



An Enemies Sourcebook for

CHAMPIONS® #417
THE SUPER ROLE-PLAYING GAME™

European **ENEMIES**



By William Tracy

European **ENEMIES**™

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AUTHOR'S NOTES

No matter how you end up using the villains in this book, I hope you get as much fun out of playing them as I did creating them. Remember, you don't have to have super powers and a fancy costume to be a real hero.

Special Thanks: I owe a special thanks to Roger Moore, who encouraged me and got me started in this crazy and fun business. I also want to thank Rob Bell for giving a newcomer a chance to prove himself. I especially want to thank my Mom, Grandma and my fiancée (I love ya Terri) for putting up with me while I was working on this project.

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Printed in U.S.A., First Printing 1991

Produced & Distributed by Iron Crown Enterprises, Inc., the exclusive manufacturer of Hero Games.

Stock #417

ISBN: 1-55806-120-7

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INTRODUCTION

On his way to work, William-Smythe Ashbury notices a wedding taking place in front of one of the many fountains that stand in front of the Eiffel Tower. Ashbury, a young man of British descent, smiles as he takes off his bowler hat and enters a small brownstone building within view of the towering Paris monument. He fondly remembers his own recent wedding, as he rides the creaking elevator down into a sub-basement that few people know exists below the innocuous looking building.

Thirty feet beneath the street level of Paris, the elevator comes to a halt and the ancient looking elevator doors open quickly with a pneumatic hiss. Ashbury quickly flashes his UNTIL ID badge, proclaiming him to be one of the senior Monitors for the European branch of the special organization.

Ashbury moves quickly through the hallways and comes to a door marked "Monitor Room". After the electronic retinal ID device establishes his identity, the door quietly opens and he moves through the doorway. The large room is dimly lit by a number of computer screens and monitors. An advanced communications nexus, the Monitor room serves as a major means for the UNTIL monitors to observe supervillain activity in Europe.

Andre, the third shift commander, warmly welcomes Ashbury, his relief man. The bloodshot look in Andre's eyes warns Ashbury that it has been a busy night. After a few terse explanations, the tired Andre points to the reports on the office desk and then leaves for home and a much deserved rest.

Ashbury sits back in the desk chair and then begins reading the reports. The monster known as Glacier was still on its way towards Oslo, while the different European solos and superhero groups argued over who should take the mammoth down. There were the usual rumors that the national heroes of various Eastern European were going to form their own group. The recent social and political changes sweeping Eastern Europe had put a definite strain on monitoring superpowered activities in that area.

There were the usual reports concerning recent thefts by the Blackjack in Monaco, and Zephyr in Luxembourg (Ashbury had no idea why UNTIL even fooled with such small time operators). There were a few reports concerning the possibility that the eco-terrorists Floodgate (of the Netherlands) and the Black Druid (from Ashbury's British Isles) were working together to destroy Duchess Industries.

Just as Ashbury got through going over the most recent reports, a junior Monitor excitedly entered his office and reported that the British punk villain group known as Argent Anarchy, and the deadly European villain group known as

Eurostar, were battling each other in downtown London. To make matters worse, the group of European jewel thieves known as the Triad had become embroiled in the battle while making their get away, after having stolen some jewelry from the Tower of London.

Ashbury activates his monitor screen, and watches the news report of the chaotic battle in downtown London. He briefly considers ordering local UNTIL agents to join the battle, until he sees who is arriving on the scene. Not only were members of the London Watch and the Nightwatch joining the fight, but assorted members of the New Knights were arriving while STOP agents began to cordon off the area. Ashbury grimaces and gets ready for a long day, wishing that he and his newlywed bride were still in the Alps on their honeymoon.

Realizing that he better do some homework on the opponents involved in the London battle, in case it got even more out of hand, Ashbury called up a classified UNTIL computer file simply known as European Enemies.

WHAT'S INSIDE

Welcome to yet another Enemies File for the heroic role-playing game, *Champions*. The title of this book speaks for itself: *European Enemies*. This roster book features enemies that are based in Europe, and who are, for the most part natives of that continent. Most all of the nations of continental Europe have at least one native superhero or villain listed here. No native Russian characters are listed, since a separate *Champions* product, *Red Doom* (updated in *Classic Organizations*), covered this area. An earlier *Champions* supplement, *Enemies: The International File*, describes a number of international enemies, some of which hail from Europe. A more recent *Champions* product, *Kingdom of Champions*, describes a number of British villains and heroes.

Most of these characters will be encountered in their country of origin. Two of the supervillain teams in the book, Triad and Eurotrash, can be encountered anywhere in Europe. Triad might even be encountered in the United States, if the prize was big enough to gain their interest.

The book starts out with a description of three supervillain teams. One, Argent Anarchy, is a group of punk rockers who have been cybernetically enhanced. The second group, known as the Triad, is a mysterious group of thieves that have committed jobs all over Europe. Lastly, Eurotrash, a group of sophisticated political terrorists, is presented.

The rest of the book is filled with a number of solo operators who could easily become embroiled in battles with the characters. Most of the characters from Eastern European countries are their nation's national hero, not a villain.

Unfortunately, the chaotic times in Eastern Europe might lead to an accidental confrontation between the player characters and a Eastern European hero. Such heroes include the giantess Carpathia, and the brave Cavalry of Poland.

The villains in this book range from simple thieves who try to avoid direct conflict (such as Blackjack of Monaco), terrorists (like the Yugoslavian Spector), misunderstood victims of chance (such as Hoarfrost) and mercenaries (like the Italian Gladiator).

HOW TO USE THIS BOOK

If the referee elects to set up his Champions campaign in Europe, this book, along with the *Enemies: The International File*, *Red Doom* and *Kingdom of Champions*, will all prove invaluable. But the referee should not just depend on **Champions** products. The referee should go to his local library and do some research on Europe, so he will set the proper ambiance to go along with the unique campaign setting.

Books on European history, politics and myths will provide a wealth of information for creating plot lines and superpowered heroes and villains. Tourist information books will help the referee when he is describing the settings, especially if he sets a scenario up near a monument or other popular tourist attraction. The referee should also pick up some newspapers and read about the current events occurring in Europe. The ongoing changes in Eastern Europe are very important to a referee that wishes to maintain an air of reality in his campaign.

But what if the campaign is not set in Europe? The heroes might decide to go to Europe on vacation and accidentally encounter these villains. This happens all the time in comic books.

Alternately, the heroes could possibly go to Europe in their heroic identities. They could be doing this because they are chasing an enemy who escaped and is heading for Europe. Or perhaps they have become involved in some conspiracy in which various clues point to a mastermind that happens to live somewhere in Europe.

The characters might be going to Europe on some sort of public good will, or promotional tour. European villains might go after them, wanting a chance to prove themselves against American superheroes. Also, going to Europe in their heroic identities could draw the attention of the dangerous Huntsman and his Pack.

The best part about having the heroes go to Europe is that they will get to adventure in exotic locales, instead of the usual hometown settings. Imagine, a fight on top of the Eiffel Tower, or a chase through the ancient Coliseum in Rome, Italy.

The referee can also arrange for a villain to come to America, for some special job. Just make sure they come to America for a reason that fits their background. For example, Gladiator could come to America to join in with a new supervillain team of hired mercenaries. Eurotrash could be in America to kill an important political official that is visiting America.

The villains in this book cover a wide range of character types: there are thieves, mindless monsters, fanatic terrorists, and mad megalomaniacs. There even a few mystical villains.

Even though they are not grouped together as a team, the various heroes of the Eastern European nations are unofficially considered to be part of a team. Their history and origins are briefly explained in the next section.

Finally, don't forget the language barrier, even though a large number of Europeans know some English. Most of the villains have at least a small understanding of English, so they can speak with the characters (and so the referee can horrify his players with bad accents).

EASTERN EUROPE

The term supervillain doesn't really apply to some of the characters included in this book — some are considered to be heroes in their native countries. Due to the current chaotic atmosphere in Eastern Europe, a casual encounter with one of these national heroes might turn into a full scale battle. Such battles, surrounding misunderstandings are a mainstay of the comics, and could easily be worked into a **Champions** campaign.

The recent democratic changes in the various Warsaw Pact nations have lessened the chance for such a conflict, but the characters might still accidentally become involved in some sort of deception set up by a villainous group. Such a plan might involve the player characters in a battle with one or more of these Eastern European heroes.

The various heroes of the Eastern European nations were technically considered to be part of a team known as the Warsaw Pact, but they have only all met together once. This was when the creation of the team was first publicly announced, about a year ago. The formation and announcement of the Warsaw Pact team was arranged by certain Russian masters of propaganda. The meeting that they had was filled with tension, and very little was accomplished. The recent changes in the political climate of Russia and the Warsaw Pact nations have affected the future of this team.

There are rumors that the former Russian satellite nations are planning to re-form the team, under a new name, Glasnost. Other rumors circulating about the new team indicate that at least one Russian hero would be an official member. On a similar note, various members of the Supreme Soviets and the Comintern, two now-defunct Soviet groups (see *Classic Organizations*) have formed a superhero group known as the New Guard in Poland. What effect this will have on the Warsaw Pact team or the formation of a Glasnost team is yet unknown.

Of course, the GM might want the Eastern European heroes to be a team that works together all the time. Or they could be brought together one more time to face a terrible menace, or to give the player characters an interesting challenge. Whether or not the team actually forms is up to the individual GM. A Gamemaster and his players might even use these national heroes as player characters and play out a campaign featuring the Glasnost team.

(Note: The information concerning the formation of a new Eastern European hero group has been left rather vague, leaving it up to the individual GM to finalize the details for his personal campaign. Also, the shifting nature of current Eastern European affairs makes it hard to predict the actual formation membership of such a group.)

EDITOR'S NOTES

More characters. You asked for them, and you got them. Here are forty two more *Champions* characters. Each has been presented so that they will not just fill up a night of gaming, but they will become a living breathing, part of a campaign. In order to do this, and to include the maps and flags to identify the character, the layout was expanded. The day of "one character — one page" is over. As comics and campaigns become more in depth, so should the write-ups of enemies.

Don't forget that these characters are not isolated, nor are they static. They should constantly change and grow as real people do. Zephyr, for example, could easily become a supervillain in the truest sense, or she could learn to use her powers for good. Vlad could learn more of the outside world, and leave his castle to encounter the heroes time and again as his manic side formulates new plans to rule as his ancestors did. The Piper, Silhouette, or das Wall could all easily team up with one another or other villains for various reason and to accomplish various goals. They can travel to the U.S., or be transplanted there with a little bit of work.

They don't always need to be encountered in their country of origin, either. Travel from nation to nation is quite common in Europe (like traveling from state to state in the U.S.). While many of these villains have passports, almost all can manage to travel across borders fairly easily.

Remember also that European enemies should act differently from American villains. The cultures are different, and the people are too. The way people react to superheroes and superbattles is probably different as well. Don't however, fall victim to stereotyping. Not everyone from France is an arrogant fop and not all Germans are as WWII movies and comics would have you believe.

Be wary of clichés. Clichés can sometimes, once in a while, be useful in order to set up a character and make it so the players can identify with him, but beyond that, they are detrimental. Once you have The Piper firmly established in your campaign, don't have him continue to commit just kidnappings. Go beyond the cliché and have him do something else.

Give your European adventures with interesting people and different settings and they will be some of the most interesting gaming sessions that you have ever had. European enemies are both alike and dissimilar to American villains, and the players should quickly realize this and have their characters act accordingly. Filing your campaign with villains, heroes and adventures from Europe will both make the world seem smaller and your campaign seem richer. One way or another, the heroes should learn that superheroing can take you anywhere around the globe, and that not everyone who wants to rule/destroy/pillage the world lives in New York.



ARGENT ANARKY

Membership: Maximum Overdrive (leader), Neon, Chromedome, Silver Hyena.

Origin: "Listen up all you scum out there that think your punk band is hot stuff! Alfie Agony, owner of The Raw Sore, the raunchiest punk club in Liverpool, is having a band contest. The survivor gets a one year gig at the Raw Sore."

Alfie's idea would have worked, except that he forgot one thing — punk violence. The battle of the bands began before any musicians stepped onto the stage. Only four musicians were left standing after the carnage was wrought, and each one was from a different band. Alfie declared them the winners by default and gave them the contract. Calling themselves Raw Sore Pus, the four soon discovered that they actually worked well together. They formed a partnership, growing to trust each other over a period of time, despite the constant friction created in their company.

Unfortunately, Alfie owed a rather large sum to a local crime organization, which was led by the woman known as Mystery (see *Kingdom Of Champions*). To stop Mystery and her mob from turning him into a fish and chips dinner, Alfie gave the mob the club and everything else, including the band's contract. The band was less than happy with their new boss ("a bloody old bird — old enif to be me mum"), and her organization. Of course, Mystery wasn't exactly thrilled with the band's appearance or attitude. The fact that the little witch in the group spit on Mystery probably also had something to do with the crimeboss' final solution.

Mystery's mob had recently hijacked a truck they thought contained expensive computer parts. Instead, it contained various experimental cybernetic body implants that had been confiscated by M.I.5 from a secret lab belonging to Doctor Destroyer, along with some basic instructions on how to implant them. Hiring some rogue scientists and doctors, Mystery soon found out what the strange electronics were.

The mob needed some guinea pigs to "try on" the new stuff. Since her scientists did not know if a person would survive, or stay sane, after having the cybernetics implanted in their body, Mystery decided to test the implants on someone she didn't like. They kidnapped the band members and had a mob surgeon put them under the knife.

Mystery's scientists had figured out that certain fail safe features built into the cybernetic circuitry could be programmed so that the cyborgs would be completely under her control. Unfortunately, one of the band members, Maximum Overdrive (Max), used his newfound powers and his electronic knowledge to destroy the control circuits and free all the band members from Mystery's control.

After escaping, the punkers made a few decisions about what to do. Max suggested that they start taking from society what had always been denied them. The others agreed, and so they re-named themselves Argent Anarky. They soon became known as one of the most destructive and psychotic supervillain teams in England, and most of Europe. Their crimes are often acts of vandalism, and sometimes include

violent attacks on innocents. They have publicly defaced a number of national monuments, beat up the guards at Buckingham Palace several times and spray painted graffiti on the Queen Mother's personal carriage.

The punkers still occasionally play at various underground punk clubs. Any English punk bands, especially ones from Liverpool, that publicly compare themselves to Argent Anarky, usually end up in the Thames. Several encounters between the London Watch (see *Kingdom Of Champions*) and Argent Anarky have ended in stalemates.

Argent Anarky is made up of the psychotic female singer known as Silver Hyena, a metal-skulled giant named Chromedome, the gas enshrouded Neon, and their machine controlling leader known as Maximum Overdrive.

Tactics: In a battle, Overdrive and Neon usually work solo, due to the effects of their powers. Overdrive will sometimes use one of his controlled machines to push an enemy into Neon's gas cloud. Chromedome and Silver Hyena will usually work together, attacking the strongest of their enemies.

Group Relations: The members of Argent Anarky barely get along, and the team is mostly held together by the willpower of Maximum Overdrive. Maximum Overdrive has convinced the other members that they can only trust each other, and that working together makes them unstoppable. Oddly enough, even though they often fight amongst each other, they would never think of betraying one another. All three male members are in love with Silver Hyena, which is one of the main things that they fight over. The psychotic Hyena thinks the way they fight over her is hilarious, and she enjoys flirting with all three of them.

Reputation: Argent Anarky currently has a rather small reputation, due to the fact that they have been operating for only about a year. At the same time, S.T.O.P. has publicly declared the group of punkers to be one of the most dangerous supervillain menaces in Great Britain.

To make things even harder on them, one of the few people who has heard of them is Doctor Destroyer, and he quickly surmised where they had got their powers. Seeing that his devices were used so successfully, he wishes to capture and study the members of Argent Anarky.

Scenario Use: Argent Anarky is usually involved in highly public displays of vandalism. They love to disrupt highly publicized community activities, such as parades. They have been known to show up at government ceremonies, just to cause trouble and show their contempt of the authorities. In the past they have attacked up-and-coming bands from Liverpool, breaking the band members' fingers so that they will never be able to play again. Rumors have been floating around that they have publicly challenged another group of villainous superpowered rockers known as Roadkill (see *Roadkill*). Argent Anarky has yet to hear if this American band is going to accept and join in a battle of the bands.

MAXIMUM OVERDRIVE					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	20	Passionate Machine Lover	
30	DEX	60	25	Distrusts most humans/living beings	
25	CON	30			
20	BODY	20	20	Distinctive Feature (Concealable, Extreme) Silver Skin	
20	INT	10			
50	EGO	80	15	Hunted by Scotland Yard 11-	
10	PRE	0	15	Hunted by the London Watch 8-	
10	COM	0	20	Hunted by Mystery's Mob 8-	
8	PD	6	20	Hunted by Doctor Destroyer 8-	
11	ED	6	10	Reputation (Leader of Argent Anarchy) 11-	
6	SPD	20			
10	REC	6	10	Public ID	
50	END	0	300	Villain Bonus	
41	STUN	3			
Cost		Powers		END	
25	E.C.: Machine Control Powers				
a-20	10D6 Mind Control, 0 END Cost, Only works on computers or other machines w/INT (-1 ½)				0
b-48	40 STR TK, 0 END Cost, Fine Manipulation, Only works on metal/machines (-½)				0
c-20	10D6 Telepathy, 0 END Cost, Only works on machines and computers w/INT (-1 ½)				0
30	Damage Reduction 50% Physical Resistant				
30	Damage Reduction 50% Energy Resistant				
30	Damage Reduction vs. Mental/EGO attacks 50% Resistant				
30	Total Life Support				
Skills and Talents					
10	Eidetic Memory				
3	Lightening Calculator				
11	Electronics 15-				
11	Mechanics 15-				
3	Computer Programmer 13-				
3	Inventor 13-				
3	Streetwise 11-				
6	KA: Liverpool 15-				
6	PS: Musician (Keyboard/Synthesizer)				
OCV: 10; DCV: 10; ECV: 17; Phases: 2,4,6,8,10,12					
Costs:					
	Char	Powers	Total	Disadv	Base
	241	+ 314	= 555	= 455	+ 100

Background: Danny's father was the owner of a local fix-it shop in Liverpool. His father taught him how to fix and build all sorts of mechanical things. Unfortunately, Danny's father was kinder towards the machines than he was to his son. He was always yelling at Danny if he didn't fix something exactly right. This caused the youth to become rather shy towards people, while causing him to grow more comfortable with machines since they didn't yell at him and call him names.

Danny decided at an early age that he would not stoop to merely making a lousy living fixing other people's home appliances. Unfortunately, there was no way he could make it to college to get a good degree. Desperate for a chance to make it, Danny found out that he had an ear for music, and he was really good at playing electronic synthesizers. Danny talked some "punk" acquaintances, who were also musically inclined, into forming a band.

The band was one of the contestants at the battle of the bands at Alfie's. Danny was barely able to survive the riot, while none of his fellow band members did. Danny, desperate to make it, talked the other surviving musicians into forming a band so that they could get the permanent gig with Alfie. Danny's craving for success became the unifying force that held the band together even though they barely knew each other.

When Danny was changed into Maximum Overdrive, he became even more forceful and charismatic. He saw the cybernetic implants and new powers as a way to become even more successful and independent. He convinced the others that they would never have to depend on anyone ever again (except each other), thanks to their new abilities.



Quote: "Machines are really what's running the world now, and I control the machines."

Personality/Motivation: Maximum Overdrive is an intense and brilliant foe, who feels more kinship towards machines than he does living beings. His is a charismatic and domineering personality, that while repressed when a youth, has come to bear with a fierceness and lust since his conversion into a cyborg. He enjoys publicly ridiculing the human society that he feels rejected him.

Despite his need for independence and his general dislike for people, Max actually does care somewhat for the other members of Argent Anarchy. He feels this way because they are partially machines now themselves, and because they need his leadership.

Powers/Tactics: Maximum Overdrive's main power is his control over machines. He is able to mentally cause them to move and obey his wishes. His TK can be used to move any sort of metal objects, though he prefers using machines that can attack with their normal capabilities (such as ramming foes with vehicles, or attacking with heavy construction machinery).

In battle he manipulates any nearby machines into attacking his foes. If no machines are nearby, he will use his TK to attack his foes with any nearby metal. Max can also mentally control any sort of machine that has an INT score, allowing him to mentally control the functions of any computers or robots.

Appearance: Maximum Overdrive wears leather clothing dyed silver, with electronic circuit diagrams and parts sewed into them. His skin has been plated with a silver metal, and it is covered in circuitry, wires, and input/output jacks. The machine control and TK devices are within a module implanted into his right temple.



SILVER HYENA					
Val	Char	Cost			
25	STR	15			
33	DEX	69			
25	CON	30			
18	BODY	16			
5	INT	-5			
10	EGO	0			
19	PRE	9			
10	COM	0			
12	PD	7			
12	ED	7			
6	SPD	17			
10	REC	0			
50	END	0			
44	STUN	0			
Cost	Powers		END		
27	4D6 EB, NND (Sonics), AE Cone, act. 10-		6		
45	2D6 HKA, AP, (3D6 w/ STR)		4		
45	Armor (+10 PD/+20 ED)				
10	+5" Running (11" total)		2		
10	+10" Superleap (15" total)		5		
10	Clinging				
30	Total Life Support				
5	IR Vision				
5	UV Vision				
10	Tracking Scent				
15	+5 Perception (all senses)				
Skills and Talents					
3	Ambidexterity				
5	Defense Maneuver				
3	Double Jointed				
3	Lightsleep				
3	Perfect Pitch				
3	Acrobatics 14-				
3	Breakfall 14-				
3	Contortionist 14-				
9	Mimicry 14-				
3	Stealth 14-				
6	PS: Singer 15-				
6	AK: Liverpool 15-				
2	Combat Skill Level w/ HKA (+1 OCV)				
100+ Disadvantages					
25	Berserk if Chromedome stunned 14-, 8-				
10	Vengeful				
25	Psychotic				
15	Enjoys using men				
25	Distinctive Feature (NC, Extreme Reaction) Silver				
	Metallic Skin				
10	Reputation (Psychotic Killer, Extreme) 8-				
15	Hunted by Scotland Yard 11-				
15	Hunted by London Watch 8-				
20	Hunted by Mystery's Mob 8-				
20	Hunted by Doctor Destroyer 8-				
10	Public Identity				
139	Villainess Bonus				
OCV: 11; DCV: 11; ECV: 3; Phases: 2,4,6,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	165	+ 264	= 429	= 329	+ 100

Background: Some people are simply predisposed to becoming a supervillain.

Fiona Michaels had always been odd. She wasn't very pretty, and her hair turned grey-silver while she was still young. She had a beautiful voice, but this was offset by a hideous barking laugh. To make this worse, she laughed and giggled a lot, but for no real apparent reason, except when she cackled at someone else's misfortune.

She also had a habit of letting her nails grow very long, and those around her often found themselves "accidentally" scratched by her long nails. When this happened, she only laughed her hideous cackle — even if it was someone she liked. Her love for blood and violence has long been apparent.

Fiona was raised in the poor section of Liverpool by her alcoholic father. He was a nightwatchman at a local factory and by the time he got home in the morning, he was always drunk. If he didn't pass out when he first got home, he beat Fiona without reason before going to sleep.

This kept up until Fiona's fifteenth birthday, when she took a butcher knife and stabbed her father to death. Looking at her dead father sent the girl over the edge. She escaped from justice by disappearing into the underground punk culture of Liverpool. She survived by stealing and leeching off various boyfriends.

One such boyfriend, who later mysteriously disappeared, jokingly suggested she become a singer since she had such a beautiful voice. She took him up on his challenge, entered a singing contest and actually won. Fiona soon got a new boyfriend, who was a member of a punk band known as Tattered Arteries. She became the singer for the band, which later entered Alfie's famous band contest. She survived the horrible brawl not by hiding, but through her viciousness and lust for blood.

The cybernetic implants have driven Fiona completely mad, and she is now an almost mindless killer. In her now totally deranged mind, she sees the implants and cyberware as the greatest thing that has ever happened to her. They have allowed her to do what she has always wanted to do: kill and maim as she pleases, with everyone — male and female alike — powerless to stop her.

Quote: "I rip, you die! Ha, ha, ha, ha, ha, ha, ha..."

Personality/Motivation: Fiona is a mindless, psychotic killer who loves to use her claws on anyone, especially older men who remind her of her father. When she is not in a berserk rage, she flirts with the other team members.

Even when not enraged, she will sometimes kill or maim a bystander for no reason. Normally she will do this when in a situation where she will not get caught, but she is not always that careful. She is terribly untrustworthy, even by the other members of the band. Her lust for killing and her uncaring attitude may one day be the undoing of the group — but for now she realizes that their company allows her to commit even more acts of vandalism and violence.

She cannot be reasoned with or calmed down, and she never surrenders.

Powers/Tactics: Silver Hyena has an impressive selection of powers stemming from her cybernetic implants. A vocal amplifier in her larynx gives her a sonic attack while metal claws allow her to rip at her opponents' flesh. Artificial muscle throughout her body gives her great strength and speed, and allow her to exist in any environment. She can also cling to various smooth surfaces. Various cyber-ware devices increase her senses dramatically.

Hyena begins a battle by laughing at her enemies, using her sonic attack. She then charges into close quarters, using her acrobatics and dexterity to dodge attacks. She loves to run and leap through a crowd of enemies, slashing with her claws madly as she moves through them. She especially enjoys slashing at an opponents' eyes.

She and Chromedome often attack in concert (see Chromedome's Powers/Tactics).

Appearance: Silver Hyena is slim and short, with the body of a gymnast. She is not by any means beautiful, although there is something odd about her appearance that many men find fascinating. The skin on her torso and limbs has been plated with a reflective silver metal. She has silver hair, and her feral features are usually twisted into a snarl.



CHROMEDOME					
Val	Char	Cost			
20	DEX	30			
40	CON	60			
30	BODY	40			
8	INT	-2			
10	EGO	0			
20	PRE	10			
6	COM	-2			
12	PD	0*			
10	ED	0*			
4	SPD	20			
18	REC	0			
80	END	0			
75	STUN	0			
* STR bought at 0 END Cost, Density Increase already figured in					
Cost	Powers	END			
17	+5D6 HA (Head Butt), Double KB, 0 END Cost, Rqrs Skill Roll (11-), Must do Move Through (½)	0			
13	Density Increase (2 lvls, +10 STR, x4 mass, -2" KB, +2 PD/+2 ED, 0 END Cost, Persistent, Always On	0			
30	Damage Reduction 50% Physical Resistant				
30	Damage Reduction 50% Energy Resistant				
32	-16" KB Resistance (-18" Total)				
30	Total Life Support				
Skills and Talents					
3	Immunity to alcohol				
5	1D6 Luck				
3	Interrogation 13-				
3	Persuasion 13-				
3	Streetwise 13-				
6	AK: Liverpool 15-				
6	PS: Musician (Drummer) 15-				
2	Combat Skill Levels w/Head Butt (+1 OCV)				
100+	Disadvantages				
10	2x BODY from Sonics				
25	Berserk if Silver Hyena stunned 14-, 8-				
15	In love with Silver Hyena				
15	Loves animals				
15	Loves to beat people to a bloody pulp				
15	Bigot (Former skinhead)				
25	Distinctive Features (NC, Extreme), Silver Metallic Skin				
10	Reputation (Mindless Brute) 8-				
15	Hunted by Scotland Yard 11-				
15	Hunted by London Watch 8-				
20	Hunted by Mob 8-				
20	Hunted by Doctor Destroyer 8-				
10	Public ID				
89	Villain bonus				
OCV: 7; DCV: 7; ECV: 3; Phases: 3,6,9,12					
Costs:	Char	Powers	Total	Disadv	Base
	216	+ 183	= 399	= 299	+ 100

Background: The first thing Tom really remembers is living in the streets of Liverpool with his pet kitten. He has no memory of his parents, and he doesn't even remember his last name. Tom grew up surviving on the streets, his only real friends being stray animals. Tom has always been bald, and big for his age, even when he was a child.

All the children, and a lot of adults, picked on him because of his baldness and low intelligence. A group of his tormentors, a minority street gang, killed his pet kitten in front of his very eyes. This event shaped his tiny intellect, producing uniformed opinions and ignorant prejudices. Since then, Tom has been easily influenced by prejudices against minorities, and by bigoted beliefs and hatreds.

When Tom got older, he got a lot bigger and a lot stronger, and he was able to get even with the bullies from his past. He eventually hooked up with the 'Skinhead' movement, and became known as one of their most brutal enforcers. He met some other Skinheads who had formed their own band (Goose Step), and soon discovered he had a natural talent for playing the drums.

The Skinhead band was one of the contestants at Alfie's bar, but Tom was the only member to survive the riot. Maximum Overdrive was able to convince Tom to join the band made up of the survivors of the fight.

He now uses his cyber-enhanced abilities to be the strong-arm of Argent Anarchy, as well as a very good drummer.



Quote: "Eat chrome, ya bloody 'uperpowered puke."

Personality/Motivation: Tom is a nasty brute and loves the feel of peoples' bodies mashed underneath his feet. He enjoys combat, always picking a fight with the strongest person in a group of enemies. Deep down he despises Max, because of Max's intelligence and inflated ego. Tom is motivated by a deep anger that burns within him, centered ultimately around the frustrations of his childhood. The anger is offset by the affection he has for animals, and his unrequited love for Silver Hyena.

Powers/Tactics: Tom is now as much machine as man, with cybernetic flesh replacing most of his own natural skin. This dense metal provides great protection for him, as well as conferring great strength via tiny servo motors within the cyber-flesh.

Chromedome will always fight toe-to-toe with the strongest of his enemies, automatically assuming that the hero is a bully. His first action in combat will be to rush in and charge his foe. He will then slug it out, cracking his skull into the hero's face. Silver Hyena often jumps on the back of the hero Chromedome is fighting, and start clawing at his eyes. While the hero is distracted, Chromedome will rush him for another head butt. Silver Hyena will then jump off before Chromedome hits.

Appearance: Chromedome is an ugly, hulking man, and wears ripped denim jeans and white tee-shirts. He usually has heavy work boots on his feet. His torso, the top of his skull, and his limbs have been plated with a silver metal. The bald giant wears a large safety pin through one of his nostrils.



NEON					
Val	Char	Cost	<i>Decomud</i>		
15	STR	5			
20	DEX	30			
15	CON	10			
15	BODY	10			
15	INT	5			
10	EGO	0			
18	PRE	8			
20	COM	5			
10	PD	7			
15	ED	12			
5	SPD	20			
10	REC	8			
60	END	15			
30	STUN	0			
Cost	Powers			END	
71	1D6 RKA (Gas Cloud), NND (Life Support), AE Radius 6", 0 END Cost, Continuous, Personal Immunity			0	
52	Darkness vs. Normal Sight 3" Radius (Gas Cloud), 0 END Cost, Personal Immunity			0	
30	6D6 EB, END 0, Only works in gas cloud (-1/2)			0	
30	Total Life Support				
Skills and Talents					
18	Danger Sense in combat only 15-				
30	Find Weakness w/EB 15-				
3	Lockpicking 13-				
3	Sleight of Hand 13-				
3	Streetwise 13-				
3	Stealth 13-				
3	Forgery 11-				
6	PS: Musician (Electric Guitar) 15-				
6	AK: Liverpool 16-				
100+	Disadvantages				
20	2x STUN from EB				
20	Paranoid				
10	Prankster				
20	Coward				
15	Distinctive Features, (Concealable, Extreme) Glowing Green Eyes				
10	Reputation (Member of Argent Anarky) 11-				
15	Hunted by Scotland Yard 11-				
15	Hunted by the London Watch 8-				
20	Hunted by Mystery's Mob 8-				
20	Hunted by Doctor Destroyer 8-				
10	Public ID				
118	Villain Bonus				
OCV: 7; DCV: 7; ECV: 3; Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	135	+ 258	= 393	= 293	+ 100

Background: Nigel was raised by his father in Liverpool. His mother, a prostitute, left Nigel and his father just after he was born. His father was a small-time thief who taught Nigel the tricks of the trade. When Nigel's father always talked about making the big score, so they could live "like the royal family itself," the young lad believed him, until the day Nigel turned sixteen when his father was killed during a burglary.

