defense (does not work vs. magic) (+1/4)				
12	+6 levels w/HKA (OCV only +1/2)				
15	15 pts. Life Support				
10	UV vision		5	Stealth (-10)	
-6	-3" running		5	Climbing (10-, 2")	
COSTS: Char. Powers Total Disadv. Base					
25		+	174		= 199 = 99 + 100
OCV: 2; DCV: 2; ECV: 1; Phases: 4,8,12					

RAJAH (Were Form) — See Page 26					
Val	Char	Cost	100+ Disadvantages		
20	STR	10	25	Berserk in combat (11-, 11-)	
26	DEX	48	15	Berserk if injured (14-, 11-)	
30	CON	40	20	x2 Stun from Fire	
12	BODY	4	10	x1 1/2 Body from Fire	
9	INT	-1	20	3D6 Stun from contact with silver	
10	EGO	0	10	1D6 Body from contact with silver	
20	PRE	10	15	Cannot manipulate objects	
20	COM	5	15	Cannot speak	
24	PD	20	20	Bloodthirsty	
21	ED	15	20	Overconfident	
6	SPD	24	8	Afraid of fire (x1/2)	
10	REC	0	8	Likes to toy w/prey (x1/2)	
60	END	0	25	Hunted by Superhero group (11-)	
50	STUN	13	15	Unusual (14-)	
			15	Secret ID	
Cost Powers					END
43	Multiform (11+30+22) (IAF: Medallion)				
13	2x1D6+1 HKA				4
6	+2D6 Presence attack when grows				
15	1/2 Damage Resistance (all Killing attacks)				
1	+2 Enhanced Vision (x1/4) (15-, -1/5")				
6	+4 Enhanced Hearing (x1/2) (17-, -1/7")				
12	+4 Smell Perception (17-)				
10	+2 to Perception rolls				
15	Tracking Scent				7 Stealth (16-)
1	Discriminatory Smell (x1/4)				10 +5" running
5	Night Vision (x1/2)				9 Climbing (13-)
COSTS: Char. Powers Total Disadv. Base					
188		+	153		= 341 = 241 + 100
OCV: 9; DCV: 9; ECV: 3; Phases: 2,4,6,8,10,12					



ENEMIES

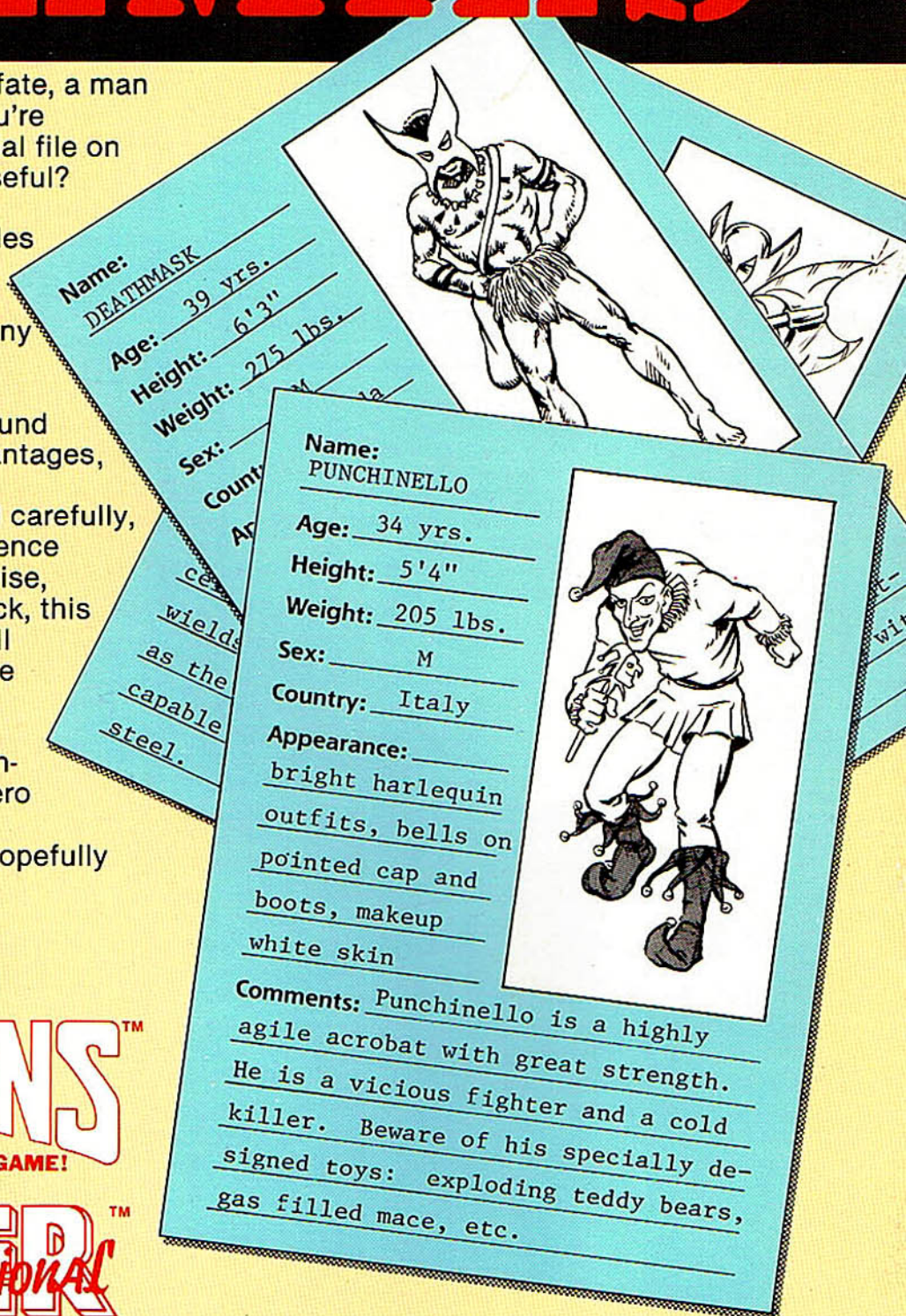
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