The death of his father profoundly affected the youth, and soon after Nigel swore that he would make the big score, but not the way that his dad had tried. He used an electric guitar that he bought from the fence that he had used to unload so many of his ill-gotten gains to teach himself how to play. Surprisingly enough, he found that he was quite good and was a fast learner.

He then forced his way into the punk scene. He was not a fighter, but by using cunning and guile (as well as some of the skills he learned from his father), he climbed the ladder of success. He felt that his big score would be one of money and fame gained through music. Unfortunately, fate did not have the same plans the Nigel did.

While with the band Wasted Scum, he was on the verge of making it big. Their agent told them all that they needed to do was make one more "big score" as Nigel always put it, and the record contracts and the big time would be theirs. Unfortunately he felt that the big score would be winning Alfie's ill-conceived contest. Nigel survived the ensuing riot by hiding under a table. He then joined Max and the others in forming the new band. He no longer hopes to be the music star as he had hoped, and in fact, his goals have turned more towards those of his criminal past. Now that Nigel and the others have become superpowered, he has little doubt that he will make a score much bigger than his dad ever dreamed of.

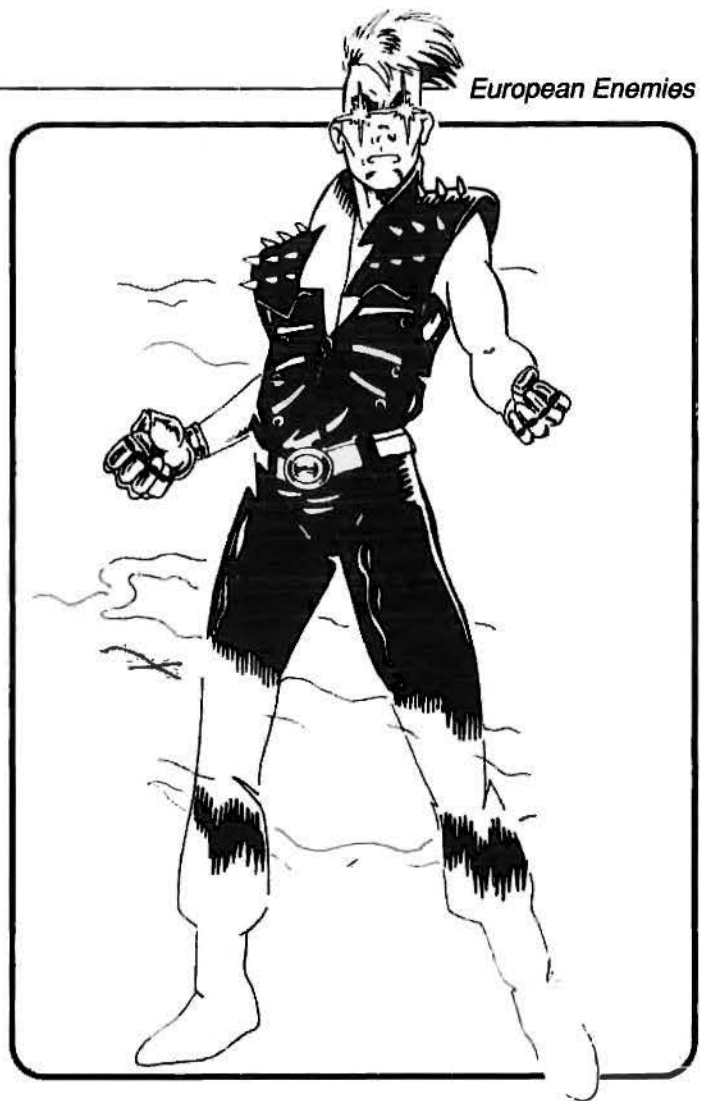
Quote: "Whatsa matter? Havin' trouble breathin' bloke?"

Personality/Motivation: Nigel is a slimy weasel, whose goal is to make the "big score". His father's death caused him to become a coward, and slightly paranoid. The only people he barely trusts are the other members of Argent Anarchy. Nigel is very brave when he is inside his cloud of neon gas, yelling insults at his opponents.

Powers/Tactics: Neon is able to release a large cloud of neon gas that gets denser the closer you get to its center, where he is. Nigel is immune to the poisonous effects of the gas, and he can easily see through the it — although others cannot. Anyone entering the cloud is subject to the poisonous gas and Neon's energy blasts, which only work inside the neon gas cloud. The cloud moves with him, allowing him to hurt innocent bystanders and draw heroes into the cloud.

Nigel is very much a defensive fighter, retreating into his cloud as soon as a battle starts and taking out those who would be the greatest threat to himself. If retreat seems a better option than fighting, he will always choose it. When in a retreat, he will use his gas powers to his full advantage.

Appearance: Nigel wears punk-style leathers, dyed a putrid green. Nigel is short with greasy hair tied into a ponytail at the nape of his neck. His face is pock-marked with acne, and he has a pale complexion. Nigel's eyes have been replaced with cybernetic implants, which always glow with a neon green color. His hands have been replaced with cybernetic hands.



TRIAD

Membership: Casca, Incubus, Cockney

Origin: Three men move quietly through the Vietnamese jungle. They move with the stealth of trained soldiers. Each wears the uniforms of the Le Blanc squadron of the 13th Regiment of the French Foreign Legion. While in the middle of a deep infiltration patrol, the squad was ambushed by Viet Minh fighters. They are the only survivors of the squadron.

Even though they all wear the same uniform, the three men are very different people. Tom Dusk, a large man who moves with a cat like grace, is an American who is rumored to have deserted from the American armed forces. Andre Dark, a lithe, handsome young man, is the only Frenchman among them. Louis Twilight is a weasel of a man, whose thick cockney accent betrays his country of origin.

These men have been steadily moving back towards friendly territory for close to three weeks straight. They are tired and jittery from several close encounters with enemy patrols. Even though they come from different backgrounds, and have very different personalities, the fires of combat have forged an odd friendship between them. Their bickering and insults are just a strange sort of act for the grudging respect they really hold for each other.

Another close encounter forces the three survivors to take refuge in an ancient, abandoned temple. As the alerted patrol draws closer to their hiding place, the desperate men accidentally discover a secret room, containing a strange, undisturbed altar. On the altar is a large gem, glowing with varied colors that run across its surface like water. The beauty and wealth before them so stuns them that they forget their immediate danger.

Suddenly, the altar room fills with bullets from the patrol that has tracked the men down. A stray bullet hits the magnificent gem, causing a sudden explosion of light and sound. A few moments later, the three legionaries awake to find all the enemy soldiers dead. Each of the men discover that a large shard of the gem has become imbedded in his body. Attempts to cut the shards out reveal that the shards have somehow grafted to the men's skin, and that they cannot be removed.

Fearing more patrols, the dazed men once again set out on their dangerous trek to safety. During the long journey back to safety, a number of dangerous events occur that cause the men to instinctively defend themselves with a variety of bizarre powers that are apparently powered by the imbedded shards. Experimentation soon shows the trio that their powers only work as long as all three men stay within approximately one hundred feet of each other. The men use their powers to move secretly into friendly territory and then desert the military altogether.

Traveling to Europe, they arranged for new civilian identities. A little later they began a crime spree as the Triad. Since then, they have made quite a name for themselves, and are quite wealthy now. The three companions are currently living in Switzerland, in an expensive chalet.

Unknown to the three men, the shards are the remains of an alien power source. Centuries earlier, an alien ship had crash landed in the Vietnamese jungle. The only thing to survive was the energy crystal, which was found by the monks of a nearby temple. The monks took the crystal back to the temple and enshrined it as a holy artifact.

The crystal gem had been a very unique power source for the alien ship. The crystal not only served as the power source for the ship, it served as the instruments of the ship. For example, the destructive beams of the ship were channeled directly from the crystal, and the crystal served as the ship's propulsion system.

Tom Dusk ended up with the portion of the crystal that powered the ship's armaments and active defenses. Louis Twilight gained a portion of the crystal that powered the ships movement and passive defenses. Finally, Andre Dark possesses the portion of the crystal that powered communications and sensors, plus some psionic defenses and attacks.

Tactics: The members of the Triad work well together, thanks to the time they spent in the jungles of Vietnam. Casca will take care of the best fighters in a group of foes, while Incubus takes care of any females and psionic enemies. Cockney uses his powers to sneak up and attack any remaining foes.

Group Relations: The members of Triad are constantly insulting and taunting each other, but they still work well together. When things go bad and they have to retreat, no one is left behind. Each makes sure that all of the Triad members escapes. Casca is the acknowledged leader of Triad, due to his planning and leadership abilities.

Reputation: Triad is known as powerful group of villains with a wide variety of powers, that work exclusively in central Europe. They usually appear from nowhere, make one or two extremely expensive robberies, and then disappear for a lengthy period of time. They are known to be ruthless killers when the situation calls for it. Best known for being the best European jewel thieves working in Central Europe, they also occasionally hire themselves out for mercenary work.

Scenario Use: The obvious choice is for the players to become involved in stopping one of the Triad's famous jewel robberies. They might also be contacted by a mysterious stranger who wants to help them stop Triad. The mysterious stranger would actually be a member of the alien race that had created the power crystal. The alien might want to capture the crooks and remove the dangerous crystal shards from the humans' bodies. On the other hand, the stranger could be the mysterious person who claims to have the fourth shard.

CASCA			
Val	Char	Cost	
50	STR	40	
20	DEX	30	
40	CON	60	
40	BODY	60	
15	INT	5	
10	EGO	0	
15	PRE	5	
10	COM	0	
20	PD	10	
20	ED	12	
5	SPD	10	
20	REC	4	
80	END	0	
95	STUN	0	
Cost	Powers		END
48	8D6 EB, 0 END Cost, Only Works Within 100 ft. of other Crystal Shards (-¼)		0
48	6D6 EB, AE Cone, Only Works Within 100 ft. of other Crystal Shards (-¼)		6
30	5D6 EB, AP, Only Works Within 100 ft. of other Crystal Shards (-¼)		4
35	5D6 EB, Double KB, Only Works Within 100 ft. of other Crystal Shards (-¼)		4
30	5D6 EB, Increased Stun Multiplier +1, Only Works Within a 100 ft. of other Crystal Shards (-¼)		4
24	Commando Martial Arts Package		
	Maneuver	OCV	DCV
	Martial Strike	0	+2
	Martial Throw	0	+1
	Killing Strike	-2	0
	Choke Hold	-2	0
	Martial Disarm	-1	+1
	Martial Block	+2	+2
9	Combat Sense 15- 12+10 PD Armor, Only Works Within a 100 ft. of other Crystal Shards (-¼)		
12	+10 ED Armor, Only Works Within a 100 ft. of other Crystal Shards (-¼)		
16	Missile Deflection, All Ranged Attacks, Only Works Within a 100 ft. of other Crystal Shards (-¼)		
7	Mind Link With Other Triad Members Only, Only Works Within a 100 ft of other Crystal Shards (-¼)		1
	Skills and Talents		
10	Danger Sense 11-		
5	Defense Maneuver		
3	Lightsleep		
3	Combat Driving 12-		
2	Transport Familiarity (Ground Vehicles) 8-		
3	Concealment 12-		
3	Paramedic 12-		
3	Stealth 12-		
3	Tactics 12-		
3	Tracking 12-		
3	Demolitions 11-		
3	Survival 11-		
3	Weaponsmith (Slugthrower) 11-		
2	AK: Central Europe 11-		
8	Weapon Fams: Common Melee Weapons, Common Missile Weapons, Small Arms, Heavy Weapons		
0	English Language (native)		

Skills and Talents (continued)	
6	French Language, Literacy and Imitate Dialects
4	Vietnamese Language, Native Accent
6	German Language, Literate and Imitate Dialects
4	Russian Language, Native Accent
8	Combat Skill levels +1 OCV with all combat
100+ Disadvantages	
15	Methodical Planner
15	Very Cautious
10	Distinctive Feature, (Concealable, Noticed) Amulet Piece Imbedded in Chest
10	Reputation (Member of Triad) 11-
20	Hunted by the Night Watch 8-
20	Hunted by French Foreign Legion for Desertion 8-
10	Hunted by American Military Police for Murder and Desertion 8-
10	Hunted by Alien Scientist/Agent 8-
15	Secret ID
367	Villain Bonus
OCV: 8; DCV: 7; ECV: 3; Phases: 3,5,8,10,12	
Costs:	Char Powers Total Disadv Base
	236 + 356 = 592 = 492 + 100

Background: Tom Dusk was an army brat, moving from one European NATO base to another. His father was a two-star American general in NATO. Since Tom grew up in Europe, hardly spending any time in America, he considered himself more of a European than an American.

At the age of twenty two, after four years of college in West Germany, Tom decided to join the American army. He wanted little else but to follow in his father's footsteps. His career was a successful one, and he enjoyed army life. In a matter of years, Tom advanced to Captain in the American section of the European NATO forces.

Then the events that would end his career in the military and change his life forever were set in motion. Tom accidentally found out about a small group of crooked NATO officers who were running a drug smuggling operation using NATO military resources. Unknown to Tom, the leader of the drug running operations was Tom's commanding officer, Colonel Wainwright. When Tom went to Colonel Wainwright to tell him about what he had uncovered, and Wainwright told him to keep quiet.

Colonel Wainwright, realizing that the young officer probably wouldn't keep things quiet for long, decided that something must be done to eliminate him. He used his authority and his shadier connections in an attempt to frame Tom for drug possession. Tom was able to prove himself innocent, but he could not prove that Wainwright had framed him.

An angry and desperate Tom confronted Colonel Wainwright directly. Wainwright laughed in Tom's face and told him that he would never be able to prove a thing. Colonel Wainwright then drew a gun on Tom and told him that his murder would look like a case of self defense. Tom was faster though, and Wainwright was the one that ended up dead.

Terrified, Tom ran, knowing that he would be accused of murdering Wainwright. Tom went AWOL, and roamed the world under various assumed names, working as a mercenary soldier. As time passed, Tom became more cynical and pragmatic. He no longer believed in causes, or in loyalty to any country. A bad value judgement in Morocco forced him to join the French Foreign Legion. He was sent to Vietnam as part of Le Blanc squad.

Tom, Louis Twilight and Andre Dark were the only survivors of the squad. After the shards of a shattered alien power crystal were grafted to their bodies, Tom and the others deserted from the Legion and began their career as the Triad of Crime.

Tom has chosen the name Casca, one of the Roman Legionaries that crucified Christ. Tom feels that Casca, like himself, was just a loyal soldier following orders which got him in trouble.

Quote: "A true soldier never loses, he just briefly retreats from the battle. There is still the war to win."

Personality/Motivation: Casca is a model soldier, down to the shine on the soles of his combat boots. He always tries to get Andre and Louis to work with him tactically. He plans out a job carefully with the other two, though they sometimes ignore his plans in the end. Casca is a solitary and quiet man, who does not enjoy letting loose or doing what others do to have a good time. His main motivation is just to make enough money so he won't have to fight anymore losing battles, like he has in the past.

Powers/Tactics: The crystal shard has increased Casca's strength and other fighting abilities to superhuman levels. He can shoot a variety of energy beams, and create an energy field around his hands that allows him to deflect all sorts of ranged attacks. The shards also allow the members of Triad to maintain a mental link. All of these powers will only work when the other two members of Triad, and their shards, are within about one hundred feet of Casca.

In battle, Casca is a straightforward fighter, attacking the most powerful foes openly. He also attempts to gain whatever tactical advantages he can, such as the element of surprise or the superiority of higher ground. Being a career soldier, he also realizes the importance of recognizance, air superiority, and a clear path of retreat.



Appearance: Tom is a tall and muscular man, with gray hair shaved in a crew cut. His clothing is always spotless and neat. As Casca, he wears a blood-red costume with a golden sword symbol emblazoned on the chest. There is a hole in the costume where the hilt of the sword symbol is located. The glowing piece of the amulet imbedded in his chest can be seen through this hole. The amulet piece glows when Casca uses any of its powers. The costume includes a black cowl that covers half his face.

COCKNEY			
Val	Char	Cost	
20	STR	10	
30	DEX	60	
30	CON	40	
20	BODY	20	
15	INT	5	
20	EGO	20	
15	PRE	5	
18	COM	4	
10	PD	6	
12	ED	6	
7	SPD	30	
20	REC	20	
60	END	0	
50	STUN	5	
Cost	Powers	END	
24	Commando Martial Arts Package		
	Maneuver	OCV	DCV Damage
	Martial Strike	0	+2 STR+2D6
	Martial Throw	0	+1 STR+v/5
	Killing Strike	-2	0 ½D6 HKA
	Choke Hold	-2	0 Grab, 2D6 NND
	Martial Disarm	-1	+1 Disarm, +10 STR
	Martial Block	+2	+2 Block, Abort
12	Mental Defense 20-, Only Works Within 100 ft. of Other Shards (-¼)		2
72	Invisibility vs. Sight, Hearing and Radio Groups, No Fringe, 0 END Cost, Only Works Within 100 ft. of Other Shards (-¼)		2
36	20" Flight, Only Works Within 100 ft. of Other Shards (-¼)		4
40	Teleport 25", Only Works Within 100 ft. of Other Shards (-¼)		5
7	Mind Link With Other Triad Members Only, Only Works Within 100 ft. of Other Crystal Shards (-¼)		1
	Skills and Talents		
3	Ambidexterity		
5	1D6 Luck		
3	Lightsleep		
3	Acrobatics 13-		
3	Breakfall 13-		
3	Lockpicking 13-		
3	Climbing 12-		
3	Concealment 12-		
3	Security Systems 12-		
3	Stealth 12-		
3	Electronics 11-		
3	Shadowing 11-		
2	AK: Soho District, London 11-		
8	Weapon Fams.: Common Melee Weapons, Common Missile Weapons, Small Arms, Heavy Weapons		
3	Streetwise 11-		
0	French Language (native)		
4	English Language		
2	German Language		
1	Transport Familiarity (Small Ground Vehicles)		

100+ Disadvantages	
15	Overconfident
10	Prankster
10	Distinctive Feature (Easily Concealable, Noticed) Piece of Amulet Imbedded in Forehead
10	Distinctive Features (Concealable, Noticed), Cockney Accent
10	Reputation (Member of Triad) 11-
20	Hunted by London Night Watch 8-
10	Hunted by Owner of Fourth Shard 8-
5	Hunted by Blackjack 8-
20	Hunted by French Foreign Legion On Desertion Charges 8-
10	Hunted by Alien Scientist/Agent 8-
15	Secret ID
245	Villain Bonus
OCV: 10; DCV: 10; ECV: 7; Phases: 2,3,5,6,8,9,11,12	
Costs:	Char Powers Total Disadv Base
	231 + 249 = 480 = 380 + 100

Background: Louis Twilight was born in the Soho district of London. His parents died when he was young, and he lived out most of his childhood with an uncle and aunt. His uncle was a local locksmith. Louis learned the art of lockmaking from his uncle, but he always felt that he deserved more money than a locksmith could make. After graduating from high school, Louis started working full time at his uncle's shop, and soon became more proficient at the profession. Louis also began taking night courses on various electronic security devices and alarms.

Louis' uncle was thrilled by the interest Louis was showing in the profession. Soon, the Twilight Locksmith company was not only known for its locks, but also for its creation and installation of security systems and burglar alarms. It was then that Louis began the training for his second, more lucrative, profession.

Louis hit the streets and contacted some friends from high school, who were engaged in various criminal activities. He learned various tricks of the trade from his old friends, tricks that he couldn't learn from the professional side of the security industry. After months of secondary training, Louis began his career as a second story man.

He made sure he never hit any places protected by Twilight Security Systems. This kept up the good name of his family's business as well as it made sure that he did not harm his uncle in any way, for he did care for the man that had raised him. He made a lot of money in his first year, as he was quite good at what he did. Planning to go on a permanent vacation in a few years, he built up the the money in a Swiss bank account. This plan would have worked out, except that his uncle accidentally bumped into him one night after one of his jobs.

Louis' uncle saw some of the jewelry and gems that Louis had robbed, and figured out what was going on. Louis tried to reason with his uncle, but the hurt and angry man refused to listen to him. He told Louis to leave the country and never come back, or he would turn him in to the police. A frightened and hurt Louis quietly left England, planning never to return. To hide his pain over his uncle's rejection, Louis became overconfident and cocky, and enjoyed taunting the authorities trying to capture him as he continued his life of crime.

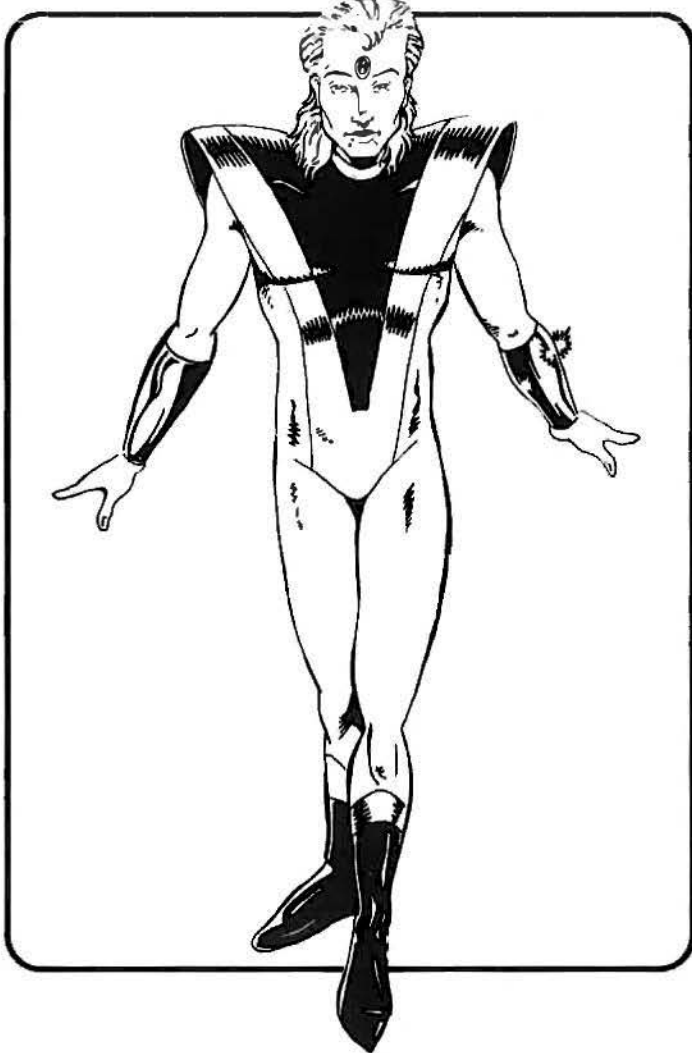
A year later, while advancing his thieving career in the banks, museums and casinos of Monaco, Louis was almost captured in a botched jewel heist when he accidentally clashed with Blackjack (a thief working in Monaco). With the police closing in, Louis had no choice but to join the French Foreign Legion, which got him safely out of the country. Louis was shipped out with the Le Blanc squad, to Vietnam.

While in Vietnam, Louis and two other legionaries accidentally had shards of an alien power crystal grafted in their skins. Louis's shard became imbedded in his forehead and granted him a number of powers. Louis and the other members of the Triad are still working together, while living at a remote chalet in Switzerland.

Unbeknownst to the other two, Louis has been mentally contacted by a mysterious man who claims to have a fourth shard of the jewel. He did not explain how it was that he had obtained the jewel, whether he was somehow there that fateful day when the triad members gained their powers, or whether he obtained his shard later somehow.

In any event, Louis turned down his offer to join together and kill the other Triad members so that they could have the entire jewel all to themselves, and now this mysterious figure is out to kill all three, with Louis being his first target. Louis has yet to tell his comrades about this strange event.

Quote: "Hey, Guv, I'll slow down a tad so you mightin' 'ave a chance to nab me. Hahahaha!"



Personality/Motivation: Louis' main motivation is to get rich so he doesn't have to work. He is not really greedy, he just wants to have enough so he can live very comfortably. Louis has a cockney accent that gets thicker when he is on a job. He is very overconfident in a fight, constantly taunting his foes. He is also a natural prankster who loves humiliating people, especially heroes. His overconfidence and constant joking hides his insecurities about disappointing his father.

Powers/Tactics: Cockney usually serves as the scout and sneak man for the Triad. While Incubus and Casca take care of any opposition, Cockney sneaks around and grabs the loot, and then tells the others when its time to leave. Most of his powers are geared towards subterfuge and defensive actions.

Appearance: Cockney wears a black body suit and cowl that covers half his face. The costume has no symbol on it. A hole in the cowl reveals the piece of the amulet that is imbedded in Cockney's forehead. The imbedded amulet glows when any of the powers are used.

INCUBUS			
Val	Char	Cost	
15	STR	5	
20	DEX	20	
20	CON	20	
13	BODY	6	
30	INT	20	
30	EGO	40	
30	PRE	20	
30	COM	10	
8	PD	5	
8	ED	4	
4	SPD	10	
7	REC	0	
40	END	0	
31	STUN	0	
Cost	Powers		END
96	8D6 EGO Attack, 0 END Cost, Only Works Within 100 ft. of Other Shards (-¼)		0
34	8D6 Mind Control, 0 END Cost, Only Works on Women (-½), Only Works Within 100 ft. of Other Shards (-¼)		0
24	Commando Martial Arts Package		
	Maneuver	OCV	DCV
	Martial Strike	0	+2
	Martial Throw	0	+1
	Killing Strike	-2	0
	Choke Hold	-2	0
	Martial Disarm	-1	+1
	Martial Block	+2	+2
24	6D6 Mind Scan, Only Works Within a 100 ft. of Other Shards (-¼)		3
7	Mind Link With Other Triad Members Only, Only Works Within 100 ft. of other Crystal Shards (-¼)		1
24	Total Life Support, Only Works Within a 100 ft. of other Crystal Shards (-¼)		
4	IR Vision, Only Works Within a 100 ft. of other Crystal Shards (-¼)		
4	UV Vision, Only Works Within a 100 ft. of other Crystal Shards (-¼)		
16	N-Ray Vision, Only Works Within 100 ft. of other Crystal Shards (-¼)		
2	Mental Awareness, Only Works Within 100 ft. of other Crystal Shards (-¼)		
12	Radar Sense, Only Works Within 100 ft. of other Crystal Shards (-¼)		
4	Radio Listen and Transmit, Only Works Within 100 ft. of other Crystal Shards (-¼)		
20	Spatial Awareness, Only Works Within 100 ft. of other Crystal Shards (-¼)		
20	360 Degree Range with All Senses, Only Works Within a 100 ft. of other Crystal Shards (-¼)		
	Skills and Talents		
5	Cramming		
10	Eidetic Memory		
3	Lightsleep		
5	Resistance +5		
3	Speed Reading		
20	Universal Translator		
3	Acting 13-		
3	Bribery 13-		
3	Conversation 13-		

Skills and Talents (continued)	
3	High Society 13-
3	Oratory 13-
3	Persuasion 13-
3	Seduction 13-
3	Gambling 11-
2	AK: Paris 11-
8	Weapon Fams.: Common Melee Weapons, Common Missile Weapons, Small Arms, Heavy Weapons
100+	Disadvantages
20	Compulsive Liar
10	Fear of Disfigurement (Uncommon, Strong)
15	Vain about looks (Common, Strong)
15	Uses women
10	Distinctive Feature, (Concealable, Always Noticed), Gem Imbedded in right palm
10	Reputation (Member of the Triad) 11-
20	Hunted by London Night Watch 8-
20	Hunted by French Foreign Legion for Desertion 8-
10	Hunted by Alien Scientist/Agent 8-
15	Secret ID
296	Villain Bonus
OCV: 7; DCV: 7; ECV: 10; Phases: 3,6,9,12	
Costs:	Char Powers Total Disadv Base
	160 + 381 = 541 = 441 + 100

Background: Andre Dusk was born in Paris, the son of a beautiful hotel manager. As Andre got older, his natural good looks got even better. By the time he was a teenager, he was serving as an escort for many of the rich older women that stayed at his mother's hotel. After some particularly nasty business involving a wealthy industrialist's wife, a scandal almost caused Andre's mother to lose her position. Andre's angry mother threw him out and told him never to come back.

Andre lived on the streets for a short time. At one point the members of a street gang threatened to cut his face and ruin his pretty looks. He was able to get away, but the incident instilled him with a real fear of his face getting damaged.

Andre was eventually able to get on his feet again, and he began a lucrative career as an escort to rich woman all over Europe. Unfortunately, another awkward incident, this time with the wife of a West German politician, caused Andre a lot of trouble. The German politician framed Andre, making Andre look like a communist spy. Andre joined the French Foreign Legion under an assumed identity, hoping to escape from his pursuers.

Andre ended up in the Le Blanc squad, which was assigned to infiltration duty in Vietnam. He and two other survivors of an enemy ambush found a beautiful crystal in an ancient temple in the jungle. When the crystal was shattered by enemy gunfire, a shard of the crystal grafted itself to the palm of his right hand.

Andre and the other two survivors went AWOL, and ended up in the Swiss Alps. They created new identities, and practiced using the new powers that the shards provided them with. The threesome then began a long series of robberies.

Quote: "Why do you fight, beautiful zady? Zet Incubus show you zome real mageek."

Personality/Motivation: Andre is a very vain person, who has no qualms in using his good looks to get what he wants. He considers himself a lady's man, who enjoys seducing a woman and controlling her like a puppet on a string. He is into domination and control, caring little about the feelings of others. His contempt of women should be fairly obvious to any around him, and his self-serving attitude quickly annoys almost anyone he is around. However, the bond formed with the other Triad members seems to surpass these feelings and attitudes.

Powers/Tactics: Thanks to the shard, Andre has a number of mental powers. He prefers to stay out of range of physical attacks, since he is scared that his face might become disfigured. He enjoys engaging other mentalists in psionic combat. When faced with a female foe, especially a attractive one, Incubus will first attempt a Presence attack, followed by a Mind Control attack.

Appearance: Incubus wears a midnight blue costume, with silver stars embroidered on it. A black cowl covers half his face. The piece of the amulet is imbedded in his right palm; he almost always wear gloves when he is not on a job. He is very handsome, and has a deep voice.



ECLIPSE

Membership: Nether, Shrike (leaders), Godfather, Mandelbrot, Marauder, Enigma.

Origin: Eclipse, in its first incarnation, appeared in late 1990, when they attacked a Polish Government Installation to free some political prisoners. Nether and Marauder formed the basis of the PAGAN Superpowered Resistance Team along with several other supervillains who were soon dropped from the roster. The team's purpose was to provide quick, well-executed assault strikes to not only free political prisoners but to do extensive damage to various corporate and government targets. PAGAN, a world wide organization of Neo-Pagan Anarchists (with a feminist slant) intended to use this strike force to eliminate what it thought to be corruption throughout Europe. This corruption is almost always found within the large corporations that are becoming so commonplace, and the various old governments that have been commonplace for so long. PAGAN had long hired supervillain mercenaries to help accomplish its goal. For example, in the United States, the Rainbow Archer was commonly used as superpowered aid. Now, however, PAGAN has seen such an urgent need in Europe that they have formed their own, personal supervillain force.

In early 1991, Eclipse was joined by Godfather and Mandelbrot, both of whom were recruited by Nether. This addition prompted the loss of several other supervillains from the group who were jealous or angry with Godfather's arrogance and insistence on their respect. Nether felt that their new recruits were easily worth losing a few of the old members. With the addition of Godfather, Eclipse's attacks became more devastating economically for the targets. Mandelbrot's help gave the team far greater infiltration capabilities and added some potent firepower. It is at this point that Eclipse became more of a problem for the world community.

Early 1991 also marked the first (noticed) appearance of the mysterious man known as Enigma. A disheveled drifter, somehow aware of Eclipse's objectives as well as all of their plans, he was strangely providing assistance where it was not asked for. The rest of the group knew (and still know) nothing about this strange shadow-skulker, or what his motivations are. In fact, it wasn't until later in 1991 that the media noticed Enigma and it is only recently beginning to link the two together.

In June of 1991, Shrike joined the team and became its second leader. The addition of another leader allowed Eclipse to strike dual targets, although those targets are almost always linked by some common factor. Eclipse is now a strong, well-disciplined team, capable of doing terrible damage in innovative ways. They are a plague on the European scene.

Tactics: Current Eclipse strategic plans call for assassination, demolition, blackmail, coercion, and chaos. To this end, the group will generate a tactical plan based on extensive forehand knowledge of the territory and targets.

Since any of the group members can appear as a normal, including Godfather's henchmen, any of them may be used to scout out the area as much as several weeks beforehand. These reconnaissance missions will continue up to the date set for the attack. Nether's telepathy power is often used to gather "inside" information. Enigma will gather extensive knowledge of the area and plans of the target, and will, completely on his own, use this information to help out the team any way can, either by drawing someone away from a trap or by leading someone to a secret entrance.

If any superpowered individuals are known to be used for protection or are likely to come to the target's aid (such as the New Guard while in Eastern Europe, Bastion while in Hungary, New Knights while in Britain, etc.), Nether will be able to research those individuals in her database. Eclipse is always prepared to deal with their superpowered foes specifically and efficiently.

Any attack made by Eclipse will be well-thought out, including many backup plans. Excellent group communications will enable them to react quickly to almost any unexpected catches. Should communications be cut, there is always a contingency plan to either break off the attack or continue in another vein — one that doesn't require extensive communications.

Nether works well when she is up front where the action is, coordinating attacks and doing out her own. Since she knows most superheroes by sight, she can provide other members with a suitable defense or attack. Nether will sometimes Mind Control a hero into wasting an action while Godfather guns down the defenseless target.

Shrike carries out alternate communications attempts and battlefield reports. She can swiftly run from front to front, gather information, trip up a hero and bring the news to another member of the group. She often stays out of direct confrontation, preferring to pop up unexpectedly to waylay anyone foolish enough to try to follow her.

Godfather is almost always where the action is. If he and his henchmen aren't in the building or on their way to an appointment with the target, they're on the grounds for some other reason. Oddly enough, Godfather also has an iron-clad alibi and there are no living witnesses to his wrongdoing.

Mandelbrot monitors the action and manipulates building security and defenses to Eclipse's benefit. It would be foolish to think, however, that Mandelbrot isn't capable of an assassination or two himself. He's more than once been the front-man in attack.

Marauder is most often used to provide explosive cover. She can move in, lay waste to a building or two, maybe squash a group of onlookers and then the real work begins. Marauder's tactics never vary from mission to mission. Destroy. Destroy. Destroy.

Enigma works on the fringes of the battle. He is in the rear watching the battle progress or he is in the building beforehand, knocking out a guard, leaving his post unguarded. Often he will attempt to lead a team member into an entrance that he has opened up or away from a trap that he has discovered. Enigma offers a helping hand during a one-on-one fight, draining an opponent's Intelligence, or stunning him with his blaster. Enigma will almost unfailingly provide the group with an entry to any "impenetrable" defense.

Group Relations: The group gets along better than most supergroups. Because each member is neither fanatic nor apathetic and because each member is doing what they want to do, conflict is held to the minimum. Certainly Nether, Shrike and Marauder are put off by the sparse advances of Godfather but these always end in a draw.

Godfather and Nether are very good friends, spending long hours in deep conversation as to the nature of business and terrorism. Mandelbrot and Godfather also get along well, and they spend much time relaxing in Rome after a big score. Marauder and Shrike, though complete opposites — Marauder is intensity incarnate and Shrike calm — make a wonderful pair. Their differences seem to make them closer.

Any difficult feelings in Eclipse are held for Enigma. The group, not surprisingly, is intrigued and exasperated by his continued efforts to help them in their goals. The question always on their minds is: Why? Nether is most adamant in her desire to speak with Enigma, going to elaborate ends to meet with him.

Reputation: Eclipse has a reputation for being clean in execution but dirty in deed. Nearly every attack Eclipse has made has been carried off flawlessly. When a snag does occur, the team pulls together and effectively. They make grandiose plans and are capable of settling for merely extraordinary success.

Scenario Use: Eclipse is best used for a long, drawn out scenario, where the superheroes are entrusted with safeguarding a politician or area from attack. A scenario can consist of the agents and members of Eclipse doing their reconnaissance work, building their plans and making their attack and counter-attack. A group of superheroes will have to remain diligent and careful to thwart the full brunt of Eclipse's cunning and talent.

Eclipse is not well served by getting into a slugfest with attack-heavy heroes. Eclipse's strength is in subterfuge and terror, not in heavy-handedness. A fairly powerful superhero team should probably be able to defeat Eclipse in a fair fight — that is why Eclipse never fights fair.

NETHER					
Val	Char	Cost			
11	STR	1			
18	DEX	24			
16	CON	12			
14	BODY	8			
28	INT	18			
33	EGO	46			
30	PRE	20			
20	COM	5			
2	PD	0			
3	ED	0			
5	SPD	22			
5	REC	0			
32	END	0			
38	STUN	10			
Cost	Powers	END			
150	Multipower (150 point reserve)				
15u	15d6 Mind Control (invisible to mental senses, 0 END)	0			
10u	10d6 Telepathy (invisible to mental senses, 0 END)	0			
10u	Ego Attack, 10d6	10			
10u	Force Wall (20rPD, 20rED) Flat Black (Opaque) to Normal Sight	5			
5u	25" Flight	5			
5u	4d6 Flash, Sight Sense Group	5			
5u	5d6 Entangle (5 DEF)	5			
5u	5d6 Drain, Strength	5			
45	END Reserve (150 END, 30 REC) for multipower				
5	Enhanced Senses: Infrared Sight				
5	Detect Magic, as a sense				
3	Simulate Death				
2	Radio Listen and Transmit—Group Radio Comlink OAF				
Skills and Talents					
10	PS: Lawyer 21-				
5	KS: International Law 16-				
5	KS: Pagan Ritual 16-				
5	KS: European Super-powered persons 16-				
3	KS: Non-European Supers 14-				
3	Computer Programming 14-				
4	English Language				
0	French Language (Native)				
3	German Language				
1	Perk: Right to Marry: Gray Pagan Ritual				
5	Perk: Well Off				
1	Perk: Passport				
100+	Disadvantages				
25	Hates Corruption				
15	Methodical Planner				
10	Moody				
15	Reputation (Ruthless Witch)				
20	Hunted by UNTIL 11-				
20	Hunted by Polish Government 11-				
10	Public Identity				
280	Villain Bonus				
OCV: 6; DCV: 6; ECV: 11; Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	176	+ 319	= 495	= 395	+ 100

Background: The Swiss lawyer and entrepreneur Anna Brochet made her first appearance on the international scene as head of the legal defense team for PAGAN during the 1990 "Warsaw Witch Trials." Early in 1985, PAGAN, a feminist neo-Pagan anarchist group, sent a group of undercover agents into Poland to train and educate poor working-class citizens in Warsaw. The team was eventually caught and jailed in government prisons. During the four years of their imprisonment they were poorly fed and and cared for, interrogated daily, and tortured sadistically. PAGAN applied to the United Nations for a trial to release the political prisoners and provide recompensation to PAGAN, which was granted in March of 1990 amid great political upheaval in Poland and the rest of Eastern Europe.

The trial lasted six months. It was almost overlooked by the European media and went unreported overseas. However, Anna Brochet and her team won a decisive legal victory for PAGAN and the prisoners, who were told they would be released soon and that the awarded sum would be paid soon. However, the Polish government never intended to let the prisoners go free and stepped up plans to have them killed by firing squad. In October of 1990, PAGAN learned of these plans and began hastily preparing a team of superpowered persons to break out the agents. Again, Anna Brochet volunteered to lead the force.

Anna had been high priestess of a Pagan coven in Zurich for nearly three years before the trial. She had also pioneered PAGAN's Superpowered Resistance Team (eventually given the name Eclipse by the leaders of PAGAN), creating a comprehensive database of villains, heroes and independents. It seemed only natural that she should compile and lead the force to release the prisoners.

The breakout went off like clockwork and the prisoners were recovered unharmed. However, terrible damage was done to the prison and countless guards and prison administration staff were senselessly killed. In an orgy of destruction that carried over to other government buildings nearby, PAGAN struck a blow to the Polish government that left them reeling. The moniker "Nether," a fabrication of the British press, was put on the leader; a strong, evil, woman, costumed in black, commanding black magics.

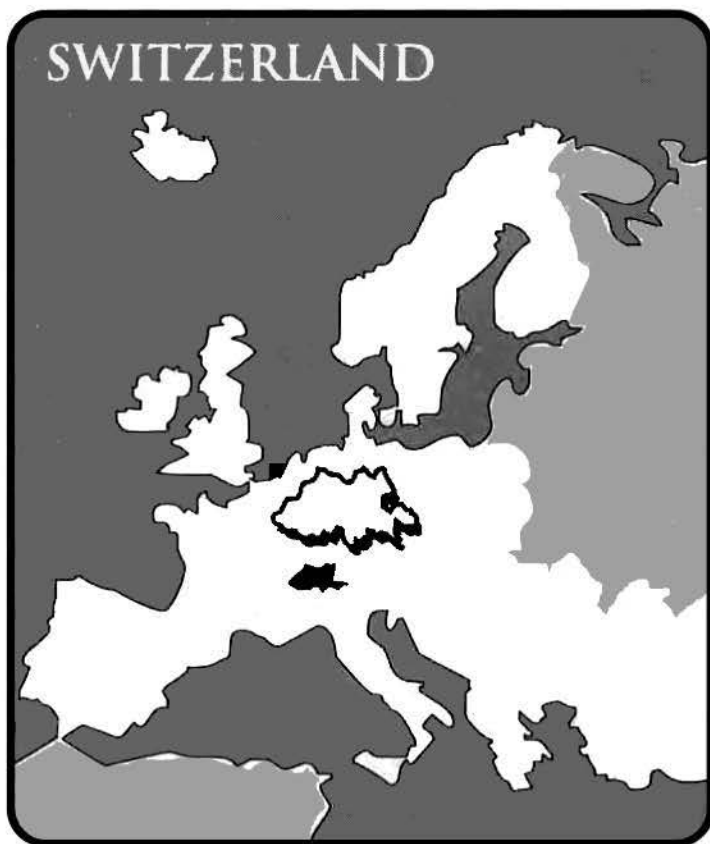
Two months passed. January, 1991. Several brutal terrorist-style attacks are perpetrated against Multi-national corporations throughout Europe. Many link these to Palestinian terrorists in response to the confrontation in Kuwait. The truth is that PAGAN's Superpowered Resistance Team had never been disbanded, has been secretly plotting its own plans. Poland was only a test.

Anna was testing the waters with her force. She believed that the volume of resistance work to be done was insurmountable through legal action alone. Anna continued to defend cases in court and bring charges against multi-national corporations and inhumane governments as long as she could before the heat became too strong and she had to go underground. Now she helps PAGAN lawyers prepare cases and has an additional outlet for what she deems important work: that of saving the human race from the impersonal corporations and governments who would enslave them.

Quote: "If I don't kill you now, I'll see you in court."

Personality/Motivation: Anna is in no way fond of the name "Nether" which the international press has given her. She will always feel animosity toward anyone who knows her as Nether—obviously that person watches too much television. Anna is at times very distant and immersed in her own thoughts. She is given to long spells of silence followed by talkative planning and intense activity. She is a very deep person and loves easily, though only those who she deems worthy—a select few, and not all villains...

In a battle, Anna is emotionally detached and calculating, intensely concentrating on the overall tactics and strategy. She is an avid reader of *The Art of War* and *The Book of Five Rings*, re-reading each monthly. She doesn't take losing personally, though she will mark a victorious enemy for life as one to eventually defeat, on the battlefield or in the courtroom, either suits her fine.



Powers/Tactics: Anna's powers come from the channeling of energies inherent in life itself. These powers seem to be of neither evil nor good origin, Grey Powers, yet can be used to either end. These powers are invoked by spells, incantations of simple words breathed almost soundlessly, yet exactly. The concepts are simple yet the practice is diabolically difficult.

As leader of Eclipse, Anna will generally be at the forefront of an attack, preferring to survey the initial stages of a battle and then disappear to watch it flesh out. Then she will choose choice targets and lead a regrouped attack.

Anna is not trained in personal combat, and will thus not usually attack an opponent physically.



Appearance: Anna is a very beautiful woman, with very long blonde hair, and full, calm face. Yet, as the energies of Grey Power are not fully good, a shadow of unkindness is cast across her face. She can turn on an associate quickly and viciously and an enemy can see terrible wrath behind her eyes.

She dresses in expensive, personally tailored, silk suits when working with legal council. When travelling or relaxing, she will wear light, baggy, earthy slacks and dresses. When performing a mission, she wears a black leather bodysuit with many straps, clasps and buckles, and a long, one- to two-foot wide black cape.

GODFATHER			
Val	Char	Cost	
18	STR	8	
25	DEX	45	
16	CON	12	
18	BODY	16	
20	INT	10	
25	EGO	30	
35	PRE	15	
26	COM	8	
9	PD	5	
8	ED	5	
6	SPD	25	
7	REC	0	
32	END	0	
35	STUN	0	
Cost	Powers		END
52	2d6 RKA Armor Piercing, 10 shot Autofire, 30 charges, 4 clips, OAF (9mm Heckler and Koch)		
21	Dirty Infighting Package		
	Maneuver	OCV	DCV
	Punch	0	+2
	Roundhouse	-2	+1
	Low Blow	-1	+1
	Kidney Blow	-2	0
	Disarm	-1	+1
			STR+2d6
			STR+4d6
			2d6 NND
			½d6 HKA
			Disarm, +10 STR
8	+2 DC Martial Arts Attacks		
21	12 rPD, 12 rED, Act 14- IIF (Body Armor)		
2	Radio Listen and Transmit—Group Radio Comlink OAF		
	Skills, Perks and Talents		
3	Fast Draw 14-		
5	Defensive Maneuver		
25	Danger Sense 11- (immediate area danger)		
9	Demolitions 14-		
7	Streetwise 18-		
5	Stealth 15-		
9	Sleight of Hand 17-		
2	Familiarity with Common Melee Weapons		
0	Italian Language (Native)		
3	French Language		
2	English Language		
15	Perk: Filthy Rich		
5	Perk: Diplomatic Immunity		
1	Perk: Passport		
35	32 Followers (50pt, talented normals)		
100+	Disadvantages		
15	Arrogant		
15	Overconfident		
15	Thrives on Excitement		
10	Easily Flattered if Shown Respect		
15	Reputation (Don of an organized crime family)		
10	Watched by UNTIL, 14-		
10	Watched by Other Mob Families, 14-		
10	Public Identity		
215	Villain Bonus		
OCV: 8; DCV: 8; ECV: 8; Phases: 2,4,6,8,10,12			
Costs:	Char	Powers	Total
	179	+ 245	= 424
			= 324
			+ 100

Background: Corleone, Sicily: a sixteen-year old boy assassinates Don Montoni, head of the ruling mafia family on the tiny island. It is an impossible task, but one young boy has managed to throw the entire underworld into confusion.

A manhunt is staged. This disrespect must not go unpunished. For three years, Tony Capaldi is hunted in the mountains of Sicily. Assassin after assassin returns, nearly mortally wounded, each without a right hand. Clearly, there is someone helping him. The hunt is called off and Capaldi is offered a position of unimportance in an unimportant family in Baltimore, Ohio.

The answer is simple, a package containing the hands of the assassins who were sent to kill him. Each day after that, another member of the Montoni family is killed.

A meeting is set up in Corleone. Would Tony Capaldi come and make his request of the powerful heads of the four families?

As Capaldi is to enter the room in which the meeting is to take place, machineguns open fire on him. For several minutes bullets are pumped into the jerking body. When the smoke clears, it is not Capaldi, but a messenger. The message is, "I make the rules. I call the meetings."

Another message is sent. The heads of the four families are to meet with Don Capaldi in Corleone. The families are to make their peace with Don Capaldi. There will be concessions. There are to be no more crude attempts at assassination.



At the meeting, Don Capaldi lays down the rules. He is to be allowed a family which is to be treated with respect by the other families. There is immediate disagreement. No, the older men say you will not be allowed a family. We will give you a place in one of our families, there, you will show your loyalty to us. There can be no compromise.

Capaldi smiles. He takes care not to eat any of the poisoned food he is offered. "I already have my own family."

It is you who should show your loyalty to me, so that I will know who my enemies are." The older men laugh, but their laughter grows uneasy and eventually ends in question marks. Bodyguards' guns are drawn. There is a strange sensation in the air. Several men fall to their knees. When they turn to look at Capaldi he is gone. Pandemonium breaks out as the building explodes around them.

With the help of his new family, Capaldi manages to pull off the assassination of all of the crimelords. While the Godfathers had been planning his downfall, he had been recruiting soldiers. A trap door helped him pull off a disappearing act while poison gas had been pumped into the room. Explosives placed around the building sealed the deed. Capaldi himself spend weeks in a hospital, recovering from the gas.

At eighteen years old, Tony Capaldi became head of the most prominent and feared crime family in Sicily. Word of his coup soon reached Europe and America. Many sent gifts and messages of loyalty to the new Don. Others sent challenges. Capaldi soon realized there would never be peace, that staying at the top would be a constant struggle. To his surprise, he found the thought thrilling.

Don Capaldi's most thrilling moments were when he found his organization being threatened by a superhero or hero group. These challenges against those he considered his equals would consume more and more of his time.

At twenty seven years old, Don Capaldi was confronted by Anna Brochet of PAGAN. She had an offer. PAGAN was preparing a team of superpowered terrorists to perform hits on corporations and governments. If he would join this team, he would be presented with the chance to economically benefit whenever the situation presented itself on each mission. He should think about it. Capaldi did.

Six months later, Capaldi called Brochet. He wanted to try being a supervillain. The thought intrigued him. Would she care if he chose a target?

The target he chose was a British mining company which laundered money for a Japanese Yakuza clan giving Capaldi's family trouble in Tangire. Capaldi and twenty of his agents assisted Eclipse in the carnage, making off with nearly £12 million. The teamup was a success for both parties.

Capaldi moved his family to Rome, where he used his influence to get himself appointed ambassador to France. This allowed him freedom of movement within Europe and the ability to act *sans reproach* throughout the continent. Although it is well know that he has committed many crimes, authorities are constantly being thwarted, either through legal means or no, in their attempt to make Capaldi pay for his evil deeds.

In the next year, Capaldi had many long conversations with Brochet about PAGAN's goals in Europe. He agreed with many of them, for he has little respect for the businesses and governments who treat their employees and citizens like cattle. Don Capaldi was quick to reward loyal service and just as quick to punish what he considered cruelty.

The European press was quick to brand him "Godfather" which he found distasteful when used by those with no respect for him.

Quote: "Let's see who makes the rules, *today!*"

Personality/Motivation: The godfather of an organized crime family's personality is as deep and rich as the generations of tradition that creates him. Although Tony is arrogant and overconfident, he will use great strength of will to not let it affect his actions. Yet, sometimes his violent temper is

unleashed in an orgy of retribution for some misdeed.

The demands of the business of violence on his emotions preclude the demands on emotion of love. He is devoted to his family and business partners but finds himself unable to become romantically attached to any partner. Though he is immeasurably saddened by his inability to take a wife, his many lovers are enough to quench the human longing for something more.

Anyone calling him Godfather as a moniker rather than as a term of respect is quick to feel his wrath. Respect is the most sacred of denominations to Tony. Without the respect of his family and business associates, he is no more than a thief and a murderer. To Capaldi, this respect must be earned by deeds and favors. He is the first to offer a concession and will just as strongly attack anyone who is unwilling to respect him.

Powers/Tactics: Tony Capaldi is the respectability factor in every Eclipse crime. Often a terrorist act will be founded on very humble grounds. Capaldi entering a bank to deposit several million marks, Capaldi paying a visit to the Swedish



consulate, Capaldi receiving a plaque for community service. Yet, once the explosions begin, Capaldi becomes the one mowing down guards in a blind alley, Capaldi exiting the bank with several million more marks, Capaldi assassinating the Swedish ambassador.

Tony loves his Heckler and Koch SMG. It is constantly with him when the opportunity presents itself. Often an aide will carry it, only to transfer it once a checkpoint has been passed.

Capaldi's Danger Sense should alert him to nearly any trouble. He has a set of hand signals which anyone in Eclipse or his family can see and understand from afar. At any sign of danger, Capaldi will not necessarily alert the whole team. He will alert trusted family members first and when danger seems inevitable, he'll call in Eclipse.

Appearance: Twenty eight year old Tony Capaldi wears the most expensive suits, and is conspicuously well groomed. His image is as important to him as the respect he expects to be shown. His hair is black and slick, long in back. His skin is tanned to an dark olive brown. Tony is dashing and vibrantly exciting. His face conveys the look of someone who is having a good time, yet is calm and concealing his feelings.

SHRIKE			
Val	Char	Cost	
13	STR	3	
35	DEX	75	
12	CON	4	
11	BODY	2	
13	INT	3	
12	EGO	4	
10	PRE	0	
14	COM	2	
8	PD	5	
7	ED	5	
7	SPD	25	
5	REC	0	
44	END	10	
24	STUN	0	
Cost	Powers		END
48	+24" Running 0 END Cost, 14- Act.		0
17	Art of Serenity		
	Maneuver	OCV DCV	Damage
	Defensive Strike +1	+3	STR
	Martial Block	+2 +2	Block, Abort
	Nerve Strike	-1 +1	2d6 NND
	Killing Strike	-2 0	½d6 HKA
	Disarm	-1 +1	Disarm, +10 STR
25	Find Weakness with Martial Arts		
25	+6 DC to Martial Arts attacks		
21	12 rPD, 12 rED, Act 14- IIF (Body Armor)		
2	Radio Listen and Transmit — Group Radio Comlink OAF		
	Skills, Perks and Talents		
10	2d6 Luck		
3	Ambidexterity		
9	Combat Sense 15-		
5	Defense Maneuver		
3	Stealth 16-		
7	Gambling 13-		
7	High Society 13-		
3	Tactics 12-		
5	KS: Bridge 14-		
4	KS: Art of Serenity 13-		
0	English Language (Native)		
5	French Language		
3	German Language		
3	Italian Language		
5	Perk: Well Off		
1	Perk: Passport		
100+	Disadvantages		
25	Hates Corruption		
15	Always calm		
15	Hesitates before acting		
15	Reputation (Bridge Champion and Speedster)		
20	Hunted by UNTIL, 8-		
20	Hunted by London Watch 8-		
10	Public Identity		
128	Villain Bonus		
OCV: 12; DCV: 12; ECV: 4; Phases: 2,4,6,7,9,11,12			
Costs:	Char	Powers	Total
	138	+ 210	= 348
			= 248
			+ 100

Background: Diana Reeds of Wembly lived in comfort and style as a member of British royalty. She was well-educated, well-read and played an exquisite game of bridge. She travelled with the cream of high society and bested the best at the game of the upper class. In her striving to maintain her world-class reputation as the best, she developed in herself the ability to remain very calm.

It has been said that the British have an uncanny ability to be almost obnoxiously calm. Diana found that calmness in a bridge game was certainly the key to success. In fact, Diana theorized, if calmness in bridge would bring about an ability to play better, calmness in life would bring about an ability to live better. This, she thought, is something to dwell on.

Throughout the years, as Diana reached deep into herself, she found a serenity that catapulted her bridge playing into a completely new level. She could feel the cards more thoroughly as she shuffled them, almost in slow motion. Eyes popped out around the table as others watched, startled that this woman could shuffle a deck in what seemed the blink of an eye. Often, someone in the group would ask to be allowed to shuffle the cards once, just to be sure, though no one would dare to presume to accuse her of cheating.



Eventually, Diana was sure that because of her new-found serenity, she was moving faster than the world around her. She was able to pack so many thoughts and actions into the same amount of time as a "normal" person because she thought them so much more close to her internal self. Though it seemed incongruous because, to her, she was moving so much more slowly.

More years passed. Diana taught herself some simple martial arts techniques, though they were changed a bit to suit her arts of serenity. She theorized that serenity and peace are not necessarily the same. She learned that defending and attacking are inroads to the self.

Eventually, she became able to control when she moved "fast" and when she moved "slow." She took up running, learned how to push her speed to such an amazing rate that she could barely believe it — two hundred and fifty kilometers per hour!

One day, while running some errands at the bank, Diana became an innocent bystander to a terrorist attack. A brash, yet dashing handsome man walked into the lobby, flanked by bodyguards, pulled a submachine gun and began firing on the crowd. The other men in the group all pulled out weapons and did likewise. Diana was astonished, but remained calm. The bullets wafted by her like dandelion seeds. She deftly dodged them and left the bank, depositing herself in the back seat of their getaway car.

When Tony Capaldi and his henchmen returned to their car and sped away, they noticed an extra passenger. Diana demanded a full explanation from Tony why she had been forced to watch such a brutish display. Tony did his best to brush her off, but Diana was adamant. Capaldi did his best to explain but resigned to take Diana to Anna Brochet.

Brochet had played bridge with Diana some years ago and lost. She had also heard of her powers and abilities. Diana stayed with Anna for several days, learning about PAGAN, its objectives, tactics and plans for the future. It was, Diana decided, something she thought she wanted to be a part of, as long as she didn't have to take part in any such brutal killings. She preferred to be more calm about it.

Quote: "Uh, no. I'm over *here*."

Personality/Motivation: Diana is neither angry nor happy. She has misplaced feelings of justice and has never found an outlet for them. The assassination she witnessed at the bank caused a change in her. It moved her to action. The action was actually very uncharacteristic of Diana. Normally for her, action is preceded by a great deal of mulling over, but that time she spontaneously thrust herself to the center of the everything. She does not regret her move, but she probably won't act like that again (at least that's what she keeps telling herself).

After Anna explained PAGAN's and Eclipse's motives to her, Diana decided that she had finally found a good cause to use her abilities rather than just for bridge.

Like many of the members of Eclipse, Shrike was given her "supervillain name" by the press — she does not use it or like it.

Powers/Tactics: Diana can achieve a state of extreme serenity in which she can move extremely quickly. To her, however, it seems as though she does not move, but is able to move the universe to where she wishes to be. She is able to use this inner calmness to utilize a special form of martial arts that she developed herself. Her great speed, or her apparent ability to "move the rest of the world to her," also aids her in her attacks.

Diana can relay messages from member to member in the event of a communications breakdown. She is also excellent at getting to where she is needed in just the nick of time. Eclipse sets up hits in such a way that, any superhero resistance is disorganized and fractured. Diana can help by drawing away members to reduce their numbers. She prefers to think everything through thoroughly before acting. Fortunately, she has plenty of time to do this.

Appearance: Red-haired Diana Reeds is in her early thirties. She dresses as though she is living in the mid sixties, preferring plain dresses and blouses to suits. She gives one the impression on first sight of being a very ordinary person, completely in place walking down the street, minding her own business. Though when she isn't minding her own business, one doesn't have much chance to see her, only a blur.



MANDELBROT		
Val	Char	Cost
10	STR	0
20	DEX	30
13	CON	6
9	BODY	-2
23	INT	13
10	EGO	0
10	PRE	0
10	COM	0
2	PD	0
3	ED	0
5	SPD	20
5	REC	0
26	END	0
21	STUN	0

Cost	Powers	END			
25	Elemental Control — Fractal Energies				
a-25	10d6 EB				
b-25	5d6 Flash (visual sense group)				
c-25	Darkness 5"				
d-25	Invisibility vs. sight, IR, UV, no fringe				
30	Change Environment, manipulate computer controlled devices, 32 hex area, OAF (computer)	3			
14	STR 10 TK, Fine Manipulation (14-), 5x Max range, OAF (Computer), Only on computer controlled devices	3			
17	Computer Programming at Range, 18-				
17	Lockpicking at Range, 18-				
30	15d6 Mind Control, Telepathic, Only on computers, OAF (computer)				
10	Endurance for OAF Computer (300 points)				
16	Computer (80 pts)				
17	Mental Defense (20 points)				
21	12 rPD, 12 rED, Act 14- IIF (Body Armor)				
10	360 Degree Sensing				
5	UV Vision				
3	Mental Awareness				
2	Radio Listen and Transmit—Group Radio Comlink OAF				
Skills, Perks and Talents					
10	2d6 Luck				
11	Electronics 15-				
5	Stealth 14-				
7	SC: Fractal Mathematics 18-				
0	French Language (Native)				
2	English Language				
5	Perk: Well Off				
1	Perk: Passport				
100+ Disadvantages					
25	Hates Corruption				
15	Roleplaying Gamer				
10	Quiet, withdrawn				
15	Reputation (Powerful Mutant)				
20	Hunted by UNTIL, 8-				
20	Hunted by CIA, 8-				
20	Hunted by Iron Crown Enterprises, 8-				
15	Secret Identity				
185	Villain Bonus				
OCV: 7; DCV: 7; ECV: 3; Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	67	+ 358	= 425	= 325	+ 100

Background: Jean-Sébastien Philippe, a student at a small commerce college in Bordeaux, France, went to America in 1990 on a work-study program. While there, he was kidnapped near Langley, Virginia by a CIA mutant-detection team. He was brought to Washington, D.C. and subjected to a battery of tests. They determined that the sensors were correct. Jean-Sébastien was a powerful, latent mutant and was, most likely, completely unaware of his powers.

The unconscious form of Sébastien was bombarded with low-level theta-wave radiation for thirty-two days. He nearly died, and took several months to recover. When he finally came to, the sensors' readings leapt off the scale! Sébastien was soon schooled with other mutants under the watchful eye of the CIA. Teachers helped him to explore and control his awakened powers. They found them formidable.

To begin with, Sébastien's IQ tested at unheard of levels. He soaked up reading material by the boxful and spent countless hours at computer terminals. Soon, he was giving CIA computer security experts a scare by locking sensitive data from the inside and leaving passwords in National Security Agency Directors' electronic-mail.

More curious was Sébastien's unnatural ability to control the light around him. Upon closer examination, it was theorized that Sébastien was able to control the fractal nature of light and energy. Scientists blanched at the thought. The young man had powers the likes of which they were incapable of comprehending. The very nature of the reality of perception and energy were at his command. Plans were made for the experiment's demise.





Sébastien managed an escape and made his way to France. There, he continued to feed his hunger for learning and explore his new powers. He hooked up with an underground group of French computer hackers and began a life of computer crime. It didn't take long for Sébastien to become a legend of the global computer network. He was looked upon as something of a prodigy among the hacker underground.

A good friend who was an electronic genius built him a custom, notebook-sized computer with the power of a mainframe. It was very expensive, but Sébastien repaid him by electronically embezzling the entire bank account of a British game company.

Anna Brochet approached him at the height of his career, as the computer experts of seven countries were working feverishly to track him down. Brochet offered him asylum and assured him that eventually, without help of others like him, he would be caught. She outlined PAGAN's objectives, which Sébastien found close to his own. They struck up a good friendship. A working friendship.

Sébastien joined Eclipse after the Poland incident and has gotten along well with the other members. He enjoys spending time with Tony Capaldi playing *Silent Death* at his home in Italy.

Quote: "They are all around me. I am caught in a sandweech!"

Personality/Motivation: Quiet and nerdy, though nerdy is too strong a word. Sébastien may come off as such, but he is by no means socially inept. It's just that he isn't flashy or slick — he's not a social butterfly, but can carry on an intelligent and interesting conversation with someone he's had a chance to get comfortable with.

Sébastien is the only member of Eclipse who enjoys his supervillain name. In fact, he anonymously pointed out to a journalist, the connection between his powers and the pioneering discoveries by the mathematician Mandelbrot that led to fractal mathematics and chaos theory.

Sébastien had played superhero roleplaying games when younger but now that things have changed, he finds that the perceptions one has of life when it is a fantasy are radically different than those one has of life when the fantasy is presented as a reality. That is, it seemed romantic to be hunted and hated and poked and prodded as a freak when it was all make-believe, but when it became *him* who was the freak, Sébastien no longer cared for the romanticism and only wanted to be left alone to do what he wanted.

Sébastien was a very different person before the awakening of his mutant powers, but perhaps the same could have happened to any normally good person under the same circumstances.

Powers/Tactics: Sébastien is the long range coordinator of Eclipse's activities. He can use his computer to manipulate the defenses of almost any building or stronghold, opening doors, turning lights on and off, disabling alarms, positioning elevators, etc. His mutant powers enable him to control fractals of light, causing them to bend, flash or focus into an energy blast.

In case of a stand-up fight, he will stay close to Anna Brochet, peering out from behind her pitch black force wall to blast enemies. He prefers to stay hidden and attack only when he stands little chance of being the target of any return fire.

Appearance: Sébastien is a tall, young Frenchman with clean-cut hair. He usually wears blue jeans and a flannel shirt covered by a thick sweater. He has thick glasses, giving him an intelligent, nerdy look.

MARAUDER				
Val	Char	Cost	Armor +*	Cost
11+34(45)	STR	1	+34	19
10	DEX	0		
11+9(20)	CON	2	+9	10
10+15(25)	BODY	0	+15	17
18	INT	8		
9	EGO	-2		
10+5(15)	PRE	0	+5	4
10	COM	0		
2+18(20)	PD	0	+18	10
2+18(20)	ED	0	+18	10
2+3(5)	SPD	0	+3	24
4	REC	0		
22	END	0		
22+28(50)	STUN	0	+28	22

*All Armor Chars are only in villain ID (-¼); Primary Chars do not affect Figured Chars (-½)

Cost	Powers	END
79	(Powered Armor Suit—all are -¼ only in villain ID) Blaster Cannon 3d6 RKA (225" range), Explosion, Loses 1DC every 4" (6 Charges)	0
16	Damage Resistance 20 rPD 20 rED	
12	Damage Reduction 50% Physical, Resistant (3 charges)	
8	Flash Defense (5 sight, 5 hearing)	
6	Knockback Resistance (-4")	
4	Lack of weakness (5 points)	
6	+4" Running (= 10")	2
12	15" Swinging	3
16	Arm Spikes 1d6+1 HTH Killing Attack	2
12	Commando Training Package	
	Maneuver OCV DCV Damage	
	Karate Chop -2 0 ½ d6 HKA	
	Judo Disarm -1 +1 Disarm, +10 STR	
	Kung Fu Block +2 +2 Block, Abort	
10	Life Support (breathing self contained, safe in vacuum)	
4	Enhanced Senses: Infrared Sight	
2	Radio Listen and Transmit—Group Radio Comlink OAF	
	Skills, Perks and Talents	
3	Computer Programming 13-	
3	Seduction 11-	
3	Breakfall 11-	
3	KS: Powered Armor Battlesuit Technology 13-	
3	KS: Portugal 13-	
3	PS: Mercenary/Soldier 13-	
0	Portuguese Language (Native)	
3	French Language	
2	English Language	
3	Japanese Language	
4	+2 OCV Blaster Cannon	
6	+3 OCV Arm Spikes	
3	+1 OCV Commando Training	
3	Well Connected	
2	Contact: Arms Dealer 12-	
1	Contact: Official in Portuguese Government 11-	
1	Contact: Casca of Triad 11-	
1	Favor: Official in French Government	
1	Favor: UN Secretary	
1	Passport	

100+ Disadvantages

20	Craves Destruction
25	Psychotic
20	Hunted by UNTIL 11-
20	Hunted by Interpol 11-
10	Watched by PAGAN 14-
10	Public Identity
147	Villain Bonus

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

Costs:	Char	Powers	Total	Disadv	Base
	116	+ 236	= 352	= 252	+ 100

Background: At the age of sixteen Andrea entered into the Portuguese National Army to serve her obligatory term of duty. She used her extensive family contacts to arrange a position as an aide to a general who contracted arms purchases with third-party arms dealers. Intrigued by the impressive technological machinery she was in contact with daily, she became adept in the knowledge of high-tech weaponry, particularly in the field of powered armor battlesuits.

Andrea seduced and coerced her family's accountant into embezzling the billion dollars to purchase a custom armored battlesuit. She murdered the Japanese arms dealer and the accountant and disappeared.

She spent six months in the mountains of Portugal, training in the battlesuit. Andrea then began hiring herself out to anyone who would hire her to break something. Break anything. Break it into lots of pieces. She received few offers at first, then, as her expertise grew, she began working for PAGAN on a routine basis.

Quote: "I'm bored of blowing up buildings. When are we going to see some action?"





Personality/Motivation: Only when surrounded by confusion, danger and explosions is Andrea happy. She listens to the most violent speed-metal music and calls it tame. Andrea is constantly pumped up with excitement and violent hyperactivity, looking out of place with the more calm members of the group.

Andrea is aggressive, overexcitable, and enjoys killing. The group tries hard to give her an outlet for this, though they often find it difficult to keep her fulfilled. She understands that the group tries hard, and is able to control herself if need be.

She has many passports and travels under several assumed names, the most common of which is Andrea Lopez.

Powers/Tactics: Andrea gets sent in to take out hard targets. She will try to hold her own with a brick, but finds it difficult—the limitations of mere technology versus mutation. This doesn't stop her from trying.

Often, during a demolition strike, she will swing by and lay waste from afar, preferring to send buildings crashing down on helpless crowds. She will also wade through normals, killing with glee, as her big entrance to a battle.

Appearance: At only eighteen years old, Andrea's eyes show a depth of twice her age. Her round, soft face is often screwed up in anger and discontent. She is quite definitely young, her body and facial features barely formed. Her voice is capable of conveying quick, sharp, thundering anger.

She stands about 5'7". Her not overweight but fleshy body is growing more powerful as she gets older, and she has not reached her full strength.

Her hair is thick, shiny, black and long, her eyes are dark brown.

The battlesuit is urban cammoed in shades of grey that deepen in the night. Weapons and accessories protrude from the arms and back. Through a clear faceplate, Andrea's face can be seen as she watches the destruction she does out. Her radio can be taken out if the obvious antenna is ripped off of her back.

ENIGMA					
Val	Char	Cost	100+	Disadvantages	
9	STR	-1	20	2x BODY from Magic Attacks	
9	DEX	-3	10	Destitute	
20	CON	20	20	Code Against Killing	
20	BODY	20	15	Rarely noticed	
20	INT	10	20	Hunted by DEMON, 8-	
15	EGO	10	15	Secret Identity	
8	PRE	-2	95	Villain Bonus	
14	COM	2			
5	PD	3			
4	ED	0			
5	SPD	31			
6	REC	0			
40	END	10			
35	STUN	0			
Cost		Powers		END	
33	10d6 Mental Illusions, IAF (Hat)				5
27	4d6 Drain, Affects INT, IAF (Gloves)				4
17	Invisibility to Normal Sight and Danger Sense, IAF (Coat)				3
20	10 rPD 10 rED IAF (Coat)				
45	6d6 NND (not against force fields), O END, OAF (Stun Blaster)				0
Skills, Perks and Talents					
5	Stealth 12-				
5	Streetwise 12-				
3	AK: Europe 13-				
3	AK: London 13-				
3	AK: Paris 13-				
3	AK: Torremolinos, Spain 13-				
3	Linguist				
0	English Language (Native)				
3	French Language				
3	German Language				
3	Polish Language				
2	Russian Language				
2	Greek Language				
2	Thai Language				
2	Portuguese Language				
3	Arabic Language				
8	+4 Levels with Stun Blaster				
OCV: 3; DCV: 3; ECV: 5; Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	100	+	195	=	295
				=	195
				+	100

Background: Miles Halperin's life would never be the same.

When he was only fourteen, his grandfather, whom he had never met, died and left him an old, locked trunk that no one was been able to open. For two years, the trunk sat behind the barn on the family farm. One day, though, when examining the trunk for the thousandth time, he discovered an intricate pattern carved into the iron lid of the trunk. He had always thought that it was just a simple design, but that day, Miles realized that it was actually a clue leading him to a secret catch on the side of the trunk. Sliding it to one side he found an intricate gold key which fit the large lock on the front of the container.

Inside, he found an old, tattered coat, a moth-eaten hat and a pair of gloves, along with a large, gold pocket watch. It didn't take long for young Miles to examine what he had found and to discover that the items were not all that they

seemed to be, but much more. It was when he opened the pocket watch, however, that he sealed his fate forever. The watch was actually a magical transporter which randomly took the person holding it to another dimension, another time, or to some even stranger setting.

Miles was not seen again for over thirty years.

He was first noticed by Anna Brochet when Eclipse was attempting an assassination of a Bulgarian official in Paris. Though extremely difficult to keep track of, the mysterious man seemed to be using some rather odd powers to help the terrorists in their mission. Before she could attempt to question him, however, he was gone.

Since then, the man known only as Enigma by the members of Eclipse, has been seen during almost every mission, aiding the group in whatever it was doing. Communication with him has always been thwarted somehow, and many of the members have decided to simply accept his presence. Anna Brochet, however, refuses to simply accept this, and will, every time that she notices him, attempt to communicate or even capture him.

The gold watch is now mysteriously gone, and Miles is back in this world, probably to stay. What happened while he was gone, where he got the high tech stun blaster, and what he is trying to accomplish are completely unknown.

Quote: "If only you really understood..." (Actually, no one has talked to Enigma since his reappearance on Earth.)



Personality/Motivation: Enigma's name fits him well. He is difficult to understand or to relate to. Wherever he has spent the last thirty years, it has obviously made him aware of facts that few men know. He seems to carry a certain burden of knowledge with him wherever he goes. This knowledge is obviously something that most would rather not know, for his demeanor is one of sadness and dread. Perhaps he encountered something which convinced him that life on Earth is



truly insignificant. Perhaps he has learned important secrets of existence, but they were more than a human should ever really know. Perhaps ignorance *is* bliss.

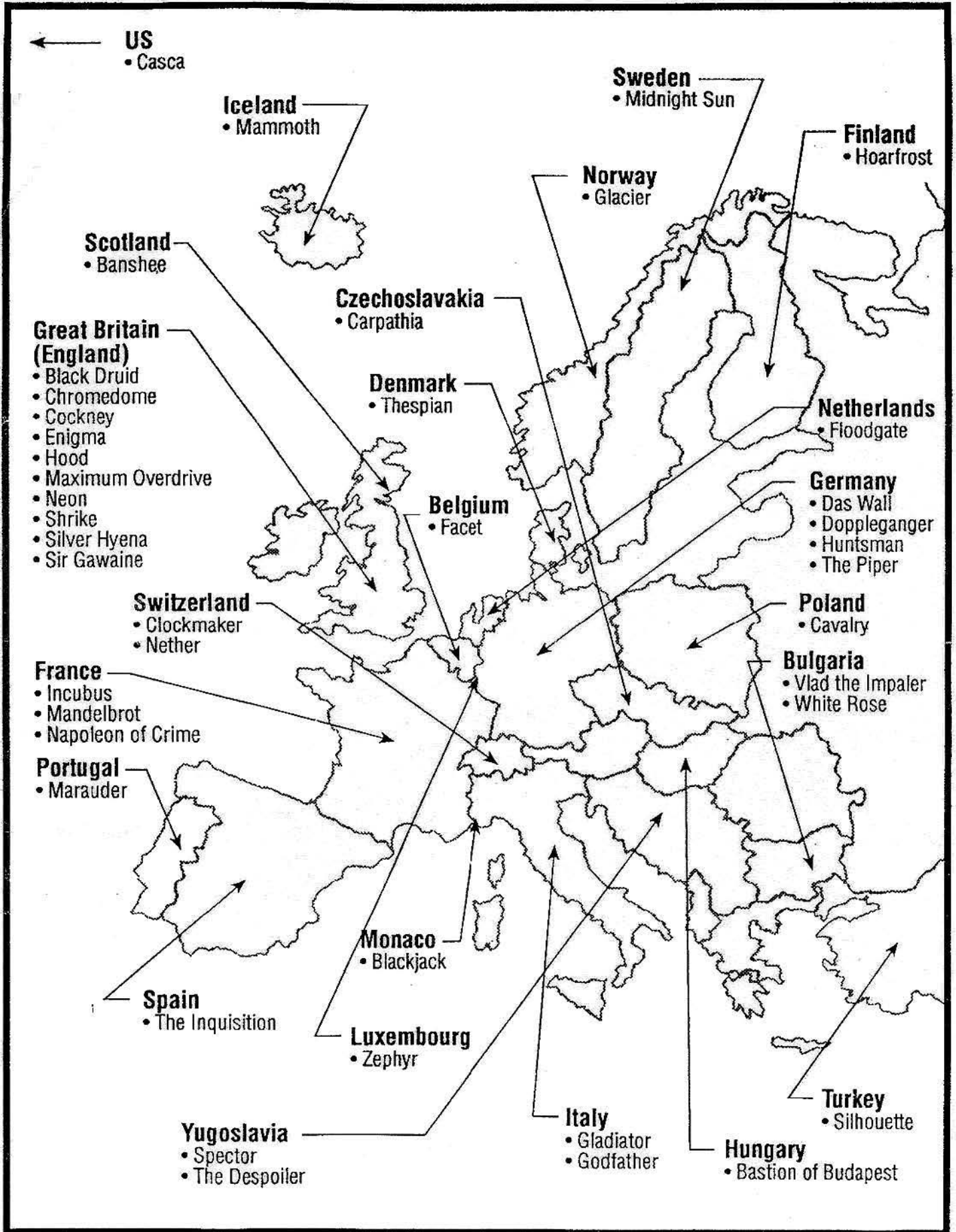
Beyond this sadness and dread, Enigma seems to have almost no personality at all, making him very easy to overlook — hardly noticeable at all. As to his motivation, no one can even guess as to why he has helped Eclipse on every mission that they have had (even missions when they were unaware of his presence).

Powers/Tactics: The coat and hat that Miles wears are magical, and their powers combine to make him almost completely unnoticeable. The coat makes him appear to be beneath notice. Not actually making him invisible, it renders him ultimately nondescript. Everything around Enigma seems infinitely more important than he does when he wears his coat. The hat allows him to create a mental image in someone's mind, so that when someone does somehow manage to see him, he can create something far more worthy of their attention just out of the corner of the viewer's eye. If they turn to look (they almost always do), he will be gone when they turn back.

The gloves give him the formidable power to drain away a person's intelligence, allowing him an even greater chance of fooling his enemies. A Magic Detection spell or ability will reveal that the hat, coat and gloves are the inobvious source of these powers. Although the watch is gone, Enigma now has a stun blaster that he obviously obtained in a time or place foreign to his native world.

The perfect infiltrator, Enigma uses his hat and coat to sneak past guards and security systems. If that is impossible, he will drain the intelligence of a guard (or nightwatchman, or whoever) until he is no longer willing or able to carry out his duty. In a combat situation, he will do his best to avoid any attention at all, accomplishing his goals and/or using his blaster or gloves to take out his opponents.

Appearance: A black man in his late forties, Enigma always wears a tattered fedora, a long, thick, dark overcoat, and usually a pair of brown leather gloves. While he appears to be dishevelled, he is not dirty nor ill cared for. He continually has the appearance of a huge weight on his shoulders, and his mouth is curved perpetually in a slight frown; the glint of knowledge never leaves his eye.



BANSHEE					
Val	Char	Cost			
20	STR	10			
20	DEX	30			
25	CON	30			
25	BODY	10			
25	INT	30			
25	EGO	30			
25	PRE	15			
6	COM	-2			
4	PD	0			
5	ED	0			
5	SPD	20			
15	REC	12			
70	END	10			
48	STUN	0			
Cost	Powers	END			
20	Elemental Control-Ghost/Banshee Powers				
a-70	4D6 END Drain, Drained points return 5 pts./minute, NND (Flash Defense for Hearing)	9			
b-70	3D6 RKA, AE Cone	9			
c-60	8D6 EB, NND (Flash Defense for Hearing)	8			
e-60	4D6 Flash vs Hearing, AE Cone	8			
d-20	Desolidification, Vulnerable to Magical Attacks	4			
e-20	Clairsentience (Precognition: Visions of Deaths and Disasters in the Future)	4			
20	Extra-Dimensional Movement (Earth-Limbo)	2			
4	Images vs Sight, Only Show Person's Death or a Disaster (-1 ¼)	1			
20	Invisibility vs. Sight	2			
30	Total Life Support				
Skills and Talents					
20	Universal Translator				
13	Mimicry 16-				
9	Stealth 17-				
100+	Disadvantages				
20	2x BODY from Magical Attacks				
20	Compelled to Haunt Those Fated to Die Soon				
20	Compelled to Show Victim Image of his Death				
25	Distinctive Feature (Not Concealable, Extreme Reaction)				
20	Reputation (Harbinger of Death) 14-, Extreme				
15	Hunted by London Nightwatch 8-				
20	Hunted by Vandeleur Family 8-				
10	Hunted by New Knights of the Round Table 8-				
20	Watched by the Primal Entities of the Universe 8-				
361	Villain Bonus				
OCV: 7 DCV: 7; ECV: 8; Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	195	+ 436	= 631	= 531	+ 100

Background: Nobody really knows where the Banshee came from. Some of the old Scottish myths would suggest that she might be the ancient ghost of an elf who was unfaithful to her husband. All that is certain is that she appears when somebody is destined to die in the near future, or when such an event is very likely to happen. In the past, she had appeared on the ramparts of various Scottish or English castles, indicating that a member of the noble family that dwelled there was to die soon. The death that her wail foretells is always someone of great import — a king, a holy man, or a hero.

In more modern times, she has started to appear before groups of superheroes and/or villains, apparently signalling the future death of one of the superpowered beings. Sometimes, she is even the cause of a death she foretells. She appeared before the British supergroup, the New Knights of the Round Table, and killed Spitfire, one of the part-time members, after showing him an image of his dead body. The other Knights tried to protect the doomed hero, but during the ensuing fight a portion of a wall fell on him, killing him. Her vision of death had shown the doomed hero being crushed by a collapsing wall.

Rumors abound that the family of mystics, the Vandeleurs (see *Mystic Masters*), have a personal feud with her. She always appears when a Vandeleur family member is doomed to die, and has killed several of them herself.

Banshee dwells mainly in another dimension, where supposedly those who have recently died go while awaiting their final judgement. Her relationship with those extra-dimensional beings known as demons is unclear. She does not seem to be affected by spells or supernatural powers which would affect a being classified as "undead," (such as necromancy spells, crosses, summonings, etc. — she is affected by normal magic, however) so the theory that she is simply a ghost is still in question. Quite likely, there is much more to this being than so simple an explanation.





If she appears in an adventure she will be foretelling the possible death of an NPC or a player character. The exact details of the death are left up to the individual referee. When the time comes of the foretold death, the character, and his friends, can attempt to somehow avoid the fatal death. If the player(s) come up with a reasonable plan to avoid the death, they should be allowed to survive. Since her predictions of death are only true about half the time, it is speculated that she is only showing her victim one of many possible futures. She just chooses to show her victim the worst possible outcome.

Quote: "Aieeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee"

Personality/Motivation: The Banshee seems to have only one motivation, to magically show those fated to die their death ahead of time. Why she does this is not known, although it is speculated that she is somehow fundamentally tied to the life and death cycle of the universe.

She never speaks, and will never answer any questions. She will retaliate if anyone actually attacks her. The Banshee can be used as a hook to involve players visiting England in an adventure. She will probably appear at least once a year to any established hero group in England. She could also be used as a form of early warning of danger, perhaps even appearing in the middle of the fight in which the character is supposed to meet his demise.

Powers/Tactics: The Banshee appears out of nowhere, usually at night, and stands directly in front of the person fated to die. She then uses her images ability to show her victim how he will die. After the images are shown, most of the time she screams once (the Drain attack), and then disappears. Sometimes, she kills the doomed person, making herself the cause of his death. If anyone attacks her before she disappears, she retaliates viciously.

If she foretells some sort of disaster, and the heroes try to stave off the occurrence, or try to save victims of the disaster, she attacks them with intentions to kill.

Appearance: The Banshee's almost ethereal form is wrapped in black silks, and surrounded by a disturbing green glow. Her face is fleshless, exposing a ghastly skull where beautiful features might have once been.

BLACK DRUID		
Val	Char	Cost
13	STR	3
18	DEX	24
28	CON	36
26	BODY	32
18	INT	8
30	EGO	40
18	PRE	16
12	COM	1
7	PD	4
7	ED	1
4	SPD	12
9	REC	0
60	END	2
47	STUN	0

Cost	Powers	END
67	100 pt. Magical Multipower, Gestures, Incantations	
5u	8D6 EB (Air), Double KB, Gestures, Incantations	7
5u	8D6 EB (Water), Double KB, Gestures, Incantations	7
3u	8D6 EB vs. PD only (Stone), Gestures, Incantations	4
3u	4D6 RKA (Fire), Gestures, Incantations	4
3u	6D6 Entangle, Plants Have to be Nearby (-½), Gestures, Incantations	6
6u	8D6 Dispel, Ranged, AE 1 Hex, Affects Nature or Elemental Related Powers, Gestures, Incantations	10
2u	8D6 Mind Control, Animals Only (-¼), Gestures, Incantations	4
6u	6D6 Flash vs. Sight, AE 1 Hex, Gestures Incantations	9
5u	Force Wall (Stone), 20 PD/10 ED, Gestures, Incantations	7
3u	Change Environment, Weather, 16 Hexes, Vary Environment, Gestures, Incantations	5
3u	Regeneration, 5 BODY/Turn, Gestures, Incantations	
1u	Shapeshift, Natural Animals Only, Gestures, Incantations	2
20	1D6 RKA, NND (Life Support), Linked to Water EB 3	
5	Infrared Vision	
10	Tracking Scent	
30	Total Life Support	
Skills and Talents		
3	Concealment 13-	
3	Tracking 13-	
3	Animal Handler 11-	
3	Navigation 11-	
3	Survival 11-	
3	KS: Druidic Religion 14-	
3	KS: Natural Phenomena 14-	
3	KS: Ancient Britain 14-	
5	SC: Botany 14-	
5	SC: Zoology 14-	
0	Celtic Language (Native)	
1	Modern English	

100+ Disadvantages	
25	Hates Technology/Progress
15	Reputation (Fanatic Ecologist), Extreme, 11-
25	Hunted by English Government 14-
15	Hunted by New Knights of the Round Table 11-
10	Hunted by The Nightwatch 11-
20	Hunted by Duchess Industries 8-
10	Watched by Lyonesse 8-
56	Villain Bonus

OCV: 6; DCV: 6; ECV: 10; Phases: 3,6,9,12					
Costs:	Char	Powers	Total	Disadv	Base
	179	+ 212	= 392	= 292	+ 100

Background: The world that Thorn awoke to after a centuries-long slumber was a very different world indeed. Magic was now no longer in the hands of the Druids, but was available to any man, and they used this new magic to fly through the air in silver ships, to talk to one another through wires, and to create machines that could think almost like a man.

Many years earlier, when the Romans invaded Britain, the island had been occupied by Celtic tribes who followed the wise teaching of the Druids. The tribes fought back against the Roman invaders, but the tribes had no chance against the Roman military tactics and superior soldiers. Thorn, the greatest of the Druid priests, who had used his knowledge of nature and of the magic of the Earth to help his people, sensed defeat at the hands of these ignorant conquerors. He prayed to Gaea, begging for a second chance to save his people and the land. His prayers were answered in a strange way — his body was placed in the magical Sleep of the Trees, and placed in the trunk of an oak tree.



Thorn woke to a Britain far different from the one he had dwelled in. As he explored his former home, he first became sad, and then angry. He was angered by the way his people had changed. They now abused the land, and raped Mother Earth in the name of progress. Those who ruled Britain now were far more ignorant of the power and value of the Earth than the Roman invaders of the past ever were.

Hurt and bewildered, he headed for Stonehenge, a place of ancient Druidic power. There he saw the final insult. A group of "Romans" (Italian tourists) were there, defiling the shrine with their very presence. When he saw one of the callous "Romans" idly drop an empty sandwich wrapper and a soda can by one of the ancient stones, Thorn could take no more.

Old hatreds die slowly, and Thorn's had not died at all, but grown. He attacked the the tourists with his magical powers, killing the "Roman" defiler. At that point, he merged with the darker, angry side of his goddess, Mother Earth. His once-white robes turned the color of blackest night and dried blood. The crazed Thorn became the Black Druid and declared war on all those who would defile the British Isles, as well as the rest of the Earth.

The Black Druid then began a vicious campaign against polluters, factories, and corporations that soiled the Earth with their pollutants and their presence. He also did not hesitate to kill anyone that got in his way. Humans were more and more showing that they were a blight upon the Earth, and did not deserve the right to dwell on their good and powerful Mother. In this campaign, he has encountered the New Knights and the more mystically-oriented Nightwatch on one occasion each. His powers allowed him to escape from the heroes after dealing great damage to them (and their egos).

His first crusade caused millions of dollars worth of damage to various factories that damaged the environment. Unknown to him, many of these factories were owned by the same rich conglomerate. The conglomerate (Duchess Industries) has offered a large sum of money for the death of the Black Druid. A number of mercenaries and supervillains are very interested in the bounty.

Also unknown to him, the people of the land of Lyonesse (see *Kingdom of Champions*) are watching the Black Druid, who is actually a contemporary of theirs. They are, as of yet, unsure what to do about him, and are content for now just to watch and see what actions he takes.

Quote: "Those who harm the beloved body of Mother Earth shall pay the price."

Personality/Motivation: The Black Druid cares only about gaining vengeance against those who are polluting the land. Unfortunately, he blames anyone who is working for the company that is doing the pollution, which means that many innocent workers have been hurt by his attacks. He travels around England, attacking anyone he sees polluting the land or abusing animals. The Black Druid is totally insane, and is completely fanatic about his holy war. He cannot be reasoned with.

His ultimate goals are far reaching — even beyond Britain's shores. If he has his way, he will put an end to this magic called 'technology' which pollutes the Earth and harms Mother Gaea. If this means that mankind must also disappear from the Earth, so be it.



Powers/Tactics: The Druid's main attacks are blasts of stone, water, fire or air. His main goal during a battle will be to destroy the source of pollution he is attacking. Anyone that interferes will face his full fury, since he does not mind killing to further his holy war.

Appearance: The Black Druid wears an ebony black robe with a cowl, and he carries an oaken staff. Thorn is a middle-aged man, with long black hair, bushy brows, and a flowing black beard.

BLACKJACK		
Val	Char	Cost
13	STR	3
26	DEX	48
20	CON	20
15	BODY	10
18	INT	8
20	EGO	20
18	PRE	8
20	COM	5
6	PD	3
6	ED	2
5	SPD	10
8	REC	2
36	END	0
50	STUN	2

Cost	Powers	END
14	4D6 EB, STUN only, AE 1 Hex, Double KB, 4 Charges, Expendable, OAF (Playing Card)	
25	4D6 Entangle, AE 1 Hex, Sticky, 4 Charges Expendable, OAF (Playing Card)	
18	4D6 Flash vs. Sight, AE 1 Hex, 4 Charges, Expendable, OAF (Playing Card)	
16	Armor, +8 PD, +8 ED, OIF (Kevlar Suit)	
5	Darkness vs. Sight, AE 1 Hex, 4 Charges, Expendable, OAF (Playing Card)	
33	Danger Sense, all attacks, out of combat, immediate vicinity, 15-	
10	10" Gliding, x2 noncombat movement, OIF (Suit)	
5	Clinging, OAF (Hand/Knee Pads)	
3	Infrared Vision, OAF (Goggles)	
50	10D6 Luck	

Skills and Talents	
3	Acrobatics 15-
3	Breakfall 15-
3	Climbing 15-
3	Combat Driving 15-
3	Contortionist 15-
3	Lockpicking 15-
3	Sleight of Hand 15-
3	Stealth 15-
3	Acting 13-
3	Bugging 13-
3	Concealment 13-
3	Conversation 13-
7	Gambling 13-
3	High Society 13-
3	Persuasion 13-
3	Security Systems 13-
3	Seduction 13-
3	Shadowing 13-
3	Disguise 11-
3	Electronics 11-
2	KS: Casinos of Monaco 11-
2	AK: Monaco
0	French Language (Native)
2	English Language

100+ Disadvantages	
20	Compulsive Gambler
15	Leaves behind playing cards
10	Thrives heavily on excitement
15	Overconfident
15	Hunted by Monaco Police 11-
25	Hunted by Interpol 11-

100+ Disadvantages (continued)

10	Hunted by Detective Klosu 11-
5	Professional Rivalry (Cockney)
15	Secret Identity
155	Villain Bonus

OCV: 9; DCV: 9; ECV: 7; Phases: 3,5,8,10,12

Costs:	Char	Powers	Total	Disadv	Base
	136	+ 249	= 385	= 285	+ 100

Background: Michael Dumont was born to a wealthy Monaco family, and was subsequently spoiled by the various servants that raised him. He had to waste some time at college, since his parents refused to continue giving him an allowance unless he attended one. Never really applying himself or studying, he spent most of his time partying. His college days were cut short by the death of his parents in an auto accident in the mountains surrounding Monaco.

Michael came home and took over his family's wealth. He lived the life of a rich industrialist for quite some time, but found it rather unsatisfying. Bored with his lot in life, Michael started frequenting Monaco's casinos. That was when Michael learned that he had a peculiar knack for games of chance, and that Lady Luck smiled frequently upon him. Michael always seemed to win, no matter how badly the odds seemed to be against him.

After several months on a long winning streak, Michael had become a compulsive gambler. Not that this compulsion was detrimental, since he would always win. His fortune grew with his winnings to proportions that his father never dreamed, but that didn't matter to Michael.



Unfortunately, the members of A.C.E. (Associated Casino Entrepreneurs) barred Michael from their casinos, believing that he was somehow cheating. Michael was furious, especially when he found out that the Monaco A.C.E. members had warned casino owners around the world about him.

Deprived of his gambling, Michael decided to get even with the casino owners. He used his money to get in contact with a retired jewel thief that had been known as the Spider-Thief of Monaco. He hired the retired thief to teach him the tricks of the trade. After learning everything he could from the Spider-Thief, Michael used his money to create an arsenal of special equipment and weapons. He then donned his new outfit, and called himself Blackjack (his favorite game).



As Blackjack, Michael began a long series of daring robberies. At first, he only robbed the homes of the casino owners, but now he has begun to rob the casinos themselves. No one suspects that Michael is Blackjack, except for a bumbling private detective from France, Claude Klosu (see the Napoleon of Crime). The detective is positive that Michael is Blackjack, and plans to catch him and get the reward offered by the casino owners. Michael views Klosu's efforts with amusement, though he has become somewhat of a nuisance.

Quote: "I feel lucky... Blackjack!"

(He always yells Blackjack when he starts to throw one of his trick cards.)

Personality/Motivation: Blackjack is not committing these crimes for the money—he already has more than enough. At first he stole to get even with the casino owners, but now he just steals for the thrill of it. Rather than using his skills to steal that which is most profitable, such as money from a bank, he attempts to steal that which will be the greatest challenge to obtain such as a rare jewel in a well-guarded museum. Blackjack feels that his thieving career is an exciting gamble with the authorities.

Blackjack is very overconfident, believing his natural luck will get him out of any trouble. Blackjack will try to escape when confronted, depending on his natural luck to hinder the heroes while he is escaping.

Powers/Tactics: Blackjack's main forms of attack are his special trick cards, which he uses to keep his enemies busy while gets away with the loot. Blackjack is clearly to be used as a non-combatant, most super heroes will have no trouble beating him in a fair fight. Special glider vanes on his costume allow him to jump out the windows of tall buildings or cliffs and get away from pursuit. Blackjack prefers to enter and leave quietly, only leaving behind a Jack of Clubs card to signal his presence.

Appearance: Blackjack wears a white costume with Ace of Spades on the back of it, and a Jack of Spades on the breast. He wears thick goggles that do not limit his vision, but help to hide his identity. He wears a special black face makeup, covering his entire face with it.

BASTION OF BUDAPEST

Val	Char	Cost
13	STR	6
15	DEX	15
18	CON	16
10	BODY	0
18	INT	8
23	EGO	26
10	PRE	0
8	COM	-1
8	PD	5
8	ED	4
5	SPD	25
7	REC	0
36	END	0
26	STUN	0

Cost	Powers	END
122	Force Wall +14 PD/+14 ED, Hardened x2, 0 END Cost	0
150	6D6 Entangle, Attack Roll Based on ECV, 0 END Cost	0
50	1D6 RKA, Attack Roll Based on ECV, Increased Stun Multiplier +1, NND (Life Support), END Cost, Continuous, Linked to Entangle	0

Skills and Talents

13	Absolute Time Sense
10	Eidetic Memory
3	Lightening Calculator
3	Speed Reading
3	Federal Police Powers
2	Government Contact
5	Bureaucratic 16-
3	Cryptography 12-
3	Lipreading 11-
2	AK: Hungary
2	AK: Budapest
0	Hungarian Language (Native)
2	English Language

100+	Disadvantages
12	Enraged when children hurt 14-, 8-
15	Always Obeys Orders of Superiors
20	Frightened of Losing Custody of Niece
15	Code of Conduct: Never Endanger Children
5	Near Sighted, Wears Glasses
10	Distinctive Features (Short and Bald)
10	Reputation (National Hungarian Hero) 11-
15	DNPC: Adopted Niece 8-
10	Watched by Government 14-
10	Public ID
250	Experience Bonus

OCV: 5; DCV: 5; ECV: 17; Phases: 3,5,8,10,12

Costs:	Char	Powers	Total	Disadv	Base
	104	+ 373	= 477	= 377	+ 100

Background: Bonov Garanski was a short, ugly, bald low level bureaucrat in the Hungarian Communist government. A quiet and lonely man, he had always been picked on because of his appearance. Women ridiculed him and refused to have anything to do with him. Young children also tormented him because of his looks. This upset him very much since, deep down inside, Bonov loved children very much and wanted to have his own.



When a disastrous earthquake hit Budapest, Bonov happened to be walking by an orphanage. The building collapsed, and Bonov heard the cries of the children. He bravely rushed in and began freeing children from the rubble. An aftershock caused more of the building to collapse on Bonov and a young girl he was carrying to safety. The stress of the situation caused his latent mutant abilities to surface. He projected a force wall that saved the little girl, Ninia, and himself from harm. The scared little girl refused to be separated from Bonov, and he could not refuse her. He accompanied her to the hospital, and then took her home after the doctors diagnosed her to be well.

Soon, Bonov was whisked off to the plush office of a powerful man in the Hungarian government. The official had heard about Bonov's new powers and felt that Bonov should use his new powers to become his country's first national superhero. Bonov reluctantly agreed, after the official told him that he could not have his previous, quiet job back. The official also threatened to take the little girl out of Bonov's custody unless he agreed.

Bonov agreed, and the government arranged for Bonov to adopt the orphaned waif. The government saw this as a means to keep Bonov under their thumb. They let Bonov know that any failures on his part would cause him to lose custody of Ninia.

Bonov then began training in the use of his new power. The officials were not happy that his power seemed to be purely defensive in nature, with no real actual attack capabilities. They were finally able to train Bonov to enclose someone in a small force wall and then slowly leak the air outside of the force field, smothering the person inside.

Over the next year, Bonov, now called the Bastion of Budapest, became the hero of the nation. Because of his powers, women flocked to him and children adored him. Unfortunately, he could see through the motives of the women, who just wanted to be associated with a national hero. He could still see the revulsion in their eyes, and he could sometimes hear a mocking tone in their voice.

Recent changes in the government have caused Bonov to hope that the threat of loosing Ninia is no longer real. But deep down inside, he still fears that it might happen if he fails. He has had very little contact with the other national super heroes of Eastern Europe, except for the publicized first meeting of the now defunct Warsaw Pact team.

Quote: "I will not let you harm any Hungarian citizen while I am able. I am the defender of the people, the Bastion of Budapest."

Personality/Motivation: Bonov really does not like to fight, and prefers using his powers to protect people. He does not like to think of himself as a superhero. Though he is actually an enforcer of the government, he actually does many of his services on his own — especially the humanitarian acts and various rescues that he performs.

During a fight, he will always make sure that no innocents get in the way. He is especially protective of children, and will become enraged if he sees one hurt. Bonov is still a quiet man, and may come across as a cold person until he is seen with a child. Then he becomes a very outgoing and caring man. The heroes might accidentally become involved in combat with him by mistake, especially if they accidentally cause a child to be hurt. An enemy, knowing of Bonov's weakness, might frame a character, making it look like the hero had hurt a child or was in some way endangering the people of Hungary.

Powers/Tactics: The Bastion of Budapest can create large force walls, protecting himself or others. He can also use this power to capture people inside the force wall. If his opponent refuses to surrender after being enclosed in the force wall, he will slowly shrink the force wall around the prisoner, smothering him. The victim will soon lose consciousness due to a lack of air.



Appearance: At first the government tried to make Bonov wear a costume, but he hated it because it made him look ridiculous. After Bonov stole up on an enemy wearing his ordinary work clothes, and quickly and quietly imprisoned him, the government let him keep wearing his three-piece woolen suits while on a job. Bonov is short and bald, and wears horn rimmed glasses.

CARPATHIA		
Val	Char	Cost
70*	STR	35†
25	DEX	45
33	CON	46
26*	BODY	20
5	INT	-5
8	EGO	-4
20	PRE	10
20	COM	5
38*	PD	30
30*	ED	20
5	SPD	5
10	REC	6
66	END	0
72*	STUN	30

*Density Increase and Growth already figured in.
† Attacks using STR effect a 1 Hex Area.

Cost	Powers	END
40	Density Increase (6 levels), 0 END Cost Persistent, Always On, -6" KB, +6400 KG Mass	0
40	Growth (6 levels), 0 END Cost, Persistent, Always On, -12" KB, -4 DCV, +4 on all Perception rolls vs. Character, x4 Height and Weight, x4 Reach	0
17	½ END Cost STR	3

Skills and Talents

11	Animal Handler 15-
3	Riding 12-
3	Mechanic 11-
3	Climbing 11-
0	Czech Language (native)
2	English Language
2	KS: Farming 11-
2	KS: Farm Animal 11-
1	KS: Riding Animals 8-
2	AK: Carpathian Mountains 11-
3	Perk: Federal Police Power
2	Contact: Official in Czech Government

100+	Disadvantages
15	Berserk when animal hurt 11-, 11-
15	Refuses to endanger animals
10	Hates being in a city
15	Always obeys orders of superiors
15	Difficult to think for herself
20	Distinctive Features (Giantess)
10	Reputation (Hero of Czechoslovakia) 11-
10	DNPC (Grandfather) 8-
10	Monitored by government 14-
10	Public ID
5	1D6 Unluck
145	Experience Bonus

OCV: 8; DCV: 4; ECV: 3; Phases: 3,5,8,10,12

Costs:	Char	Powers	Total	Disadv	Base
	243	+ 137	= 380	= 280	+ 100



Background: Natasha Konski was raised by her grandfather in a state-owned farm commune in Czechoslovakia, near the Carpathian Mountains. Her parents had died when she was young, and her grandfather had adopted her. A very pretty, demure girl, she loved working on the farm, and especially enjoyed working with the horses owned by the commune. She hoped to someday own a beautiful riding horse and travel all over the world and ride in competitions. Her other main interest was hiking and climbing in the nearby Carpathian Mountains.

Government scientists approached the commune farmers and informed them that the farm had been chosen as a site to test a new type of experimental pesticide. The farmers had no real choice in the matter, so the farm was sprayed with the chemicals. The farm animals, Natasha, her grandfather and many of the farmers became deathly ill for several weeks after the pesticide was sprayed, but the plants seemed to suffer no harmful side-effects from it.

A few months later, while she was out riding, Natasha was suddenly wracked with sharp pains and fell off the horse. She awoke a few hours later, horrified to find that she had become a giantess. Natasha's desperate grandfather contacted the government, who sent in the team of scientists that had created the pesticide. The excited researchers believed that the experimental pesticide has somehow affected her metabolism. In actuality, the pesticide had been laced with chemical mutagens on purpose by the secret police, in the hopes that it would produce a superhero.

European Enemies

The government men insisted on taking her back to the city and checking her out. They wanted to train her to use her unique abilities to become the country's first national superhero. Neither Natasha nor her grandfather had any real choice in the matter.

After months of intensive training, Natasha was finally allowed to visit her grandfather at the farm. She then realized that she was now too big to ever ride a horse again. In addition to that, all the farm animals were now scared of her, due to her large size. Heartbroken and traumatized, something in her mind broke (doctors also believed that after-effects of the experiment also had something to do with it) and she lost most of her intelligence. Her mind was reduced to that of a child.

She faithfully worked for the government as Carpathia after that, but deep inside she harbored a resentment against her sometimes cruel masters. When the communist government was recently overthrown, she was very happy to be free of her tormentors.

Natasha is currently living back with her grandfather on the farm. The animals have gotten used to having her around again, and her original intelligence is slowly returning.

Natasha's grandfather has talked her into agreeing to help the new government if they need any help, since they have not forced her into servitude. Even though she outwardly denies it, she has come to consider herself the protector of the people of Czechoslovakia. This position has rarely caused her to battle supervillains or criminals. Most often, she helps out when there is a local emergency or disaster where her large size and strength can come in handy. Even with her decreased intellect, though she knows that it can only be a matter of time before she must pit her strength and size versus the likes of Triad or Eurostar.

Carpathia has had very little contact with the other national super heroes of Eastern Europe, except for the publicized first meeting of the now defunct Warsaw Pact team.

Quote: "Leave my people alone, or I will crush you like a mountain."

Personality/Motivation: Currently, Natasha has the mind and manner of a small child. She is prone to temper tantrums, especially if someone hurts her. At the same time, she is more than willing to listen to an elder, if he reasons carefully with her. When her complete intelligence returns, she will become her friendly and thoughtful self again.

She will never take action that might endanger an animal, nor will she let one be hurt because of her inaction. Even though she is a superhero, the players might become involved in a fight with her while visiting her country. The heroes might be framed by old time communist hard liners, or the fight might simply start by accident (especially considering Carpathia's current child-like mental state).

Powers/Tactics: Carpathia is a brick with child-like intelligence. Her attacks are always straight-forward, consisting of either bashing an opponent (sometimes with a large object) or attempting to grab an enemy and squishing him or her into submission. She is not a trained fighter, and can easily be tricked by an intelligent opponent. Her physical attacks effect a one hex area.

Appearance: Carpathia is an attractive young woman, who happens to be eight meters tall. She will be encountered wearing simple work clothes, specially made to fit her giant frame.



CAVALRY

Val	Char	Cost	Armor Adds	Cost
8+30* (38)	STR	-2	+30	15
12+20* (32)	DEX	6	+20	30
10+20* (30)	CON	0	+20	40
0+5* (15)	BODY	0	+5	5
8	INT	8		
10	EGO	0		
8+20* (28)	PRE	-2	+20	10
10	COM	0		
2+20* (22)	PD	0	+20	13
2+10* (12)	ED	0	+10	7
2+3* (5)	SPD	0	+3	20
4	REC	0		
20	END	0		
19	STUN	0		

*All Armor Chars. are OIF (-1/2); Primary Chars. do not affect Figured Chars. (-1/2)

Cost	Powers	END
27	4D6 Magical EB, AE Cone, Double KB, Increased Stun Multiplier +1, Can Draw off Personal END or END Reserve, OAF (Saber)	5
22	2D6 HKA (4D6 w/STR), Increased Stun Multiplier +1, OAF (Saber)	7
27	Desolidification, Vulnerable to Magic Attacks, OIF (Armor)	4
10	Damage Resistance 20 PD/10 ED, OIF (Armor)	
5	Telescopic Vision +4, IIF (Helmet)	
5	Telescopic Hearing +4, IIF (Helmet)	
20	Spatial Awareness, IIF (Helmet)	
7	Flash Defense (Sight) +10, OIF (Helmet)	
5	Life Support, Self Contained, OIF (Helmet)	
16	100 END Reserve, 10 REC, IIF (Armor) (All Armor and Helmet powers draw off of END Reserve.)	
15	Mind Link w/ Ghost Horse Only, Any Distance and Any Dimension	1
61	Follower: Ghost Horse	
Skills and Perks		
7	Computer Programming 15-	
11	Electronics 15-	
7	Inventor 15-	
7	Mechanic 13-	
3	Tactics 13-	
3	Horse Riding 11-	
3	Weaponsmith (Muscle Powered) 11-	
3	PS: Armorer 11-	
2	KS: Polish Cavalry	
2	AK: Poland 11-	
0	Polish Language (Native)	
2	English Language	
2	Combat Level w/Sabre (+1 OCV)	
3	Perk: Federal Police Power	
1	Perk: Passport	
2	Contact: High ranking government scientist	

100+	Disadvantages
20	Code of Chivalry
20	Honorable
10	Wants to follow in his grandfather's footsteps
15	Distrusts anyone who is not Polish
10	Reputation (Hero of Poland) 11-
10	Watched by Government 14-
10	Professional Rival in Superior Position
15	Secret Identity
218	Experience Bonus

OCV: 11; DCV: 11; ECV: 3; Phases: 3,5,8,10,12

Costs: Char 150 + Powers 278 = 428 = 328 + Base 100



GHOST HORSE					
Val	Char	Cost	150+	Disadvantages	
30	STR	20	20	2x Stun from Magical Attacks	
18	DEX	24	20	2x Body from Magical Attacks	
20	CON	20	10	Enraged if Dubro Hurt 14-, 11-	
18	BODY	16	15	Physical Limitation:	
10	INT	0		No Fine Manipulation	
10	EGO	0	15	Distinctive Features	
20	PRE	10		(Not Concealable, Noticed),	
10	COM	0		Glowing Red Eyes	
20	PD	14	124	Animal/Follower Bonus	
10	ED	4			
5	SPD	22			
12	REC	4			
50	END	5			
43	STUN	0			
Cost		Powers		END	
1	1/2 D6 HKA w/ Reduced Penetration= 2x 1 pip HKA (2x 1/2D6 w/STR), Bite			1	
9	+3D6 HA, Kick			3	
30	Growth (4 Lvlis), 0 END, Persistent, Always On (-2 DCV, +2 to other's sight PER, +1" Reach, -4" KB)			0	
60	Desolidification, Vulnerable to Magical Attacks, 0 END			0	
3	+1 rPD/+1 rED Armor, Natural Hide				
10	+5 rPD/+5 rED Armor, OIF (Barding)				
28	+14" Running (20" Total)				
4	+4" Superleap (10" Total)				
8	Hearing PER +4				
Skills					
3	Stealth 15-				
3	Concealment 11-				
3	Tactics 11-				
3	Tracking 11-				
OCV: 6; DCV: 6; ECV: 3; Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	139	+ 165	= 304	= 204	+ 100

Background: Dubro Starsky is the son of two very famous Polish scientists. When he was young, his father told him about Dubro's grandfather, who had been killed at the beginning of WWII, when the brave Polish cavalry men had charged the invading German tanks. Young Dubro was impressed and enthralled by the bravery of his grandfather and the Polish Cavalry. He was also disgusted by the fact that the other countries of the world waited until after Poland had been conquered by Hitler before doing anything.

He was also disgusted with the way the other nations of the world let Poland become a Russian puppet after WWII. He felt that for some reason, one which he could not fathom, many people from other nations seemed to look down upon Poland, when they thought of the country at all. These prejudices and actions have caused him to be distrustful of anyone who is not Polish.

Dubro graduated from college with honors, and began working for the government on various scientific research projects. He was teamed up with one of his father's old friends, Professor Klosky. Unfortunately, Dubro's superior is a rather insipid man named Michael Subrov. Subrov's father was with the government, and had arranged for him to get the position.

The government research labs that the scientists worked in were located in an old Polish castle that had once be-

longed to the aristocracy. There Dubro, Klosky, Subrov and other Polish researchers carried out their research and experiments. Things went fairly well for Dubro, although the professional rivalry between he and his superior Subrov grew as the months passed.

While exploring the castle with some free time one day, Dubro came across an old secret passage that led to a concealed room. Obviously no one had found this room since the late middle ages when the castle was in use. The young researcher found this to be hard to believe, but the facts could not be denied. The room was empty save that a complete suit of armor, similar to that once worn by Polish knights during medieval times, stood in the corner. Thrilled, and yet also somehow compelled, Dubro put on the armor and soon discovered that the armor physically enhanced his natural abilities, and provided him with many powers.

The armor also mystically called forth the ghost of the horse that had belonged to the original owner of the armor.

Dubro decided to use the armor, and the ghost horse, to protect the country of Poland and its people. Calling himself the Polish Cavalry, Dubro has become the national hero of Poland. At the same time, however, he wished to keep his job at the research labs, and so chose to keep the fact of his discovery, as well as the location of the secret room, to himself.

Dubro, in his Cavalry identity, has formed an uneasy alliance with the government, knowing that his job would be easier if he was associated with the authorities. This is why he reluctantly agreed to publicly appear with the other members of the Warsaw Pact, at the only meeting the group has ever had. If the other Eastern European heroes decide to form a real team, it is doubtful that Dubro will join, due to his distrust of anyone who is not Polish. It is reported that Cavalry is on good terms with the New Guard, a superhero group made up of members of the now fractured Supreme Soviets based in Poland (see *Classic Organizations*). He has declined any offers to join the group, however.

Quote: "Like my forefathers, I am willing to give my life's blood to protect my homeland."

Personality/Motivation: Dubro is an intellectual young man who possesses a quiet, and rather black, humor. He is a brave and courageous man who never gives up. Dubro is very proud of his heritage, and the stubborn bravery of his people. He is distrustful of anyone that is not of Polish ancestry. This distrust could easily lead to a fight if he discovers any heroes from other countries working in Poland secretly.

Powers/Tactics: Dubro will usually charge into combat on his ghost horse, striking with his sabre while the horse raises up and strikes with its hooves. If that doesn't seem to do much damage to his opponents, he will retreat quickly, and then use the mystical force blasts that his sabre can release upon command. If things look bad, he and the horse will not hesitate to become desolid to avoid injury, and to escape if they have to. When Dubro and the horse are desolid, Dubro can ride the horse like he normally does.

Appearance: Dubro is a quiet man with brown hair and average looks and features. The armor is silver and appears to be made of a light chainmail. He wears a helmet with a visor that covers his entire face, and carries a curved sabre. The ghost horse that he rides is a large black stallion with metal barding. The horse, named Baltic, has glowing red eyes.

CLOCKMAKER		
Val	Char	Cost
18	STR	8
18	DEX	24
20	CON	20
10	BODY	0
25	INT	15
20	EGO	20
10	PRE	0
8	COM	-2
4	PD	0
4	ED	0
5	SPD	22
8	REC	0
40	END	0
29	STUN	0
Cost	Powers	END
15	EC: Time Control (30 active pts), OAF (Clock)	
a-63	6D6 Cumulative Transformation (Changes Target's Age), OAF (Clock)	16
b-20	Clairentience, Normal Sight and Sound, Precog and Retrocog, OAF (Clock)	7
c-20	Extra-Dimensional Movement (Time), Usable Against Others, Ranged, OAF (Clock)	7
d-15	Desolidification, Immune to Mental Attacks, Vulnerable to Light Attacks, OAF (Clock)	6
e-15	Teleportation 30", OAF (Clock)	6
56	15D6 EB (Chronal Energy), Penetrating, OAF(Clock)	6
70	2D6 Drain on STR, DEX, CON, BODY and INT (All at Same Time), 5 Drained Pts. Return Every Hour, Linked to Cumulative Transformation Attack, OAF (Clock)	
4	+2 OCV with Clock/Time Attacks	18
202	Duplication, 1 Form, Duplicate has same abilities and powers as original except for Extra-Dimensional Power and Duplication, OAF (Clock)	15
20	300 END Reserve, 10 REC, OAF (Clock) (All Clock powers draw off END Reserve)	
Skills and Talents		
3	Absolute Time Sense	
5	Inventor 15-	
3	Computer Programming 14-	
9	Electronics 14-	
9	Mechanics 14-	
3	Climbing 11-	
3	Disguise 11-	
9	SC: Temporal Physics 18-	
5	PS: Clockmaker 14-	
3	KS: History 11-	
0	German Language (Native)	
3	English Language	
1	French Language	
6	+3 OCV w/clock	
1	Perk: Passport	
100+ Disadvantages		
10	Obsessed with Time	
20	Paranoid	
10	Vengeful	
20	Distinctive Features (Concealable, Extreme Reaction), Rapid Age Change	
10	Distinctive Features (Concealable, Noticed), Always Checking Time	
10	Reputation (Time Traveller) 11-	
25	Hunted by Time Continuum Overseers 11-	

100+ Disadvantages	
20	Hunted by Timemaster 11-
10	2D6 Unluck
10	Public Identity
483	Villain Bonus
OCV: 6; DCV: 6; ECV: 7; Phases: 3,5,8,10,12	
Costs:	Char Powers Total Disadv Base
	107 + 621 = 728 = 628 + 100

Background: Hans Morgern is a man obsessed with time, and its measurement. His obsession began while he was a child, visiting his grandfather's chalet in the Swiss Alps.

His grandfather was a cuckoo clock maker, a craftsman of the old school. The clocks he made were considered to be the best that money could buy. Hans' grandfather always told the boy stories while he was working on his clocks. He told Hans that the secret of life was learning how to control time and that was why he had learned how to make clocks.

Unfortunately, he later realized that clock making wasn't the answer to controlling time.

As Hans grew older, he never forgot his grandfather's words, and swore that he would figure out a way to control time. Hans went to college and graduated with high honors in the field of temporal physics. On the day of Hans' graduation, his grandfather died, leaving Hans his chalet in the Swiss Alps, along with his books and tools for clockmaking. Hans went to his grandfather's chalet and secluded himself there for one year. During that year, Hans became an expert in building and repairing clocks. He also used the time to work on a thesis about his theories concerning the control of time. During this self imposed seclusion, he became even more obsessed with controlling time.

Hans went back to his college and presented the thesis, dedicating it to his grandfather. His paper was met with outright amusement and he was ridiculed by the professors and students. A few comments about his "old coot" grandfather went through Hans like a scythe.

An angry and intense young man returned to the chalet, planning to show everyone up. He worked furiously on a device that would allow him to control time, but the final solutions continued to elude him. Then a strange thing happened.

"This will solve your problems," someone said. He turned about to see himself standing on the other side of the room. The other "him" was dressed as an old clockmaker, but his appearance was constantly aging and then getting younger. His other self handed him a device, nodded and disappeared. Upon examining the device, he discovered that it was the key to the manipulation of temporal energy. He knew that his time had now come. Out of love for his grandfather, Hans placed the device in one of his beautiful, old cuckoo clocks.

As a side effect of working with temporal energy, Hans' looks were permanently affected. His facial features constantly shift, so that each minute he looks like he is a different age. When this effect manifested itself, he realized that the man who had given him the temporal device was his future self, come back to make sure that he had succeeded in his research. Rather than concern himself with the temporal loop and the paradox that it created, he turned his attention towards more selfish pursuits.

He put on his grandfather's old leather work apron, and left the chalet to exact his revenge. He first used his time control abilities to viciously attack the college professors that had laughed at him. He attacked them publicly and showed them that he could now control time. Several of the professors were permanently injured by Hans' attacks, and two of them died.



The embittered and paranoid Hans' then discovered that he enjoyed using his powers to hurt others. He also realized that he needed more money and new technologies to continue his obsessive temporal research. He began using his time control powers to commit robberies in the guise of the the Clockmaker. He also travelled through time, into the future, to obtain more advanced equipment. He always put the new advancements into a cuckoo clock, in honor of his grandfather.

His career of crime had been going smoothly for about a year, when he had a minor confrontation with another (perhaps more sophisticated) master of time, Timemaster. Since then, Hans has stayed hidden at the chalet, working on new time devices for his next confrontation with Timemaster, and realizing that sometime, perhaps soon, he would have to go back in time to give himself the temporal manipulator.

Quote: "I think you are running out of time."



Personality/Motivation: Hans is an odd young man who has become obsessed with time and the control of it. He wishes to control time so that he will not die, like his grandfather eventually did. Hans robs money so he can go back to the chalet and perform more expensive time experiments. Visiting the future, he gains technologies and information that will aid him in his goals. He tries to avoid major battles, knowing that his time will come.

Even though the Clockmaker is a thief, his methods of thievery will not bring him into contact with heroes very often. The Clockmaker is best used with some sort of time travel adventure hook. A scientist who has come up with a method of time travel might be visited by the Clockmaker. If the machine actually worked, the jealous Clockmaker might steal it or destroy it, while assaulting the inventor. Also, anytime an adventure involves time travel, the Clockmaker might be encountered in other times, or in the Dimension of Time.

Power/Tactics: The Clockmaker likes to use his Clairsentience, Teleport and Desolidification powers to rob banks without causing any commotion. Due to the relation time has with the speed of light, he can be attacked by light-based attacks when he uses his Desolid power. In battle he will try to stay out of reach, so that no one can grab his time device. He will use blasts of pure chronal energy (energy shunted from the Fourth Dimension of Time), or his ability to age people and things, to keep his foes busy while he escapes.

Appearance: The Clockmaker's facial features constantly shift, showing him at different chronological ages. He wears traditional Swiss lederhosen and leather pants, with a craftsman's leather apron tied around his waist. He carries a small cuckoo clock in his hands, that cuckoos when he uses one of his time control powers.

DAS WALL				
Val	Char	Cost		
60	STR	50		
18	DEX	24		
40	CON	60		
15	BODY	10		
10	INT	0		
10	EGO	0		
15	PRE	5		
20	COM	5		
30	PD	18		
15	ED	7		
5	SPD	22		
20	REC	0		
80	END	0		
75	STUN	10		
Cost	Powers	END		
37	Armor (+10 PD, +10 ED), Hardened			
10	KB Resistance (-5")			
Skills and Perks				
3	Bugging 11-			
3	Bureaucratic 12-			
3	Interrogation 12-			
3	Persuasion 12-			
3	Conversation 12-			
3	Streetwise 12-			
2	Familiarity With Area (East Germany)			
0	Language: German (Native)			
1	Language: English			
25	+5 Combat Skill Levels w/ HtH			
100+	Disadvantages			
20	Superpatriot (What was once known as East Germany)			
20	Paranoid			
20	Sadist			
20	Reputation (Hero of East Germany) Extreme 11-			
15	Watched by German Government 14-			
5	Unluck (1D6)			
10	Public Identity			
94	Villain Bonus			
OCV: 6; DCV: 6; ECV: 3; Phases: 3,5,8,10,12				
COSTS: Char Powers Total Disadv. Base				
211 + 93 = 304 = 204 + 100				

Background: Ernst Manheim had always been large and powerfully built. As early as elementary school, Ernst enjoyed terrorizing others and bullying them. For some reason Ernst was born with a sadistic streak. This continued right up through college. The East German army recruiter noticed Ernst's "abilities" and convinced him to join up. At first, Ernst didn't get promoted, since he really didn't have the intelligence to become an officer. Ernst eventually used his natural cunning and turned in a number of officers that were dealing with the black market, thereby earning him an instant promotion. Ernst used blackmail, and other bully tactics to continue his rise in the ranks.

This was noticed by the Stasi (secret police), who arranged for Ernst to be transferred to their organization. In less than a year, Ernst gained a reputation for arresting radicals. He was legally allowed to use his skills at "persuasion" without having to worry about reprimand. At about this time, the Soviet Union was forming its own teams of state sponsored superheroes, the Supreme Soviets and the

Comintern, and was suggesting that its satellite countries do the same thing. In this way, they could keep up with the growing number of Western hero teams, and the powerful threat that they represented.

Ernst was found to be a likely candidate for augmentation experiments, and was asked if he would like to increase his strength and become one of East Germany's official heroes. He readily agreed. A German scientist, who had been the head scientist and commandant at a Nazi concentration camp during WWII, began experimenting on Ernst. Ernst was injected with a complex steroid compound that had been exposed to radiation. The results greatly increased Ernst's natural strength, while it killed or hideously mutated the other subjects. While their fate was covered up, news of Ernst's successful transformation was released to the public.

East Germany announced that Ernst was their country's official superhero, code named "das Wall". Ernst enjoyed his new found powers and the fame. He also enjoyed his occasional fights with Western heroes. The recent destruction of the Berlin Wall, and the reunification of East and West Germany did nothing but help to destroy this position that he loved so well. The new open regime has no place for him in it. Ernst was told by the government that he will have to change his code name since the Berlin Wall is now a symbol of the past regime. Then he was told that he would have to use much less force in his work and that the Western heroes should no longer be treated as immediate enemies. He could take no more. He left the government position and is now a independent operative, using his powers for his own gain only.





Ernst is considering taking an offer from the Russian KGB to defect. There are rumors that a small group of KGB hard liners are secretly forming a group made up of superpowered people that had been closely related with various, and now defunct, communist regimes. This group would covertly work towards re-instating the former communist regimes.

Quote: "You think you have the power to topple das Wall, the symbol of the united Communist peoples. HA!"

Personality/Motivation: A product of the past that cannot deal with the present, Ernst is a typical bully who boasts a lot and depends on threats of violence to scare people. At the same time, he is a sadist who doesn't mind carrying out his threats, and he enjoys humiliating and torturing people.

Ernst is a strong believer in the old Soviet-based communist system, since he knows that his unique abilities will always be needed in such a repressive society. He enjoyed the power to hurt people legally. (Ernst only cares about being in a position of power, and bullying those around him.) He does not wish to become a villain in the eyes of the public, even though he no longer works for the government, so he will always attempt to look as though he is in the right. However, he is an evil and vicious killer, an extortionist and a thief. Any heroes publicly entering, or working in Germany, will probably run into das Wall, who will deliberately look for an excuse to pick a fight with the hero, even if the hero has official permission to operate in Germany.

Powers/Tactics: Ernst's natural strength and endurance have been greatly increased. His skin has become hard enough to resist most physical and energy attacks. His large size makes it very hard to knock him back or down. Ernst has no real physical weaknesses. He is not too bright, so a weaker opponent will find it easier to out-think him instead of fighting him directly.

In a fight, Ernst's main tactics are simple: maim and destroy. He will pick the strongest member of an enemy group and slug it out with him. He enjoys laughing at opponents and toying with them, if they are weaker than him. He will try to trick flying opponent close enough so that he can throw something large at them.

Appearance: Ernst is a huge man with brown hair and eyes. He dresses in a long military coat, and wears calf-length boots. He wears a military-cut gray police uniform. The shirt of his uniform has a silhouette symbol of a wall on the chest area.

THE DESPOILER		
Val	Char	Cost
50	STR	30*
25	DEX	45
28	CON	28
30	BODY	40
21	INT	11
30	EGO	40
20	PRE	20
6	COM	-2
12	PD	0*
10	ED	2*
5	SPD	15
16	REC	0
56	END	0
69	STUN	5

*Density increase added in

Cost	Powers	END
45	EC — Mutant Destructive Powers	
a-60	14d6 EB, Explosion	7
b-45	12d6 EB, Affects Desolid	6
c-45	12d6 EB Damage Shield, Always on, 0 END	0
d-45	Force Field (+30 PD/+30 ED), Hardened, Always On, 0 END	0
e-56	3d6 RKA, Continuous, Uncontrolled, No Knockback (The Despoiler Effect)	6
10	Density Increase (2 levels), 0 END, Persistent, Always On, -2" KB	0
10	Power Defense (10 Points)	
10	Lack of Weakness (10 Points)	
30	Total Life Support	
25	360 Degree Sensing (all senses)	
5	Infrared Vision	
5	Ultraviolet Vision	
3	Ultrasonic Hearing	
Skills and Talents		
2	KS: Structural Integrity 11-	
2	KS: Artifacts of Destruction 11-	
15	Languages: Serbian (native), Russian, Italian, Polish, German, English (accented)	

100+ Disadvantages

10	Enraged 11-, 14- if attacked
15	Berserk 11-, 11- when wounded
25	Insane desire to destroy everything
15	Overconfident
10	Vengeful
25	Distinctive Features (Not Concealable, Extreme Reaction)
15	Extreme Reputation (Maniacal 'killing machine') 11-
20	Hunted by all Eastern European Militaries 11-
20	Hunted by the New Guard 11-
391	Villain Bonus

OCV: 5; DCV: 5; ECV: 4; Phases: 3,6,9,12

Costs:	Char	Powers	Total	Disadv	Base
	234	+ 413	= 647	= 547	+ 100

Background: Sometimes when a person discovers that he or she has latent mutant powers, they are overjoyed at their new found abilities.

Sometimes they are not.

Rudolph Kundera was a happy farmer in northern Yugoslavia. He was content with his little farm, his wife and his three children. He had everything he needed. He didn't need the power to destroy entire cities.

But something triggered unknown energies deep within him, and he instantly found he was more powerful than he ever dreamed a man could become. The shock of this discovery drove him completely insane.

The simple farmer first destroyed his home and family. Not wantonly or without conscious thought to what he was doing, but with extreme efficiency and fully pre-meditated precision. Then he went to the nearest village and began to level the buildings and kill the inhabitants one by one. No one could escape. When this was finished, he began to destroy the trees and other plantlife.

When a unit of the Yugoslav military arrived on the scene, Rudolph realized that he actually could be challenged. He knew then that his goal of the destruction of *everything* would have to begin with the intelligent beings on the planet. Once they were destroyed, he could destroy the entire Earth unhindered.

Now Rudolph, as the Despoiler, travels about, leaving a swath of destruction wherever he goes. On one of their first missions after splintering from the Supreme Soviets, the New Guard (see *Classic Organizations*) encountered the Despoiler. After a lengthy battle which caused a great deal of destruction to Sophia, Bulgaria, the Despoiler was beaten and the cosmic-powered superhero known as Cosmo put the villain into orbit around the Earth.



Since that time, the Despoiler has returned to Earth (after having survived re-entry and crashing into the Mediterranean). He continues to plot the destruction of everything, and in fact after being in space, has realized that he cannot stop at just destroying the Earth, but indeed, *all existence* must come to end to satisfy him.

Quote: "Fight, run, hide — it does not matter. Your destruction is inevitable."



Personality/Motivation: The Despoiler neither acts in any way human, nor thinks of himself as human. He is no longer Rudolph Kundera, and will not answer to the name. The Despoiler considers himself to be a physical force of destruction rather than an organic being.

When destroying a building, a small town or anything else, he will do so in an intelligent and well-thought-out manner. He plans all of his moves carefully so that he has the greatest chance of accomplishing whatever his goal is as well as causing the greatest amount of destruction. He has taken the time to learn (which actually was a very short time for him) various languages to aid him in his various plans.

The Despoiler has heard of a number of mystical or cosmic devices which will help him in his goal of ultimate destruction, but his most promising plan is to destroy something known only as the Keystone of Reality.

Powers/Tactics: With a number of powers at his disposal, the Despoiler is quite good at what he does. Everything that comes close to him or that he touches takes damage via the aura of destructive energy around him. He can also focus this energy into powerful blasts. Most frightening of all is his ability to unleash 'The Despoiler Effect' which is a horrible field of energy which engulfs a victim and disrupts all of the molecules that comprise the target until it is dead or destroyed. Only rendering the Despoiler unconscious or somehow draining the energy away will stop the damage from continuing.

In the Despoiler's battle with the New Guard, the Scarlet Sentinel was able to discern that the villain probably has a vast array of non-destructive powers as well, but due to the insanity which afflicts him, he probably is not even aware of them.

Appearance: A humanoid being of dense, black matter, the Despoiler is surrounded by a field of destructive energy. Bluish eyes pierce this veil about him, showing only malice and hatred. His face and body are otherwise relatively featureless, and he wears no costume.

DOPPLEGANGER		
Val	Char	Cost
15	STR	5
30	DEX	60
10	CON	0
13	BODY	6
15	INT	5
13	EGO	6
20	PRE	10
16	COM	3
3	PD	0
2	ED	0
6	SPD	20
5	REC	0
20	END	0
25	STUN	0

Cost	Powers	END
100	Stretching Multipower (100 point reserve)	
15 m	Stretching 10", 0 END Cost	0
6 m	+10d6 HA, 0 END Cost, linked to stretching	0
7 m	8d6 HA NND, defense is non air breather or force field, 0 END Cost, No Knockback, linked to stretching	0
3 u	5d6 Entangle, 0 END Cost, no range, linked to stretching	0
6 u	Shape Shift 0 END Cost	0
1 u	1d6 Entangle, impervious to sight, no range, linked to stretching	1
1 u	Gliding 10", linked to stretching	
1 u	Running +10", linked to stretching	2
1 u	Desolidification, only move through holes of at least 2 inch diameter., no protection versus attacks, linked to stretching	4
50	Find Weakness (All Attacks) 14-	
20	Damage Reduction 50% Against physical attacks	
20	-10" Knockback Resistance	
20	Regeneration (2 BODY per Turn)	
Skills and Perks		
3	Acting 13-	
7	Disguise 13-	
7	Mimicry 13-	
3	Persuasion 13-	
3	Seduction 13-	
3	Shadowing 11-	
3	Stealth 15-	
3	Breakfall 15-	
3	Climbing 15-	
3	Contortionist 15-	
3	Criminology 12-	
3	Forgery 11-	
3	Streetwise 13-	
3	Tactics 12-	
3	KS: Superpowered beings of Europe 12-	
3	KS: Superpowered beings of U.S. 12-	
3	KS: Superpowered Beings of Asia 12-	
2	Fam with Firearms	
0	German Language (Native)	
4	English Language	
4	French Language	
4	Russian language	
3	Well-Connected	
1	Contact: Raven scientist 11-	
1	Contact: VIPER Nestleader 11-	
1	Contact: VIPER Double Agent within UNTIL 11-	
1	Contact in Eurostar: Bora 11-	
10	10 favors from minor VIPER agents all over the world 14-	

Skills and Perks (continued)	
1	Favor: DEMON Morbane 14-
1	Favor: Nether 14-
100+ Disadvantages	
10	Accidental change when angry, begins to stretch 8-
20	Cold-Blooded Killer
25	Complete Lack of Compassion or Conscience
15	Power hungry
15	Extreme Reputation (Supervillain) 11-
20	Hunted by Interpol 11-
20	Hunted by UNTIL 11-
10	Public ID
213	Villain Bonus
OCV: 10; DCV: 10; ECV: 4; Phases: 2,4,6,8,10,12	
Costs: Char Powers Total Disadv Base	
115 + 333 = 448 = 348 + 100	

Background: If a human can be born evil, then Gretchen Mueller is that person.

There was nothing in her childhood that would indicate that she should be anything but a normal girl growing up in Bonn, Germany. Her family was middle class, her father a factory supervisor and her mother a clerk in a store. Her older brother and younger sister were perfectly normal.

At the age of thirteen, Gretchen killed them all.

When she reached puberty, she discovered that she was a mutant with the ability to change her shape. Her body was in fact completely malleable. She kept this ability her little secret, although she couldn't keep from smiling evilly when she was around others, thinking of what she could do to them using her powers. She could, after practicing for a few weeks, alter her form into that of one of her playmates at school or into that of a chair like the one in her room. She could stretch her arm out the window in the living room and in through the window in the kitchen to steal cookies from the cookie jar. Upon realizing that she had such power, she used her powers to steal, to spy on others, and to hide from authority figures. Finally she used her malleable arms to strangle her family. They had told her what to do and annoyed her for the last time.

No one suspected that little Gretchen could have the ability or the disposition to do such a thing, so she was put into a foster home. Only then did her evil, self-serving nature become obvious. She was moved from home to home, and she terrorized all of them. She still, however, managed to keep her powers a secret.

Shortly after making her way through high school, Gretchen completely dropped out of sight of the family she was currently staying with and the authorities. A life of crime on the streets came easily to her, and she learned more ways to utilize her powers to steal, kill and otherwise do as she pleased. She also learned the way of the streets, and the way of the criminal element of society. She dove deeper and deeper into the underworld until there was only one place she could end up --- VIPER.

Gretchen couldn't have found a group of people that fit her personality more closely. She rapidly made her way up the ranks, leaving a trail of allies and contacts. She also had secret dealings with Raven agents, members of DEMON, and others. Doppleganger, as she began to be called, was making quite a reputation for herself in the criminal world.

She became so popular within the entire European arm of VIPER that she did something that very few superpowered agents within VIPER are able to do without bringing down the wrath of the entire organization. She left.

It was a leave of absence, really, and VIPER knew that if she betrayed the organization in any way that she would hurt herself as much as they, so they weren't too worried. There is also a rumor within VIPER that the Supreme Serpent himself (or herself) ordered that Doppelganger was to be allowed to do as she pleased.

In any event, Gretchen left to follow her own goals and serve her own needs. She realized that the existence of superpowered beings in the world was perhaps the most important factor in the accumulation of power. With this in mind, she began to try to assemble the ultimate supervillain team.

Towards this goal, she has worked with (or at least met with) a vast number of supervillains in existence, trying to gauge their abilities and recruit many of them. Many of the missions and crimes that she has committed have been for no other reason than to test the allies that she was working with at the time. She has worked with Triad, Mechassassin, the Ultimates, Mammoth, M.A.C.E. (see *Kingdom of Champions*), Lazer, Midnight Sun, Vibron, The Conquerors, and even Grond, to name a few. While in a short stint with Eurostar, she made friends with Bora, something few people are able to do. The two women sensed a kindred spirit.

Doppelganger continues to search for the perfect group of supervillains, and can be encountered anywhere in the world, gathering a group together to preform some criminal act.

Quote: "What can a simple woman like me do to a big strong super hero like you — except kill you."



Personality/Motivation: Doppelganger is evil through and through. No act is beyond her if it serves her purposes. While she has "friends," this is only because it serves her needs. No other human being means anything to her. She hates men and women equally, although she seems to have a particular dislike for bricks.

She is extremely cunning and devious. She also prides herself in being extremely observant — whether its to mimic someone later or to size up how powerful they are.

Powers/Tactics: Doppelganger's mutant body is completely malleable. She is able to twist and stretch it to incredible limits as well as change her shape, skin coloring and skin texture to completely duplicate another person (approximately her size), including their clothes, or even a person-sized inanimate object. She can even manage to fit through holes only inches in diameter. To move more quickly, she can stretch her legs to run or become almost a human hang glider or parachute to glide from high places.

In combat, she will use her form to entangle or strangle opponents, or to create huge fists to pummel them. She prefers to plan missions and crimes that involve infiltration and subterfuge, so that she can best use her skills and powers. She does believe in using raw power when necessary, though, and when there is a battle to be fought, she will only run from it if there is no possible chance of success. She also enjoys maneuvering other superpowered people into battle to see what and how they do.

Appearance: If she is not trying to look like someone else or a lamp or a wall, she is beautiful woman with long, dark hair. Doppelganger wears a sash with eye-slits as a mask around the upper half of her face when on a mission. She also has a tight-fitting bodysuit that stretches with her. When impersonating, however, she often will be wearing a disguise because in order to change her only shape into that of someone in other clothes, she herself must be naked.

FACET					
Val	Char	Cost			
50	STR	40			
16	DEX	18			
30	CON	40			
16	BODY	12			
12	INT	2			
12	EGO	4			
19	PRE	9			
6	COM	-2			
3	PD	0			
6	ED	0			
4	SPD	14			
16	REC	0			
60	END	0			
56	STUN	0			
Cost	Powers		END		
22	1D6 HKA (2D6 w/STR), AP		36		
35	Find Weakness (All Attacks) 14-				
45	Armor (+10 rPD/+20 rED)				
40	Density Increase (8 levels), 0 END, Persistent, Always On, -8" KB, +8 PD/ED				
27	Missile Deflection/Reflection vs. attacker only, Only works on Energy and Light Attacks(-1/2)				
30	Total Life Support				
Skills					
6	PS: Gem Cutting 15-				
6	PS: Gem Appraising 15-				
3	Trading 15-				
3	Persuasion 15-				
3	Bribery 13-				
3	Climbing 12-				
2	SC: Gemology 11-				
3	Security Systems 11-				
2	AK: Brussels, Belgium 11-				
2	KS: Diamond Brokers 11-				
0	Flemish Language (Native)				
1	French Language				
1	English Language				
100+	Disadvantages				
25	Berserk when comment made about looks 14-, 11-				
15	Compelled to only steal diamonds				
15	Compelled to destroy diamonds				
25	Psychotic				
20	Hates Diamond Industry and its Members				
10	Vengeful				
25	Distinctive Features (Not Concealable, Extreme Reaction)				
15	Extreme Reputation (Psychotic Diamond Thief) 11-				
20	Hunted by Belgium Police 11-				
104	Villain Bonus				
OCV: 5; DCV: 5; ECV: 4; Phases: 3,6,9,12					
Costs:	Char	Powers	Total	Disadv	Base
	107	+ 264	= 364	= 264	+ 100

Background: Kristin Jesser was one of the best diamond cutters in the capitol of the diamond trade, Brussels, Belgium. But he was not a happy man. After many years in the business, the intense concentration needed to cut diamonds perfectly had taken its toll on Kristin's nerves. He had come to truly hate the traders and leaders of the industry, after dealing with them for so long. They treated him simply as a tool for their use, looking down on him. The only thing that kept Kristin in the diamond cutting business was the money, and the fact that cutting diamonds perfectly made him feel like he had beaten the damn rocks.

His hidden anger finally had a chance to vent itself after he was offered a special job. He was offered ten times the usual amount to secretly cut a diamond that had been smuggled out of some ruins in the South American jungles.



Everything about the deal went fine, until Kristin made his first cut into the diamond. Then there was a large explosion, and Kristin blacked out.

Kristin woke up and found his employer dead, cut by thousands of little slivers of diamonds. Kristin looked in a mirror to check his condition, and was stunned by what he saw. His entire body had somehow been transformed into the thing he hated most in the world, diamond. Kristin went completely insane, and began laughing hideously.



Using his knowledge of the diamond brokering industry, Kristin, who now calls himself Facet, began a series of diamond robberies. The intensely disturbed man was compelled to steal the substance he hated most, diamonds. Upon getting the diamonds to his hideout, Facet then uses his own strength, or his jewelers' tools, to destroy the diamonds he has stolen.

Quote: "Hee, hee. Care to test yourself against the hardest known substance in the world?"

Personality/Motivation: Facet is a raving loony, and is insanely driven to steal as many diamonds as possible. He is completely psychotic, and enjoys slashing people with his diamond hard body. During a robbery, Facet often talks to the diamonds he is stealing, usually cursing them. ("You will not be so precious and beautiful once I'm finished with you, accursed stone.")

If paid in diamonds (usually large quantities), Facet can be hired as a powerful, if unstable, mercenary, bodyguard or henchman by a powerful crimelord or another supervillain.

Heroes will usually encounter Facet while he is robbing diamonds. An interesting scenario might involve a three-way encounter between the heroes, Facet, and a thief who was after the diamonds for money.

Powers/Tactics: Facet's body has somehow been transformed into diamond, providing him with great protection and strength. His diamond body also allows him to deflect and reflect energy or light-based attacks. He will not hesitate to hit opponents with the edge of his hand, causing killing damage.

Appearance: Facet's entire body has been turned into living diamond. He only wears a pair of blue swim trunks and blue boots.

FLOODGATE					
Val	Char	Cost			
18	STR	8			
30	DEX	60			
20	CON	20			
18	BODY	16			
10	INT	0			
10	EGO	10			
10	PRE	0			
10	COM	0			
14	PD	10			
14	ED	10			
5	SPD	20			
8	REC	0			
40	END	0			
37	STUN	0			
Cost	Powers	END			
40	EC: Water				
a-70	8D6 EB (Water), AE Cone, Double KB	11			
b-33	3D6 RKA (Water), NND (Life Support), act. 11	9			
c-42	+40" Swimming (42" total), 8x Noncombat, 0 END cost	0			
d-20	80 STR TK, Only works on water (-1)	7			
30	Armor (+10 PD, +10 ED)				
11	Life Support (Breathe Underwater, Immune to High Pressure and Cold)				
15	Active Sonar				
Skills					
3	Acrobatics 15-				
3	Breakfall 15-				
3	Contortionist 15-				
4	Science (Environmentalist) 13-				
4	KS: Growing Tulips 13-				
4	KS: Water Pollution 13-				
2	AK: Holland 11-				
0	Dutch Language (Native)				
2	English Language				
25	+5 Combat Skill Levels w/EC Powers				
100+	Disadvantages				
15	Berserk when she sees water pollution 11-, 11-				
15	Hates Water Polluters				
15	Fears Pollution will destroy the Earth				
20	Compelled to attack Polluters				
10	Vengeful				
10	Distinctive Features (Concealable, Noticed)				
5	Reputation (Attacks Water Polluters) 8-				
20	Hunted by Dutch Police 11-				
15	Hunted by Eurostar 8-				
15	Secret ID				
221	Villain Bonus				
OCV: 10; DCV: 10; ECV: 2; Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	154	+ 307	= 461	= 361	+ 100



Background: Janna van Weson was a happy teenager living in the beautiful countryside of the Netherlands. Her parents owned one of the largest farms in the country, and they were very rich because of it. Janna was a bright young lady who had already shown a keen interest in botany and environmentalism. She had participated in several protests against local companies that were dumping wastes in the water ways of the country. In addition to all that, Janna was a natural-born gymnast who hoped to one day go to the Olympics.

All the dreams came crashing down one day when Janna and some friends were walking around the fields one day. The fields were crisscrossed by the typical Dutch canals. A favorite pass time of Janna and her friends, when they had been younger, was to use a pole to pole vault over the canals. Playing around, Janna and her friends decided to try it. A mishap occurred, and Janna accidentally fell in when it was her turn. This wouldn't have been so bad if she had not landed in a pool of chemicals, that had been dumped in the water by a nearby chemical research facility.

The chemical effected Janna strangely, causing her to go into a death-like coma. She suddenly awoke right in the middle of her own funeral, dripping wet, and no longer human. Already traumatized by what had happened to her, the horrified reaction of her friends and family hurt her a great deal. She fled outside, and into a nearby canal.

Her still sharp mind figured out what had happened to her, and she vowed to destroy all the polluters of the Netherlands natural waterways and canals. Since then she has attacked and destroyed a number of chemical plants that were polluting the water. The newspapers have given her the name Floodgate.



Due to the similarity of their beliefs and their chosen enemies, Floodgate and the Black Druid have worked together to attack some industrial plants along both sides of the English Channel. The two do not necessarily like each other (Black Druid is a little too sinister and bloodthirsty even for Floodgate's tastes), but have found that they can occasionally work well together.

Recently, Floodgate stopped Bora of Eurostar from polluting the canals of Amsterdam with a mind destroying chemical. This has earned her the undying enmity of the evil superteam.

Quote: "Sow the seeds of pollution and you shall reap the harvest of my wrath!"

Personality/Motivation: Janna has become obsessed with punishing those who would pollute the Earth's water supply. Janna's new condition, and the emotional trauma caused by it, has caused her to lose a great deal of her sanity. She is completely irrational and will use deadly force against anyone who gets in the way of her "crusade".

Janna now believes that she must stop all water pollution before it ends life on the planet. She will not let herself be talked out of destroying those who would harm the environment, and in fact will become the sworn enemy of anyone who tries to stop her.

Janna can be encountered attacking the source of any water pollution. The heroes might be asked to protect such a plant by a friend, or they might own the plant in their secret identity. Heroes who attempt to stop Floodgate on her crusade will quickly become her enemies forever, and should probably expect future encounters and reprisals with her — whether they have anything to do with water polluters or not.

Powers/Tactics: Janna's body now constantly absorbs water from the nearby atmosphere. The absorbed water is then released through the pores of her skin, so that her skin is always dripping wet. This makes it impossible for her to remain out in the public for very long before people begin to stare. Janna is able to use this water to create huge blasts of water that are very powerful. She can also sometimes cause water to form in a person's lungs, causing him to drown. She usually only uses this killing attack on the leaders of companies that cause water pollution. In addition, she is able to move nearby amounts of water mentally. When on a mission, she will create a sheathe of water around herself, that can protect her from most physical attacks.

Janna attacks companies that are built near water, and who pollute the water. She uses her powers to literally flood such companies. During the confusion of the flood, she will seek out and attempt to kill the leaders of the company, and then escape.

Appearance: Floodgate's body is always surrounded by a sheathe of water, making her features almost impossible to see. She wears a blue costume and mask. Janna is of average height, but extremely thin. She has blonde hair, and pale blue eyes. She is constantly perspiring.

SIR GAWAIN

Val	3-8am, 9pm-3am	8-11am, 4-9pm	8-11am, 1-4pm	11am-1pm	Char	Cost
25	40	65	80	80	STR	40
29	26	23	20	20	DEX	45
23	28	33	38	38	CON	63
12	15	18	21	21	BODY	14
10	10	10	10	10	INT	0
18	18	18	18	18	EGO	16
28	28	28	28	28	PRE	18
14	14	14	14	14	COM	2
15	20	25	30	30	PD	14
12	16	20	24	24	ED	12
7	6	5	4	4	SPD	23
10	14	20	24	24	REC	0
46	56	66	76	76	END	0
37	49	68	80	80	STUN	0

Cost	Powers	END
19	Martial Arts Maneuvers (with sword) Maneuver OCV DCV Damage Offensive Strike -2 +1 +2 DC Defensive Strike +1 +3 Strike Martial Disarm -1 +1 +10STR Disarm Martial Block +2 +2 Block, Abort	
9	Damage Resistance (14rPD, 14rED)*	
7	Mental Defense (10 pts)*	
7	Power Defense (10 pts)*	
3	Lack of Weakness (-5 to find weakness roll)*	
20	2 ½d6 HKA (up to 5d6 w/STR)#	
8	Detect ("Blood Enemies") as sense, at range, +3 to PER roll#	
Skills and Talents:		
3	High Society (15-)	
5	Tactics, 12-	
5	Survival, 12-	
3	Riding, 13- 15-	
7	KS-Family History, 13-	
2	Weapon Familiarity: Common Melee Weapons	
6	+2 Skill Levels w/ Sword	
5	+1 Skill Level. Hand-to-Hand Combat	

*OIF Armor

#OAF Sword

100+	Disadvantages
40	2x Stun and Body from magical attacks
10	Enraged when honor is insulted, 11-,11-
20	Code of Chivalry
10	Vengeful
5	Distinctive Features (archaic speech patterns, easily concealable)
10	Hunted: Black Paladin, 8-
10	Professional rivalry: any "chivalrous" character
15	3d6 Unluck
10	Public ID
126	Villain Bonus

Costs:	Char	Powers	Total	Disadv	Base
	247	+ 109	+ 356	+ 256	100

OCV: Var.; DCV: Var.; ECV: Var.; Phases: Var.

Background: Arthur spoke the sentence with his head bowed, his voice only a whisper.....

"For infidelity to her lord and liege, and for base deception, the law dictates that the Queen, Guenivere, be... burned at the stake for her crimes."



While the court at Camelot gasped in astonishment, Sir Gawain only nodded grim approval. The love of that woman had weakened the spirit of his King, and though it pained Arthur greatly, it was for the best that she be put to death, so that England and its monarch might regain their former strength. Gawain was a favorite of the king, and so was charged with guarding Guenivere until the date of execution. It was nearly certain that the traitor, Launcelot, would attempt a rescue, so Gawain had the queen guarded at all times by fifty knights of his clan.

The evening before the scheduled execution, Launcelot came for Guenivere, as Gawain knew he would. Nevertheless, even Gawain was unprepared for the ferocity and desperation that drove the queen's lover. Though Gawain fought mightily to uphold the law of the king, he was, along with many of, his kinsmen, slain by Launcelot's blade.

For centuries, Gawain's bones lay interred at Amesbury Abbey. His story, like the others of the Arthur legends, was not forgotten, however. The villain Black Paladin took a special interest in his fate after studying the legends, which cited Gawain as a loyal but vengeful knight, and a great rival (and later enemy) of Launcelot.



Black Paladin, at the time attempting to found a modern-day order of evil knights, decided that Gawain would make a useful pawn. With the aid of powerful black magics and a coven of witches, Black Paladin succeeded in resurrecting Gawain on Midwinter's Eve.

Gawain, quite disoriented by the experience, awoke to find himself surrounded by witches and an evil-looking warrior. Still clothed in his enchanted armor, and armed with his magic sword, Gawain ignored The Black Paladin's order to submit, and made short work of the coven. He then faced the evil knight, and defeated him in a close-fought battle. Leaving his foe for dead, Gawain headed for the nearest village, hoping to find healing for his wounds.

What he found instead was a world where mechanical dragons flew through the sky, where men and women hurried about like rats with no time for social niceties, and where the knights of the day (men *and* women!) dressed not in armor (well, not most of them), but in brightly colored costumes. Gawain, not sure whether he was in some sort of Avalon or some other enchanted land, decided his best course of action was to live the life of a questing knight, proving his worth by rescuing fair damsels, acquiring rare treasures, and defeating all those who might oppose him. So far, those superheroes who have stood in his way have all been treated to a sound thrashing and a lesson in manners.

Quote: "Very well, base fellow. If thou cannot still thy wagging tongue, then honor demands I still it for thee!"

Personality/Motivation: Gawain is rough-and-ready sort who is more than just a little out-of-touch with reality. While he readily accepts most modern conventions, he refuses to believe that he is anywhere but some dream-world created solely for the purpose of testing his knightly virtue. As such, he wanders the world in search of challenge and adventure. To him, a police helicopter is a thundering monster to be slain, while rare art treasures in a vault are priceless artifacts to be won by the knight bold enough to find and take them. On the other hand, he will often rescue kidnap victims, donate much of his ill-gotten gains to the poor, and fight supervillains he encounters (though he fights heroes with equal zest).

Gawain is a proud man, and takes insults to his honor very seriously. While he will normally show mercy to a beaten foe, anyone who slights his virtue will not be shown such compassion. He greatly admires those he feels to be honorable, and may even follow their commands, if he deems them to be his superior (He might even, for example, follow Doctor Destroyer for a time, at least until the good Doctor's actions proved him to be less than noble.) Gawain does not see the world so much in terms of good vs. evil, but instead in terms of valor and duty vs. the forces of treachery and weakness.

Powers/Tactics: Gawain is a skilled swordsmen and horseman. According to legend, he was given a magical gift which allowed his strength to grow greater with the rising of the sun, until, at noon, he was nigh-invincible. The Black Paladin's magics have magnified this ability one hundredfold, so that during the midday hours, he is one of the strongest beings in existence. As he grows stronger, however, his speed and agility diminish proportionally. Depending on what time of day he is encountered, a fight with Gawain can be anything from a toe-to-toe slugfest with a brick to a fast-paced battle with a sword-swinging martial artist.

Gawain possesses magic armor which protects him from most harm, and a sword which allows him to detect any enemy whose blood he has previously drawn (i.e., who he has done BODY to). As he is kept alive only through black magic, he is *extremely* vulnerable to attacks of a magical nature, and he will exhibit great caution in any battle involving "foul wizards".

Appearance: The former knight of the Round Table is 6'3" tall and weighs 245 lbs. He wears late-medieval style armor, including helmet and shield. His shield device is a golden two-headed eagle on a purple field. He has a well-trimmed blond beard, and a ruddy complexion. He normally wears his long hair tied back with a headband.

GLACIER

Val	Char	Cost
75*	STR	5
11	DEX	3
50	CON	80
36*	BODY	40
1	INT	-9
0	EGO	20
40	PRE	30
2	COM	-4
7*	PD	12
7*	ED	6
3	SPD	9
20	REC	14
100	END	0
0	STUN	0

* Density Increase and Growth already figured in. -12" KB
76800 KG, -4 DCV, +4 vs. PER, 8m height, 4m width, 2" Reach

Cost	Powers	END
112	Attacks w/STR have AE 1 Hex	11
30	2D6 EB, Damage Shield, 0 END Cost, Persistent, NND (Life Support vs Cold, or Insulated Clothing), Always On	
90	3D6 RKA, AE Cone 9", Cold Blast	9
45	+3D6 RKA, AE Cone 9", Linked to above attack, Only vs. inorganic material (-1/2)	9
30	Change Environment: Extreme Cold, 32" Radius, No Range, 0 END Cost, Persistent, Always On	
45	Density Increase (6 levels), 0 END Cost, Persistent, Always On, -6" KB	
45	Growth (6 Levels), 0 END Cost, Persistent, Always On, -6" KB	
24	Life Support (No Breathing, Eating, Immune to Cold, Disease, Aging)	
60	Takes No STUN, Only BODY	
30	Regeneration, 3 BODY per Turn	
10	10 Flash Defense for Sight Group	
10	10 Flash Defense for Sound Group	
10	Lack of Weakness, -10 to Roll	

100+ Disadvantages

20	2x BODY from heat flame/attacks
10	Berserk when someone interferes with his movement 8-, 14-
25	Compelled to keep moving in straight line
25	Mindless Creature
25	Distinctive Features (Not Concealable, Extreme Reaction)
15	Reputation (Mindless Monster) 11-
20	Hunted by Norwegian Government 14-
20	Hunted by the Superheroes of Europe
421	Colossal Ice Monster Bonus

OCV: 4; DCV: 0; ECV: 0; Phases: 4,8,12

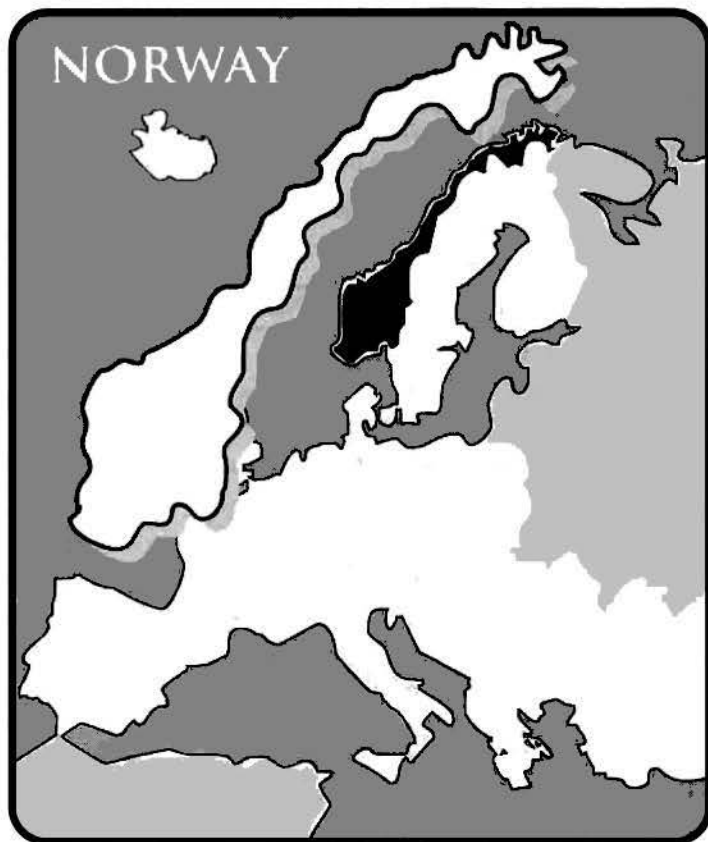
Costs:	Char	Powers	Total	Disadv	Base
	166	+ 541	= 707	= 607	+ 100

Background: In many ways, Black Druid and Floodgate are right. Pollution is a terrible thing, and there is no better example than the monster known as Glacier.

A few years ago, secret VIPER research station scientists in Norway were experimenting on captured subjects in an attempt to create supervillain agents, as VIPER scientists are often wont to do. They began to dump the leftover chemicals and other waste from failed projects (as well as the dead subjects) on top of one of Norway's remote glaciers. They did this for several years, without being detected by authorities or various Ecological groups. Life progressed fairly normally for secret VIPER base personnel, and though they were not as successful as the scientists who created such successes as Power Crusher, Arc or others, they were happy. Besides, the scientists who did create successful super agents, usually ended up getting killed by their creations anyway.



Then one day, something went terribly wrong. Some particularly strange and lethal radioactive waste accidentally got mixed in with the experimental chemicals they were dumping on the glacier. The unknown waste materials and the the mysterious energies somehow combined with the glacier, and perhaps one or more of the dead test subjects that had also been disposed of there. Suddenly, a large portion of the glacier took on the shape of a huge humanoid. The mindless creature heaved itself up and started ominously moving back along the path that the glacier had slowly travelled over the centuries. The crash of its mighty feet upon the land carved a path not unlike that of a real glacier.



A few weeks later it moved through a small town. Most of the city was destroyed, and many people were killed or injured. The Norwegian military was called in, but they were unable to stop the monster. They knew that if it continued on its current straight path, it would eventually reach downtown Oslo, the capitol. A European tabloid nicknamed the creature "Glacier", and the name stuck. Yet still, a solution needed to be thought of before it could wreak more havoc.

UNTIL and eventually a number of European heroes were called in. The combined efforts of three of the New Knights from England and four of the New Guard from Eastern Europe (see *Kingdom of Champions* and *Classic Organizations*, respectively) was enough to alter the beast's course, but at the last minute, Doctor Destroyer and his servant Menton appeared. Without a word, Destroyer teleported the creature away, along with himself and Menton. Whether he intends to use Glacier as a slave for himself or just let it loose upon some helpless city is unknown, but it is certain that his purposes are for evil. The mere fact that Destroyer has taken an interest in Europe is worry enough for many heroes there.

Quote: Glacier has no voice, but the creaking of the ice and stone that composes its body is thunderous.

Personality/Motivation: Glacier is totally mindless, simply moving in a straight line. It ignores everything and anyone, unless the object or person impedes its progress. In such a case it will then attack until it can move forward again.

Glacier can only be destroyed if 75% of the killing damage comes from heat/flame attacks. Then all that will be left is a huge boulder. If the boulder is left outside, and snow and ice is allowed to build up on it, Glacier will slowly come to life again in about a year.

If used in a scenario, the heroes should be visiting Norway when the monster is first sighted heading towards Oslo. Glacier will reach the city in only a few hours, and the heroes are the only ones close enough, and powerful enough, to stop the monster.

Powers/Tactics: Glacier is basically a huge monster that destroys large cities. It is strong, big, and highly resistant to damage (except for heat and flame attacks). Anyone touching Glacier's body will be subject to a freezing cold that is very painful.

Appearance: Glacier is a HUGE humanoid figure made out of ice and stone.

GLADIATOR

Val	Char	Cost	100+	Disadvantages
35	STR	52*	15	Gladiator's Code of Fighting
29	DEX	57	15	Fears Losing a Fair Fight
28	CON	36	5	Reputation (Former member of Red Brigade) 8-
15	BODY	10		
13	INT	3	20	Hunted by Italian Government 11-
14	EGO	8		
25	PRE	15	10	Hunted by Red Brigade 11-
10	COM	0	20	Hunted by UNTIL 11-
12	PD	5	15	Secret Identity
12	ED	6	306	Villain Bonus
6	SPD	21		
13	REC	0		
70	END	7		
50	STUN	3		

*Penetrating (See HA)

Cost	Powers	END
21	Dirty Infighting Martial Arts Package Maneuver OCV DCV Damage Punch 0 +2 9D6* Roundhouse -2 +1 11D6* Low Blow -1 +1 2D6 NND Disarm -1 +1 +10 to STR Kidney Blow -2 0 2 ½D6 HKA*	
25	Combat Skill Levels (5 Levels w/ Gladiatorial Weapons)	
11	Combat Sense 15-	
12	+2D6 HA, Penetrating (for all MA damage up to +5D6 or +1D6 HKA), 0 END Cost, OIF (Cestus)	0
30	6D6 Entangle, Entangle and Character Take Damage, OAF (Bolas), 4 Recoverable Charges	
18	6D6 EB, Penetrating STUN, OAF (Bolas), 4 Continuous (1 Turn) Charges, Recoverable, Linked to Entangle	
7	1D6 RKA, NND (Life Support), OAF (Bolas), Act. 9-, 4 Continuous (1 Turn) Charges, Linked to Entangle	
30	2D6 HKA (4D6 w/STR), AP, Penetrating, OAF (Sword)	3/6
31	8D6 Entangle, Entangle and Character Take Damage, OAF (Net), 1 Recoverable Charge	
10	3D6 STR Drain, OAF (Net), 1 Continuous Charge (5 Minutes), Recoverable, Linked to Entangle	
15	Armor (+20 PD), act. 14-, OIF (Samnite Armor)	
11	Force Field (+15 ED), 0 END Cost, act. 14-, OIF (Wrist Guard)	
10	Resistance +10	
	Skills	
11	Combat Sense 15-	
5	Defensive Maneuver	
3	Acrobatics 13-	
3	Breakfall 13-	
3	Stealth 13-	
3	Interrogation 12-	
3	Oratory 12-	
3	Persuasion 12-	
3	Streetwise 12-	
3	Demolitions 11-	
3	Security Systems 11-	
3	Shadowing 11-	
3	Weaponsmith (Muscle Powered) 11-	
2	KS: Gladiators 11-	

Skills (continued)

2	KS: Gladiatorial Fighting Styles 11-
2	Weapon Fam/ Common Melee Weapons
3	Weapon Fam/ Trident, Lasso, Whip
25	Combat Skill Levels (5 Levels w/ Gladiatorial Weapons)
0	Italian Language (Native)
4	Latin Language
1	English Language

OCV: 10; **DCV:** 10; **ECV:** 4; **Phases:** 2,4,6,8,10,12

Costs:	Char	Powers	Total	Disadv	Base
	223	+ 283	= 506	= 406	+ 100



Background: Spartacus Milinus was born in a small Italian village, Moriana, in the Dolomite mountains. His father, Antonio, was always telling him stories about the Roman Empire. The boy especially enjoyed stories about the gladiators, especially his namesake, Spartacus.

As he grew older, Spartacus became more interested in the old gladiators. One of the of the villagers was a blacksmith whose hobby it was to make weapons patterned after the old Roman gladiator weapons. Spartacus had the blacksmith make him a set of such weapons. He practiced with these weapons high in the mountains, by himself.

When Spartacus reached eighteen, a strange experience happened to him one day while he was practicing in the mountains. Unknown to Spartacus, located at the spot where he practiced was one of the last remaining artifacts of the alien entities who called themselves the Pantheon (see *Alien Enemies*). These aliens had, in the ancient past impersonated the ancient Roman gods. When their time had passed, these ancient "gods" left Earth to find some other world to exploit. Through this artifact, the entity which was called Vulcan (who would not, like his brethren eventually return to Earth — see *Alien Enemies* again) was able to watch the young man as he practiced. Vulcan was impressed with his skill and the youth's longing for the old days when the Pantheon was on Earth. Once known as the Forger of the Gods, Vulcan was adept at implanting great power within items, particularly weapons. The "god" transferred a great deal of power through the artifact and into the gladiator's weapons. He also placed the following vision in Spartacus' mind.

Spartacus saw himself visiting the Roman Coliseum, and meeting his namesake, the leader of the gladiator rebellion. The vision told Spartacus that he was a direct descendant and that he needed to carry on the tradition of fighting for freedom. The image told Spartacus that he needed to actually become a gladiator, and fight for freedom and justice for the people. The vision then told him that his weapons were now enchanted and that they had many mystical powers.

Spartacus snapped out of his trance and decided that he would do just what the vision had told him to do. Spartacus soon discovered that the dream had spoken the truth, his weapons were now "magical." Spartacus packed up his belongings and his gladiatorial equipment, and then left for Rome.

Unfortunately, Spartacus' village was isolated, so he had grown up to be rather naive about the modern world. While exploring the streets of Italy, trying to decide how to start his crusade, Spartacus saw a beautiful woman being taken by two men in dark clothes. Spartacus was able to defeat the two men, even though they were highly trained government agents. The woman was Luisia Marconi, a rabid member of the Red Brigade terrorist organization. Realizing how powerful the country boy was, and finding herself attracted to him, Luisia seduced Spartacus and convinced him into believing that the Red Brigade terrorists were fighting for freedom.

She was able to get him to join the vicious group, and tricked him into going on a few missions and helping with his magical weapons. Luisia duped the boy into believing that the missions were blows for freedom, and that only those who were truly evil were hurt during the acts. After several months, Spartacus finally realized he was being tricked by Luisia and her friends. He saw a TV news report on their most recent mission, and saw interviews with some of the grieving widows of some of the victims. Spartacus then saw the group for what they really were, vicious murderers.

Spartacus left the Red Brigade, after capturing a number of his former compatriots and anonymously turning them over to the police. He let Luisia get away, though.

Disillusioned by the outside world, and too ashamed to return to his village, Spartacus began selling his services to the highest bidder. He is still wanted by the Italian authorities because of the brief time he was associated with the Red Brigade.

Quote: "To the death, or to first blood, fellow gladiator?"

Personality/Motivation: Spartacus is a bitter and cynical young man who has learned to trust no one. The only thing he has left is his own code of gladiator fighting morals. Secretly, he fears the day he is beaten in a fair fight by another warrior.

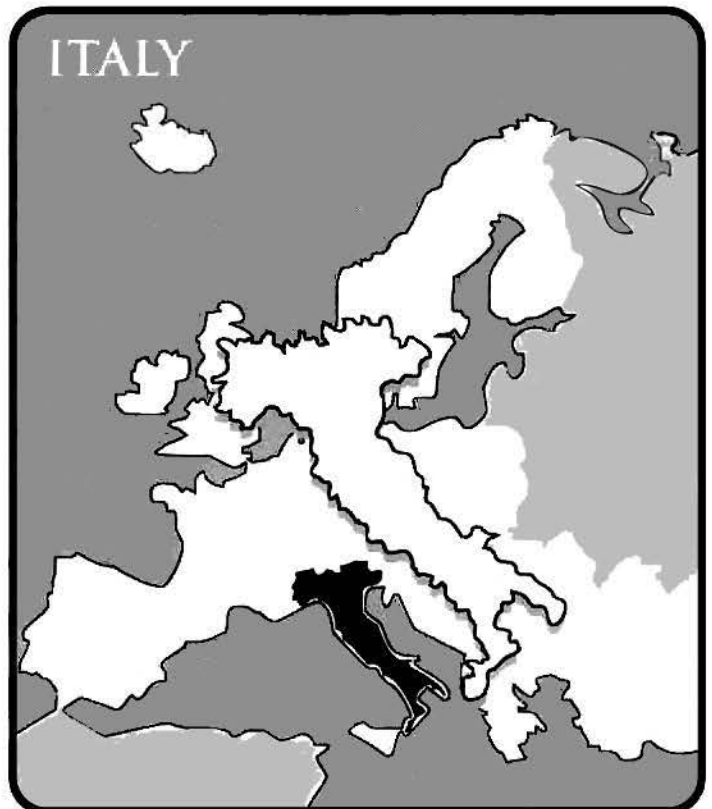
The only pride he has left is in his skill as a warrior. His main motivation, besides following his personal code of fair fighting, is to simply survive.

Gladiator might be encountered working as a bodyguard for a rich man that the heroes have some sort of quarrel with, or as a hired villain for some European mastermind. Spartacus is still susceptible to the wiles of women, so a villainess might be able to trick him into attacking the heroes.

Powers/Tactics: All of Gladiator's powers come from his armor and weapons. In a fight he uses bolas that cause extra pain upon hitting their target, a sword capable of cutting through almost anything, a pair of spiked gloves that deliver a magical blast when he strikes a foe in hand-to-hand combat, and a net that drains a person's strength. He wears a partial suit of armor that is extremely resistant to physical damage. His wrist guard is capable of creating a small, mystical force field in the shape of a buckler, which is extremely resistant to energy attacks.

In battle, he will usually call for one of his opponents to fight him one on one. If everyone attacks him, he will use his various entangles on weaker foes, wanting to personally engage the more powerful ones. If he is overwhelmed by a number of attackers, he will not hesitate to retreat.

Appearance: The Gladiator wears samnite gladiator armor, which protects his torso, his legs, his right arm (weapon arm) and his head (helmet). He carries four bolas, a short sword and a net. He might also carry a normal trident, lasso or whip. A short man, he has a muscular frame which is scarred in some places.



HOARFROST					
Val	Char	Cost			
10	STR	0			
20	DEX	30			
30	CON	40			
10	BODY	0			
20	INT	10			
18	EGO	16			
20	PRE	10			
16	COM	3			
20	PD	18			
20	ED	14			
5	SPD	20			
8	REC	0			
60	END	0			
50	STUN	15			
Cost	Powers	END			
84	EC: Cold Powers				
a-78	4D6 BODY Drain + 4D6 STUN Drain, Continuous, AE 8" Radius (+3/4), 0 END Cost, Persistent, No Range, Always On (Special Effect: Freezing Fog)	0			
b-59	Darkness vs. Sight Sense Group, 8" Radius, Personal Immunity, 0 END Cost, Persistent, No Range, Always On (Special Effect: Freezing Fog)	0			
c-85	5D6 RKA, AP, Double KB (Effect: Cold Wind)	17			
20	Change Environment, 8" Radius, Extreme Cold, 0 END Cost, Persistent, No Range, Always On (Special Effect: Freezing Fog)	0			
Skills and Talents					
3	Computer Programming 13-				
3	inventor 13-				
3	Bureaucratics 12-				
3	Electronics 11-				
7	SC: Cryogenics 15-				
0	Finnish Language (Native)				
3	English Language				
1	Danish Language				
4	+2 OCV w/RKA				
100+	Disadvantages				
20	2x BODY from Heat/Fire attacks				
20	2x STUN from Heat/Fire attacks				
25	Very Lonely				
15	In love with Midnight Sun				
10	Susceptibility: Midnight Sun, 1D6 STUN/Turn				
10	Dependency (Others' Body Heat), 1 hour before taking 3D6 damage				
25	Distinctive Features (Not Concealable, Extreme)				
15	Reputation (Killer) Extreme 11-				
15	Hunted by Finland Military 11-				
20	Hunted by UNTIL 11-				
15	Hunted by Midnight Sun 11-				
15	Secret ID				
220	Villainess Bonus				
OCV: 7; DCV: 3; ECV: 7; Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	176	+ 349	= 525	= 425	+ 100



Background: Yana Knurason was once a brilliant research scientist in Finland. She was an expert in Cryogenics, the science of extremely low temperatures. She was something of a national celebrity, and was engaged to Kurt Swenson, a leading Swedish rock star (see Midnight Sun entry).

Yana was working at a military think tank, trying to create a freezing gas that would help in the process of super conductivity.

One day, she was informed that her fiancée had been accidentally killed during a riot at one of his concerts.

The grief stricken Yana volunteered for an experimental testing of a new form of advanced cryogenic suspension. If it worked, she would be in suspended animation for the next twenty years.

Unknown to Yana, Kurt was not dead, but transformed into the villain known as Midnight Sun. Kurt broke into the research lab just after Yana had been put under suspended animation. Believing that Yana was dead, the angry Midnight Sun blasted the cryogenic machines and then left.

Kurt's energy blasts changed the chemical composition of the experimental cryogenic gas that was being used on Yana. The gas effected Yana and transformed her. She awoke, surprised to still find herself alive. She soon discovered that her body was constantly releasing a freezing mist that surrounded her. The mist did not harm her, and she could easily see through it. She explored the building and found most of the people inside frozen dead, killed by the transformed cryogenic gas accidentally released during Midnight Sun's tantrum. About this time she began to feel an unbearable pain that caused her great anguish.

Suddenly, a squad of soldiers entered the building to find out what had happened. The sub-zero mist began draining their body heat, and somehow feeding it to Yana. The soldiers' body heat caused Yana's pain to subside, and she realized that she now needed other living beings' body heat to survive. She quickly left the building and evaded the soldiers surrounding the building. A few soldiers that saw her up close, dubbed her Hoarfrost (a deposit of ice crystals that forms on a cold surface exposed to moist air), because of her appearance and the mist surrounding her.

Hoarfrost escaped to the wilderness of Finland, and survived on the body heat of wild animals. Occasionally, the pain drives her mad, and forces her to enter a small town and drain some of the inhabitants of their body heat. Recently, she accidentally encountered Midnight Sun again, when he landed near the area where Hoarfrost was hiding. The individual powers of the the star-crossed lovers caused both of them to suffer pain when they got near each other. Hoarfrost could see through the mist, and saw that Midnight Sun was actually her fiancée.



Unfortunately, Midnight Sun had no way of seeing her, and the freezing powers of her mist made it impossible for him to get closer to her. Having heard of Hoarfrost and her abilities, Midnight Sun guessed what was happening and flew off, vowing to find away to get even with Hoarfrost for the pain. Yana was so ashamed of her new appearance and powers, that she did not have the courage to yell out her identity to Midnight Sun.

Quote: "Please stay away, I don't want to kill any more people. I just want to be left alone."

Personality/Motivation: Hoarfrost is a desperate, lonely woman; ordinary humans cannot even get close to her without dying. The fact that the person she loves most cannot come near without both of them suffering, has caused her even more pain and sorrow. She just wants to be left alone, in the hopes that she can force herself to ignore the pain of not absorbing body heat and then die.

In the past, however, she has not been able to do this, and when she reaches the point of most extreme agony, an insanity, driven by the need to survive overcomes her and she attacks innocents in order to drain them. While in this state, she is maniacal and cannot be reasoned with.

Powers/Tactics: Hoarfrost is constantly surrounded by a thick freezing fog that can drain a living being's body heat (in the form of CON points). The fog is almost impossible to see through, though Yana can see through it with no problem. She has also recently learned that she can extend the mist slightly outwards, as a freezing gale-force wind which causes killing damage. Hoarfrost will try to stay in the wilderness until the pain of withdrawal forces her to enter a small town and drain some body heat from its citizens.

Appearance: Hoarfrost's body is now covered with a thick layer of frost that is constantly renewed by her powers. Her eyes glow with a cold blue light. It will take a very tough person to actually get close enough to see her, since she is constantly surrounded by a dense white mist.

HUNTSMAN OF THE BLACK FOREST					
Val	Char	Cost			
50	STR	40			
30	DEX	60			
40	CON	60			
25	BODY	30			
10	INT	0			
20	EGO	20			
40	PRE	30			
6	COM	-2			
30	PD	20			
25	ED	17			
6	SPD	20			
18	REC	0			
80	END	0			
70	STUN	0			
Cost	Powers	END			
15	2D6 HKA (4D6 w/ STR), OAF (Sword)	7			
33	2D6 RKA, Affects Desolid, Double KB, OAF (Bow)	7			
20	Find Weakness (all attacks) 11-				
40	Desolid (Vulnerable to Magical attacks)	4			
27	Full Damage Resistance, PD and ED				
24	+3 Skill Levels, All Combat				
45	20" Flight, x2 Noncombat	4			
20	Extra-Dimensional Movement (Earth-Nether Realms)	2			
25	360 Degree Sensing With All Senses				
15	Enhanced Perception +5 (All Senses)				
5	IR Vision				
10	Tracking Scent				
86	10D6 Mind Scanning, +18 on EGO roll	9			
30	Total Life Support				
75	Followers— 4 Demon Hounds				
Skills					
9	Animal Handler 14-				
17	Tracking 18-				
0	Demon Language (Native)				
3	German Language				
1	English Language				
100+	Disadvantages				
20	2x STUN from Magical Attacks				
30	Berserk when he locates prey 14-, 8-				
20	Only cares about tracking down and killing quarry				
15	Overconfident				
25	Distinctive Features (Not Concealable, Extreme)				
20	Reputation (Killer of Super Beings) 14-				
457	Villain Bonus				
OCV:10; DCV:10; ECV:7; Phases: 2,4,6,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	291	+ 496	= 787	= 687	+ 150

DEMON HOUNDS					
Val	Char	Cost			
20	STR	10			
20	DEX	30			
20	CON	20			
20	BODY	20			
10	INT	0			
10	EGO	0			
20	PRE	10			
10	COM	0			
6	PD	2			
6	ED	2			
4	SPD	10			
8	REC	0			
40	END	0			
40	STUN	0			
Cost	Powers	END			
30	2D6 HKA (3D6 w/ STR)	1			
30	Find Weakness w/ bite 15-				
30	Armor (+10 PD/+10 ED)				
40	Desolidification (Vulnerable to Magical Attacks)	4			
20	Extra-Dimensional Movement (Earth-Nether realm)	2			
45	20" Flight, 2x Noncombat Movement	4			
5	+5" Running (11" total), 2x Noncombat Movement	2			
15	IR Vision, Tracking Scent				
Skills and Talents					
13	Tracking 16-				
5	Defense Maneuver				
100+	Disadvantages				
20	2x BODY from Magical Attacks				
15	Always Obeys Huntsman				
25	Distinctive Features (Not Concealable, Extreme)				
20	Reputation (Huntsman's Pack) 14-				
147	Demon Dog Bonus				
OCV: 10; DCV: 1; ECV: 3; Phases: 3, 6, 9, 12					
Costs:	Char	Powers	Total	Disadv	Base
	104	+ 233	= 337	= 237	+ 150

Background: No one really knows where the Huntsman of the Black Forest, and his Pack, come from. His existence has been mentioned in Germanic legends of the misty past, but these sightings were marked down to superstitious folktales. That was, until recently...

About a year ago, the Huntsman made his first modern day appearance in Bonn, Germany. He appeared during a fight between a group of German soldiers and a powerful supervillain, Darkwing. The Huntsman killed Darkwing and then flew off. A German military jet kept up with the killer until he was somewhere over the Black Forest. The pilot reported that the Huntsman and his Pack just disappeared.

A month later, the Huntsman appeared and killed a new superhero who had just become active in France. After several appearances, it was soon apparent that the Huntsman's only interests were to track down and kill a person with superpowers.



The Huntsman has killed heroes and villains all over central Europe. The German government has began a watch over the Black Forest, trying to detect the Huntsman when he appears. When he does appear, the government releases a public statement to warn superheroes and villains in Europe. This has not done any good, since he has been able to track down his prey every time, no matter how well hidden the victim is.

Quote: He never talks, but he does sound a hunting horn when he first sights his prey. The Demon Hounds constantly bay and howl.

Personality/Motivation: The Huntsman doesn't seem to have any real personality, except for the overconfidence he displays when facing his prey. He only seems to care about tracking down and killing his prey. No one knows exactly how he chooses his victim.

The Huntsman is actually a being from a demonic dimension, known as the greatest hunter among the dwellers of that foul place. He recently discovered that a dimensional nexus point, long closed, is once again open, providing access between his dimension and Earth. The nexus point rests in the air space above the Black Forest. Secretly observing our dimension, and its superpowered inhabitants, the Huntsman decided to test his skills by hunting supervillains and heroes.

Powers/Tactics: The demon known as the Huntsman of the Black Forest has powers and weapon which make him an excellent hunter and tracker. Due to ability to fly and become desolid, there are few places, if any that his prey can go where he cannot follow.

The Huntsman tracks down his prey using his Mind Scanning power, and then attacks the victim. He will use his longbow on the victim, while his hounds race in to attack. If the victim has allies, the Huntsman will order the Pack to keep them busy. The pack enjoy ripping into the flesh of humans with their long, demonic teeth. They too, like their master, are excellent trackers and can become intangible. Unless ordered to do otherwise, they stay at their master's side, even as he flies through the air.

The Huntsman will try to finish off his victim himself, with his sword. He will try to kill only one victim per hunt, saving others for future visits. His method of determination of a victim seems to be completely arbitrary.

Appearance: The Huntsman has ebony skin, with glowing red eyes. He carries a huge two-handed sword and a long bow.

Huge stag horns grow out of his forehead. His Pack consists of four black, wolf-like creatures with glowing red eyes.



HOOD		
Val	Char	Cost
25	STR	15
29	DEX	57
28	CON	36
12	BODY	4
15	INT	5
15	EGO	10
20	PRE	10
24	COM	7
12	PD	7
10	ED	4
6	SPD	21
11	REC	0
56	END	0
39	STUN	0

Cost	Powers	END
30	Multipower (60 pt. reserve), OAF (Bow and Arrows)	
1u	1D6 RKA, Penetrating, Sticky, 2 Continuous (1 Hour) Charges, OAF (Acid Arrow)	0
1u	3D6 Entangle, 2 Charges, OAF (Bola Arrow)	0
2u	5D6 EB Stun Only, Double KB, Penetrating, 2 Charges, OAF (ElectroStun Arrow)	0
2u	5D6 EB, Explosive, Double KB, 2 Charges, OAF (Explosive Arrow)	0
2u	4D6 Flash vs. Sight, AE 1 Hex, 2 Charges, OAF (Magnesium Arrow)	0
3u	4D6 Entangle, AE 1 Hex, Sticky, 2 Charges, OAF (Net Arrow)	0
2u	3D6 EB, AE 1 Hex, Affects Desolid, Continuous, NND (Flash Def vs. Hearing), 2 Charges, OAF (Flash Arrow)	0
1u	1D6 RKA, AP, Increased Stun Multiplier +1, 3 Charges, OAF (Arrow)	0
5u	4D6 Drain vs. DEX, AE 1 Hex, Continuous, Sticky, NND (Clinging), 2 Charges, OAF (Arrow)	0
1u	15" Swinging, 2x Noncombat Movement, 2 Charges, OAF (Line Arrow)	3
1u	16 STR TK, AE 1 Hex, act. 12-, Only works on metal (-¼), 2 Charges, OAF (Magnetic Arrow)	0
40	Find Weakness w/ Multipower 15-	
16	+10rPD/+6rED Armor, OIF (Armored clothing)	
Skills, Talents and Perks		
10	2D6 Luck	
3	Fast Draw 15-	
3	Acrobatics 15-	
3	Breakfall 15-	
3	Stealth 15-	
3	High Society 13-	
3	Concealment 12-	
3	Tracking 12-	
3	Inventor 12-	
3	Mechanics 11-	
3	Mimicry 11-	
3	Navigation 11-	
3	Shadowing 11-	
3	Survival 11-	
3	Weaponsmith (Bows and Arrows) 11-	
2	KS: Bow Making 11-	
2	PS: Long Bow Hunting 11-	
2	Combat Level w/ Bow and Arrow (+1 OCV)	
3	+2 Range Skill Level w/ Bow and Arrow	
10	Perk: Wealthy	
1	Perk: Passport	
30	16 Followers, all competent normals	

100+ Disadvantages	
15	Overconfident
10	Prankster
25	Flamboyant Personality
10	Reputation (Polite Thief) 11-
20	Hunted by Scotland Yard 11-
15	Hunted by London Watch 8-
15	Hunted by MI6 8-
5	Professional Rivalry (Rainbow Archer)
15	Secret ID
155	Villain Bonus

OCV: 10; DCV: 10; ECV: 5; Phases: 2,4,6,8,10,12

Costs:	Char	Powers	Total	Disadv	Base
	176	+ 209	= 385	= 285	+ 100

Background: James Alexander Smythe belonged to one of the wealthy and noble families of England. James's nanny loved old movies, and James spent many hours watching the old adventure films with her, especially ones starring Errol Flynn. James was enthralled by the Robin Hood movie that Flynn starred in, especially since his family's summer lodge was located in Sherwood Forest.

As James grew older, he became even more interested in the legend of Robin Hood. He studied all the historical facts available about Robin Hood, and wrote a thesis about the historical basis for the medieval bandit. James wasn't just studying about Robin Hood, he was training himself to become Robin Hood. He became proficient at making long bows, and hunting with them. He also trained until he was an expert gymnast.





After receiving a degree in history at Oxford University, James spent a number of months at his parent's hunting lodge in Sherwood Forest. He created various trick arrows, and perfected his skills with a bow. James then returned to the city, and began his career as Britain's newest and most flamboyant thief.

James' reputation spread, and his stylized name "Hood," began to draw attention. It was very easy then for him to build up a gang of followers, which he of course called his Merry Men, to assist him as he robbed banks, museums, and the homes of the very wealthy.

He has only had one encounter with superheroes to date, and that was with the London Watch while Hood was visiting that fair city and relieving its richer citizens of the burden of their wealth. While Hood was able to make a daring escape, four of his Merry Men were apprehended. It was only a short while afterwards that Hood broke them free of their jail cells, forever earning the trust, respect, and undying loyalty of those that follow him.

Hood is now considering extending his field of operations to mainland Europe.

Quote: "If you would be so kind, please place your valuables in my companion's bag. I hope I shant have to display my skill with this most elegant weapon."

Personality/Motivation: Hood is an excellent, if polite, robber. His demeanor is one of carefree arrogance, as he makes his grand entrances and escapes, in true Errol Flynn style. The various British papers have described him as a likeable fellow who robs from the very wealthy and gives to the poor. This of course, is incorrect, he keeps it all for himself and his Merry Men.

Hood is flamboyant to the extreme, and enjoys crashing through windows, swinging on chandeliers, and displaying his incredible archery skill.

He makes sure that his Merry Men are never excessively violent and has only chosen those criminals who dress well and are able to carry off the swashbuckler mystique as his followers. He has injured some of his rich victims, but he has not killed any of them.

Powers/Tactics: Hood mainly relies on his trick arrows and his acrobatic skills during a fight. He is far more likely to use his stun or bola arrows first, but will resort to the more lethal attacks if necessary.

He prefers to attack by surprise, and he uses attacks that will distract or hinder his foes while he makes his escape with the loot. Hood likes to rob the homes of his prey, particularly when there is a large party or get together of the very rich. This enables him to not only get more money, but show off his talents to a large number of people.

Appearance: Hood dresses in a dinner jacket and tie, yet he carries a yew bow drawn and at the ready, with a quiver on his back.

THE INQUISITION		
Val	Char	Cost
15	STR	5
21	DEX	33
23	CON	26
10	BODY	0
13	INT	3
25	EGO	30
20	PRE	10
10	COM	0
12	PD	9
12	ED	7
5	SPD	19
8	REC	0
46	END	0
25	STUN	0
Cost	Powers	END
26	1D6 RKA, AE 1 Hex, Based on ECV, Continuous, Only in Villain ID, Concentrate ½ DCV. Only Works at Night, Incantation	5
56	5D6 Suppress (Effects all Mutant Powers), AE 1 Hex, Based on ECV, Only in Villain ID, Only Works at Night, Incantation, Concentration ½ DCV	11
25	Find Weakness (All Attacks) 12-	
10	Danger Sense 11-	
17	Darkness vs. Sight, 0 END Cost, Persistent, Personal Immunity, Only in Villain ID, Only at Night	0
5	Images, Sight Only, Only in Villain ID, Concentrate ½ DCV, Incantation, Only Works at Night	5
17	8D6 Telepathy, Only in Villain ID, Concentrate ½ DCV, Incantation, Only Works at Night	2
28	+5 BODY Regeneration, Only in Villain ID, Only Works at Night	
Skills		
7	Interrogation 15-	
3	Bureaucratics 13-	
3	Conversation 13-	
3	Oratory 13-	
3	Persuasion 13-	
3	Forensic Medicine 11-	
3	Mechanics 11-	
3	Paramedic 11-	
2	PS: Priest 11-	
2	SC Theology 11-	
2	KS: Spanish The Inquisitor 11-	
0	Spanish Language (Native)	
3	English Language	
1	Perk: Right to Marry	
100+	Disadvantages	
15	Accidental Change (At Night) 11-	
25	Religious Fanatic	
20	Hates Hates Mutant "Sinners"	
15	Split Personality	
5	Distinctive Features(Scar, Easily Concealable, Noticed)	
15	Reputation (Fanatic Mutant Killer) Extreme 11-	
20	Hunted by Spanish Government 11-	
20	Hunted by Vatican 11-	
15	Secret Identity	
114	Villain Bonus	

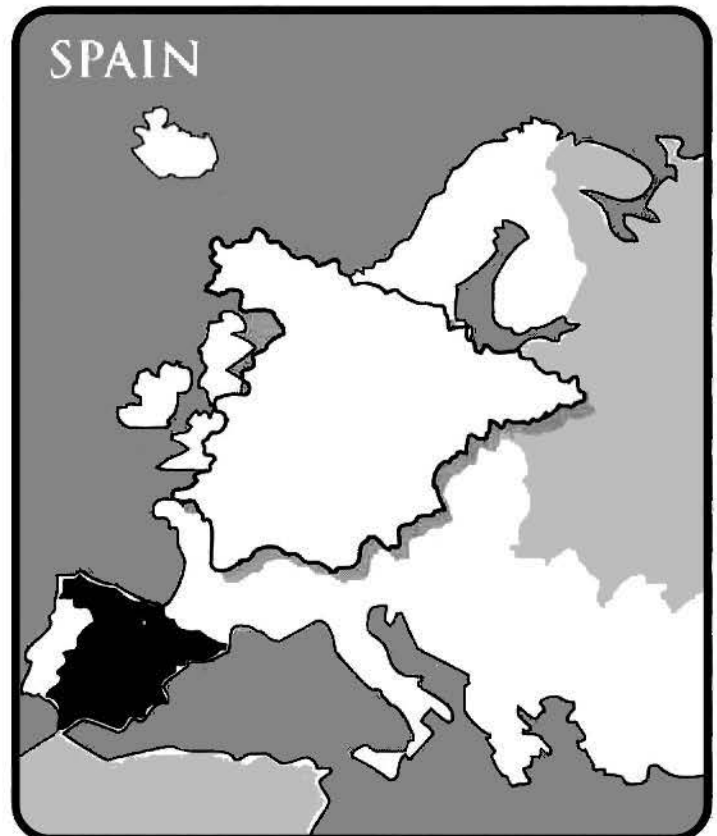
OCV: 7; DCV: 7; ECV: 8; Phases: 3,5,8,10,12

Costs:	Char	Powers	Total	Disadv	Base
	142	+ 222	= 364	= 264	+ 100

Background: Philippe Ruisa spent his early adulthood as a paramedic with the Spanish army. After many years in the service, he grew rather depressed about thoughts of war and violence. A devout Catholic, Philippe went to his company chaplain and talked with him. The long talk with the priest filled Philippe with a peace and happiness that he had not felt in a long time. When his term with the service was over, Philippe joined the priesthood. Within a few short years, he had become the aide to the Archbishop of Spain.

He served the Archbishop faithfully for many years before disaster struck. Late one night, the Archbishop's house was accidentally destroyed during a fight between a group of heroic mutants and a powerful evil mutant. The Archbishop was killed and Philippe was trapped with the body, until he was pulled out of the wreckage at dawn. The horrible experience altered the young priest, and he quickly formed bigoted and illogical opinions regarding mutants. The distraught Philippe felt that all mutants were an abomination in the sight of God.

At the time that this had happened, Philippe had been cataloging some old church manuscripts that had been written during the Spanish Inquisition years ago. Something snapped in the gentle Philippe. He changed and developed a totally different, second personality that is a fanatic who hates mutant "sinners". This second personality also developed Philippe's latent mutant powers.





At night, Philippe's second personality often takes over, and he then roams the countryside looking for mutant sinners and punishing them as The Inquisition. During the day, Philippe is a mild mannered priest at a church in a small Spanish town.

Rumors of the The Inquisition's activities have spread all through Europe and add more fire to the burning paranoia that those born with paranormal powers already feel. Even newer rumors say that militant mutants in Europe feel that if something is not done about The Inquisition, they will take the matter into their own hands. Authorities in Spain are worried that the number of paranormal battles in their country will escalate. Up until now, Spain has been a country fairly free of such destructive conflicts.

Quote: "Confess to being a mutant and an agent of sin, so that you may enter the holy realm when I release you of your mortal remains."

Personality/Motivation: Philippe is a quiet and shy man, who is very generous and devoted to his faith. The Inquisition is simply a vengeful fanatic. He feels that it his duty to seek out mutants and force them to confess their crimes.

Unfortunately, he is not very discriminating and has assaulted many people that have no mutant abilities at all.

The only way to help Philippe is to make him realize that he is also the remorseless The Inquisition. This can be done by simply presenting logical evidence of his second identity (for example, pointing out his memory loss of some his nights, or finding the The Inquisition's cloak in Philippe's closet), or providing reliable eyewitnesses who Philippe knows and trusts.

Powers/Tactics: The Inquisition is always surrounded by a cloud of darkness that moves with him. He will move so that the darkness surrounds his intended victim. He will then use his telepathy and images powers to show the victim his innermost fears and sins. If there are any indications that the victim might be a mutant, he will use his painful psionickilling attack on the poor soul. He will quote scripture in Latin while he is attacking the victim, insisting that the victim confess to his "sins". He will keep doing this until the victim admits to his "sins", or until the The Inquisition realizes that his victim is truly innocent.

He will absolve someone who confesses to being a mutant and using his powers, if the victim really asks for forgiveness (he will check with telepathy). He will then release the victim, and warn him that he will watch to see that he does not sin again. If attacked by a mutant, he will use his suppress power on him.

Appearance: Philippe is a stout man with broad shoulders, black hair and a pointed black beard. He wears a typical priest's habit. The Inquisition wears a black robe and cowl, similar to the one worn by the monks of the original Spanish Inquisition.

MAMMOTH		
Val	Char	Cost
85	STR	60*
19	DEX	27
50	CON	80
20	BODY	14*
23	INT	13
17	EGO	14
20	PRE	10
6	COM	-2
30	PD	13
20	ED	10
4	SPD	11
24	REC	0
100	END	0
80	STUN	0*

*Bonuses for Growth already figured in

Cost	Powers	END
48	Gadget Pool (40 Points), only changed in a lab	
20	Growth (1 level) Persistent 0 END Always On	0
20	Damage Resistance (25 rPD, 15 rED)	
10	Knockback Resistance -5"	
Skills, Talents and Perks		
10	Eidetic Memory	
3	Lightning Calculator	
3	Computer Programming 14-	
5	Electronics 12-	
3	Inventor 14-	
5	Mechanics 12-	
3	SC: Chemistry 14-	
3	SC: Electrical Engineering 14-	
3	SC: Physics 14-	
3	SC: Computer Design 14-	
3	SC: Genetics	
3	SC: Biochemistry	
18	Languages: Icelandic (native), Swedish, Finnish, Danish, Dutch, German, English (accented)	
30	Find Weakness (all attacks) 11-	
10	+2 Levels with H-to-H	
30	Installations (150 pts)	

100+	Disadvantages
20	2x BODY from heat attacks
20	Megalomaniac
15	Holds the world in contempt
15	Hates Eurostar (especially Fiacho)
10	Reputation (Ruthless Killer) 11-
20	Hunted by Icelandic Government 11-
15	Hunted by Swedish Government 8-
15	Hunted by Eurostar 8-
15	Hunted by UNTIL 8-
10	Public ID
227	Villain Bonus

OCV: 5; DCV: 5; ECV: 6; Phases: 3,6,9,12

Costs:	Char	Powers	Total	Disadv	Base
	250	+ 233	= 485	= 385	+ 100



Background: Sometimes you do have to watch out for the quiet ones.

Emil Johansen was a tiny, nearsighted man that worked in an experimental computer lab in Reykjavik, Iceland. He was always quiet, and didn't bother anyone. His co-workers never suspected that Emil was all that time plotting the overthrow of the world.

Emil, even when he was a small child, knew that he was smarter than everyone else. He was too shy, however, to express it. In fact, he hid his genius, and just pretended to be average. Meanwhile, in his room late at night, he read books on quantum physics and molecular biology.

When he got the job at the research lab, he began to formulate his plan for the conquest of all the people he held in contempt — he would rule the world, as was his destiny. He would design a computer that would usurp all other computers and bring the world to its knees. His plan was the work of true genius — it covered every base, but he couldn't allow his schemes to be thwarted by some costumed fools. He would give himself superpowers beyond anyone else's.

Determined, he then broke into a museum where a mammoth skeleton, found frozen in a Scandinavian icefield, was on display. Taking just enough of a bone sample to get some of its DNA, he left. He had to kill a nightwatchman and a police officer, but that was of small consequence. No one could stand in his way now. Using his knowledge of biology and high technology, he was able to recover the mammoth's centuries old DNA, modify it, and add it to his own.

It changed him more than he even dreamed.

Not only did it give him great strength, but it increased his size and forever changed his appearance to that of a humanoid woolly mammoth. He could no longer keep his job at the lab. Though frustrated, he was not completely thwarted.

Soon thereafter, as he was breaking into his old lab to work on his new computer, Fiacho and his meddling fellow Eurostar members caught up with him. They said they had heard about him and wanted him to join their pathetic little band. After Emil's refusal, the ensuing battle destroyed the lab and his prototype computer. As he fled, Mammoth knew that his secret plan was ruined, but no matter — this world of ignorant fools would be his in some other way.

Quote: "Do not think for a minute that I am just another foe that you can easily trounce with your so called 'super' powers."



Personality/Motivation: Mammoth is a textbook megalomaniac. He hates everyone, thinking them inferior fools. Unlike others who have been hideously changed, he does not hate his appearance. At first it was an inconvenience, but he has risen above that. His sights are always set on his destiny — world conquest, and he never gets discouraged when a plan fails.

Nevertheless, he hates Eurostar for ruining his plans and he is jealous of all of their successes.

Powers/Tactics: Mammoth has the strength to hold his own in a battle with Grond, yet he only uses it as a last resort. In a battle, he will be encountered with a number of gadgets that he has created, one of which will always be an offensive weapon. He has been known to use energy weapons, various bombs and grenades, force field projectors, weakness detection scanners, holographic disguises and numerous other devices. He will often create and carry whatever items would be most beneficial to him in his current situation.

While his woolly hide is extremely thick and resistant to all types of damage except heat and fire, his tusks serve no real purpose other than to make his visage all the more beastly.

In a battle, Mammoth will use his gadgets first, attempting to take out any bricks first. If he has met a hero previously, and he knows that he will encounter them again, he will try to design weapons or devices that will be particularly powerful versus that foe's defenses or powers. If the gadgets do not seem to be working, or if he gets particularly flustered, he will use his great strength to pummel his opponents.

Appearance: Mammoth is eleven feet tall and almost as wide, with long, thick, brown hair covering his entire body except for his still-human face. Two ivory tusks grow out of his oversized mouth, curving upward to frame his head. He wears no costume, but always has a number of gadgets with him or on him.

MIDNIGHT SUN					
Val	Char	Cost			
25	STR	15			
21	DEX	33			
25	CON	30			
10	BODY	0			
13	INT	3			
14	EGO	8			
18	PRE	8			
20	COM	5			
12	PD	10			
29	ED	25			
5	SPD	40			
10	REC	0			
50	END	0			
36	STUN	0			
Cost	Powers	END			
80	Multi-Power (100 pt. Reserve), Only works in Daylight (-¼)				
m-12	16D6 EB, Only in Daylight	8			
m-8	12D6 EB, AP, Only in Daylight, No KB (-¼)	9			
m-8	12D6 EB, Explosion, Only in Daylight, No KB	9			
m-12	4D6 Flash, AE 4" Radius, Only in Daylight	8			
m-12	40" Flight, Only in Daylight	8			
27	2D6 Flash, Continuous, 0 END Cost, Persistent, Always On, No Range, Only in Daylight	0			
10	Damage Resistance, 20 ED				
15	+3 Combat Levels with Multipower				
Skills and Talents					
3	Perfect Pitch				
3	Streetwise 13-				
3	Acrobatics 11-				
3	Electronics 11-				
6	PS: Musician/Singer 15-				
0	Swedish Language (Native)				
3	English Language				
1	French Language				
5	Perk: Member of Aristocracy				
100+ Disadvantages					
20	2x BODY from cold attacks				
15	Accidental Change (daylight) 11-				
15	Hates Hoarfrost				
15	Loves Yana (Hoarfrost)				
15	Believes He Should be Treated Like Nobility				
10	Susceptibility- Hoarfrost, 1D6/Turn				
10	Reputation (Mad killer) 11-				
20	Hunted by Swedish Government 11-				
15	Hunted by Finnish Government 8-				
5	1D6 Unluck				
10	Public ID				
134	Villain Bonus				
OCV: 7; DCV: 7; ECV: 4; Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	177	+ 207	= 384	= 284	+ 100



Background: Kurt Swenson was a famous Swedish rock star who was known for his violent mood swings. He was also well known because he was a member, albeit distant, of the Swedish royal family, though he was considered the black sheep of the family. His fame as a rock star, and his noble born arrogance caused many who knew him to dislike him. Kurt believed that nobles should have the powers and privileges that they had held centuries earlier.

Only his fiancée, Yana (Hoarfrost), could deal with his violent temper and arrogance. Everything was going fine until he and his band, the Midnight Sun, were asked to play at a special Solar Power Expo. The sponsors asked him to play, hoping it would draw a lot of the younger crowd.

Before the concert began, Kurt was taken on a tour of the various displays. Everything at the fair, including the equipment for the concert, was being powered by energy projected down from a solar collector satellite in orbit. He was taken to where the huge collector was receiving the energy. Unfortunately, a number of fans saw him and began to gather around him. Soon a huge knot of fans had surrounded the angry rock star, pushing and shoving to get to near him. Guards came to break-up the crowd and a full-scale riot soon began. During the turmoil, Kurt was accidentally pushed over the guard rail and fell ten feet into the solar energy collectors, while the energy was still being beamed down from orbit.

As Kurt fell, he was filled with a fury he had never felt before. His body was burning with anger as he was consumed by the energy from above. There was a bright flash and Kurt felt an intense burning sensation that actually felt good.

He slowly got up, and noticed that a bright light seemed to be emanating from his body. He looked up at the stunned crowd, who were shielding their eyes from his light.

He felt a deep anger at the crowd that had almost caused him to die. Venting his anger outwards, he somehow released his anger in the form of a solar heat beam that killed several members of the crowd. Laughing at the crowd's fear, he realized that it was more fun than the crowd's usual adulation. He then flew off.

Kurt decided that he could have more fun, and power and money, if he used his new power to become a super criminal.

Then he would really become famous. Calling himself the Midnight Sun, he went on a crime spree that terrorized Sweden, killing several people along the way. He soon decided that while he enjoyed being a criminal and terrorizing people, it wasn't enough. He now plans to take over Sweden and become its new King, with all the powers that a King was once allowed to have.

At one point, he decided to visit his fiancée (see Hoarfrost), Yana, at her research lab in Sweden. He flew into a great rage when he saw her frozen in a special cryogenic tube, and believed she was dead. He blasted some of the cryogenic equipment and then flew off. His destruction of the equipment caused Yana to transform into the frigid creature known as Hoarfrost.



A few weeks later, Midnight Sun and Hoarfrost accidentally came into contact with each other. Because of their opposing powers, their mere proximity to each other caused both of them pain. He flew off, without finding out that Hoarfrost was actually his fiancée, vowing to someday get even with Hoarfrost for attacking him.

Quote: "I can do as I please, and you cannot stop me — as it should be."

Personality/Motivation: Kurt is a young man possessed by violent mood swings. He wants to take his constant anger out on a world that he feels has not treated him with the respect that he so rightly deserves. His main goal in life has always been to become famous and gain more power. He didn't really like being a rock star, since he had to pander to the public, but it was the only way to get the power and popularity that the nobles once had. Now, he can actually kill and take what he wants, and still become famous. Kurt became even more psychotic after he came to believe that Yana was dead.

His current goal is to terrorize the Swedish people, their government and the royal family into accepting him as the new King. He is not exactly sure how he is going to do it, but he is arrogant enough to believe that he can get the people of Sweden to see the wisdom of his plans.

Powers/Tactics: Midnight Sun has the ability to absorb energy from the sun, and to release it in bursts of destructive energy. His body glows brightly while he is absorbing solar energy, and he can use that energy to fly. He can only use his abilities in daylight, but it will work inside as long as it is daylight outside. Even if the day is overcast and cloudy, his powers still function. Of course, he operates in Sweden, where it is often daylight for a month at a time. He travels to the warmer climes of central and southern Europe when the month-long night comes to Sweden. Of course, he continues his criminal activities while away as well as at home.

Appearance: Midnight Sun wears a gold uniform with a sun symbol on it. His body releases a blinding light, making it hard to look directly at him. He has long blonde hair, and his eyes glow red.

NAPOLEON OF CRIME			
Val	Char	Cost	
15	STR	5	
23	DEX	39	
23	CON	26	
10	BODY	0	
20	INT	10	
20	EGO	20	
30	PRE	20	
14	COM	2	
12	PD	9	
12	ED	7	
5	SPD	17	
8	REC	0	
46	END	0	
30	STUN	0	

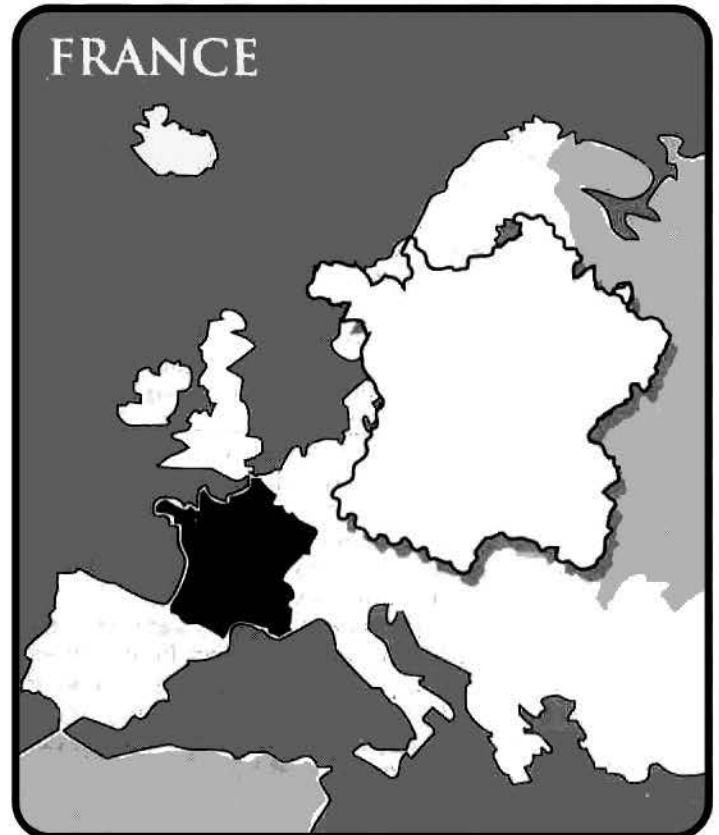
Cost	Powers	END
75	10D6 Mind Control, Telepathic Contact, ½ END	3
40	5D6 Ego Attack, Concentrate ½ DCV	4
10	Mental Defense 10	
16	4D6 Telepathy, Concentrate ½ DCV	2
12	1 ½d6 HKA, OAF (Electrified Saber)	2
25	5D6 EB, NND (Defense is Armor or ED 25+), No Range. 16 Charges, Linked to HKA, OAF (Sabre)	
26	Fencing	
	Maneuver OCV DCV Damage	
	Defensive Strike +1 +3 2d6+1 HKA	
	Martial Strike 0 +3 2 ½d6 HKA	
	Offensive Strike -2 +3 3d6 HKA	
	Martial Block +2 +2 Block,Abort	
	Martial Disarm -1 +1 Disarm, +10	
6	+3" Running	
	Skills and Talents	
3	Fast Draw	
3	Absolute Timing	
10	Danger Sense 11-	
5	Defense Maneuver	
13	Tactics 18-	
9	Persuasion 18-	
9	Oratory 18-	
3	Acting 15-	
3	Bureaucratic 15-	
3	Conversation 15-	
3	High Society 15-	
3	Seduction 15-	
3	Riding 12-	
2	KS: Napoleon Bonaparte 11-	
2	KS: Fencing 11-	
2	KS: Fencers 11-	
2	AK: France	
0	Language- French (Native)	
1	Language-English	
6	+3 Combat Skill Levels w/Sabre	
15	Perk: Filthy Rich	
1	Perk: Passport	

100+ Disadvantages	
15	Enraged When someone tells him that he is not Napoleon, 14-, 8-
20	Code of Chivalry
20	Honorable
20	Really Believes he is Napoleon
20	Megalomaniac
15	Distinctive Features (Not Concealable, Noticeable)
5	Reputation (Criminal Nut) 8-
10	Hunted by Paris Police 11-
15	Secret Identity
212	Villain Bonus

OCV: 8; DCV: 8; ECV: 7; Phases: 3, 5,8,10, 12

Costs:	Char	Powers	Total	Disads	Base
	155	+ 300	= 455	= 355	+ 100

Background: Andre and his twin brother, Claude, were born to a rich French industrialist, Anton Klosu, and his wife. Even though they were twins, they were completely different. Claude was rather quiet, but he had a friendly air about him that put a person at ease. Andre was very outgoing, almost to the point of arrogance. Unfortunately, he also seemed to enjoy ordering other people around. People always remarked on how the twins resembled portraits of Napoleon, especially Andre. Andre became obsessed with learning all he could about the original Napoleon.



The twins' parents lavished attention on the good-natured, if somewhat bumbling, Claude, but totally ignored the increasingly eccentric Andre. This caused Andre to become even more arrogant and bossy, because he wanted attention. Andre started to make plans to become Emperor when he grew up, so that everyone would pay attention to him. He even forced the servants to call him Emperor. As Andre grew older the obsession about Napoleon grew too. He learned all he could about tactics, and he became quite good in fencing.

Many years later, the twins' parents were killed in a freak automobile accident. Their will left almost all of the inheritance to Claude, and only a pittance to Andre. This final snub from his parents drove Andre over the edge. He went insane, and fell under the delusion that he really was Napoleon. Andre attacked Claude with his fencing sabre, shouting that Claude was an imposter and a traitor to the true Emperor of France. Andre was caught before he could hurt Claude, and was placed in an insane asylum.

Andre was a problem patient, always beating up the other Napoleons in the ward. He did seem to get along with the man who thought he was Wellington though, except when he beat Andre in chess and started shouting "Waterloo." While at the asylum, Andre was subjected to a number of experimental drugs and shock therapy. This caused his latent mutant powers to emerge. He used his mental powers to take over the staff and patients of the mental ward (how appropriate!). Using his powers to escape, Andre then easily captured his brother and placed Claude in an old dungeon beneath the family mansion. Andre took Claude's place and took control of his family's financial holdings. He also continued to work, as Claude, as a private investigator who specialized in international crimes involving the very wealthy. Andre, as Claude, has a special vendetta to capture the criminal known as Blackjack (see Blackjack).

Andre has become very cunning, and no longer publicly claims that he is Napoleon, in order to keep up the facade that he is Claude. Occasionally, however, he slips and bellows out a command in an arrogant tone. He is using his family's company to gain more power and personal wealth for himself. He plans to subtly take over France, since he is Emperor Napoleon. He has also been using his planning skills and his mental powers to commit a number of expensive robberies and other criminal activities. When engaged in criminal activities, Andre claims to be Napoleon Bonaparte and admits to having been once known as Andre Klosu. The French police have asked Andre, while he is pretending to be Claude, to be on the lookout for his criminal brother.

Quote: "I am the Emperor, I am not short."

Personality/Motivation: While pretending to be Claude, Andre is friendly, outgoing, a little clumsy and somewhat thick-headed. He is, though, a kind man who treats everyone fairly. Unfortunately, Andre occasionally lapses into his Emperor personae. For example, when he gives someone an order (a servant), and they do not instantly obey him, he will fly into a rage.

When not pretending to be Claude, Andre is a megalomaniac who truly believes that he should be the Emperor of France.

He is very flamboyant and likes to flirt with women all the time, even while talking about his wife, Josephine, who is supposedly always spying on him.

Powers/Tactics: Andre will usually let his hired thugs take care of any physical opposition, unless one of his foes uses a sword. Andre will then insist on dueling with the sword-carrying hero.

He will usually use his mental powers to control others to do his dirty work for him. He especially likes to use his powers to cause innocent bystanders to attack his enemies for "their Emperor." If he is faced with someone able to resist his mental powers, he will attack with his Ego Attack Power. If all else fails, he will use the electrical blast his sabre can deliver upon touch.

Appearance: While pretending to be Claude, Andre wears expensive business suits, and sometimes a long overcoat. When not pretending to be Claude, Andre wears period clothing worn during Napoleon's reign, including a tri-corner hat. He usually tucks his right hand under the left side of his coat and vest, and he gets very upset if someone asks him why he does that, mostly because he doesn't know why himself.



THE PIPER

Val	Char	Cost	
18	STR	8	
23	DEX	39	
23	CON	26	
10	BODY	0	
18	INT	8	
14	EGO	4	
15	PRE	5	
12	COM	1	
4	PD	0	
5	ED	0	
5	SPD	17	
9	REC	0	
46	END	0	
31	STUN	0	

Cost	Powers	END
30	EC: Sonic Powers, OAF (Pipes), 60 act. points	
a-30	8D6 Suppression (All Sonic Special Effects), OAF (Pipes)	12
b-30	8D6 EB, NND (Sonic Attack), AE Cone, OAF (Pipe)12	
c-30	6D6 Flash vs Hearing, AE Cone, OAF (Pipes)	12
d-30	12D6 Mind Control, AE Cone, OAF (Pipe)	12
22	Force Field (+25 PD/+20 ED), ½ END,OAF (Pipe)	2
30	250 pt. END Reserve, REC 5, OAF (Pipe) — for all Pipe powers	
10	+5" Running	
Skills and Talents		
10	2D6 Luck	
3	Perfect Pitch	
9	Inventor 16-	
3	Systems Operations 13-	
7	Electronics 13-	
3	Lipreading 11-	
6	SC: Sonics 15-	
8	PS: Professional Flutist 17-	
8	KS: Classical Music 17-	
0	German Language	
1	English Language	
1	French Language	
1	Danish Language	

100+	Disadvantages
15	Hates Rock Music
5	Hates comparisons to the Pied Piper
15	Misunderstood and strange
20	Paranoid
20	Normal Char. Max.
5	Reputation (Kidnapper) 8-
20	Hunted by German Government 11-
20	Hunted by UNTIL 11-
10	Watched by Eurostar 8-
10	Public Identity
137	Villain Bonus

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

Costs:	Char	Powers	Total	Disadv	Base
	108	+ 269	= 377	= 277	+ 100

Background: Rolf Hueller, a villain from western Germany, has always been a difficult person to relate to. When he was young, the other children couldn't understand, let alone play the games that he would make up on the playground. People rarely understand his jokes. His comments are often deemed inappropriate. In short, Rolf has always been difficult to understand.

As Rolf got older, the only passion that he had that people could see was for classical music. While the other teenagers were listening to more popular German, British and even American music, he very contentedly was satisfied with Brahms and Mozart. He learned to play a number of instruments, but his real talent was with the flute. When he left school, Rolf became a professional musician.



It didn't take long for Rolf to become a famous classical flutist throughout mainland Europe. Unfortunately, people still thought of him as odd, due to his often strange behavior and lack of social skills. Rolf, however, seemed more contented than ever.

One day, during a free outdoor concert in a park in Munich, Rolf's concert was interrupted by a gang of young delinquents with large boom boxes. They walked through the audience with their loud rock music playing so loudly that Rolf was completely drowned out. A number of men that were enjoying the concert attempted to stop them, but it only turned things into a fight. The gang members pulled out knives and other weapons, and things got ugly. The police were summoned, but they weren't coming quickly enough.

Rolf never stopped playing while this was going on. Seemingly oblivious to all of the action and activity in the audience, he never missed a note. However, when the piece was done, he reached down and took out a different flute from its case. The song he played then was eerily strange, but its effects were even stranger. The youths in the gang all stopped fighting, and in unison apologized to the audience. Then they took their knives and slit their own throats. Rolf stood up and bowed when they were finished and he had stopped his song.

When the police arrived, Rolf calmly admitted that he had used mind control on the gang. He was arrested, but by that time, the flute he had used was nowhere to be found. He had quickly hidden it away.

Rolf spent the next few years in jail, which had some visible effects on him. It seemed to make him somewhat bitter and considerably paranoid, although nothing happened to him while incarcerated that would instill such a fear in him. Upon being released from prison, Rolf found that his career was ruined, no one would hire him, and certainly no one wanted to be around when he played. The concert musician soon found himself working as a night janitor at a research facility — the same job that he had when he was a teenager. He had spent a lot of time at a sonics lab in the facility, secretly reading the lab notes on various experiments.

His natural grasp of music and sound had enabled him to become an expert in the science of sonics. Using notes and equipment at the lab, Rolf had built the flute that allowed him to control people's minds through pitch. He had never used it before the fateful concert because he had never needed to. Now, once again having access to the lab's notes he modified his flute (which he had recovered) with a number of sonic weapons built into it. His only course of action now seemed to be to use his flute to get what he wanted — his musical talents certainly wouldn't serve anymore.

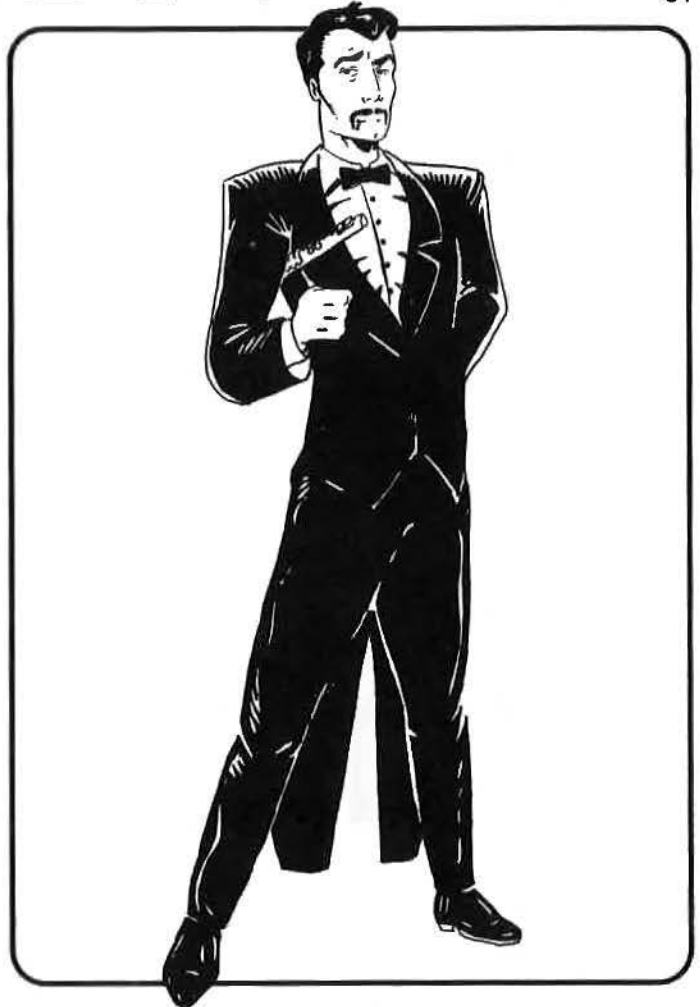
The Piper then began a successful career as a kidnapper of wealthy individuals or their children, asking large sums as ransom. His career as a kidnapper has been quite successful, aided by his remarkable flute. Yet still, even as a villain, his motivations and ways of thinking are hard for others to fathom, which has made him difficult to apprehend. It also makes some people wonder if perhaps there isn't more to what he is doing than meets the eye.

Quote: "Now you must pay the Piper's price."

Personality/Motivation: The Piper's motives are completely beyond anyone to fully understand. Although he asks for huge ransoms, he does not seem to be in it for the money. He does not seem as though he is in it for revenge upon society, although he is somewhat cynical and bitter at all times. Whatever his motives are, it's quite possible that they would make no sense to a normal person, even if they were known.

He often says and does things which seem inappropriate or confusing, but does not react if others seem to be baffled by him. In fact, he seems to always have a cool, calm composure — unless he is laughing at something that another person would not find in the least bit amusing.

He is extremely touchy about his flute and his music. He does not allow anyone to ever touch or even get close to his flute, and does not like comments about his music — good or bad.



Powers/Tactics: All of Rolf's powers come from his flute, so he makes sure that nobody gets close enough to grab it. The pipes are able to create a number of effects, including Mind Control. If attacked by heroes, he will use his EB at a distance, and then set up his force field so they can't get to him if they get closer. If it looks like they might get through the force field, he will activate his Mind Control.

All of the crimes that he has committed so far have been kidnappings, but that does not mean that he is limited in any way to them — who knows what he will do next?

Appearance: The Piper dresses in all different sorts of normal clothing, but prefers a traditional tuxedo when he is working. He always carries a brightly polished silver flute.

SILHOUETTE					
Val	Char	Cost			
13	STR	3			
25	DEX	45			
20	CON	20			
15	BODY	10			
18	INT	8			
14	EGO	8			
15	PRE	5			
18	COM	4			
6	PD	3			
6	ED	2			
5	SPD	15			
7	REC	0			
40	END	0			
32	STUN	0			
Cost	Powers		END		
40	Invisibility vs. Sight Sense Group, 0 END Cost, No Fringe Effect, Extra Time (Full Phase)		0		
30	Armor (+20 ED/+10 PD), Only When Invisible(-½)				
12	1" Darkness vs. Sight Sense Group, Personal Immunity, Linked to Invisibility (-½), No Range		2		
20	Desolidification, Vulnerable to Sonics, END Cost x2, Cannot Move Through Solids		8		
5	IR Vision				
Skills and Talents					
3	Light Sleep				
3	Acrobatics 14-				
3	Breakfall 14-				
3	Lockpicking 14-				
3	Stealth 14-				
3	Bugging 12-				
3	Concealment 12-				
3	Bribery 11-				
3	Climbing 11-				
3	Conversation 11-				
3	Disguise 11-				
3	Lipreading 11-				
3	Security Systems 11-				
3	Seduction 11-				
3	Shadowing 11-				
3	Streetwise 11-				
9	AK: Istanbul, Turkey 18-				
0	Turkish (Native)				
4	English				
4	French				
4	Russian				
100+	Disadvantages				
20	2x Effects of PRE attacks				
10	Fear of Being Poor Again				
10	Vengeful				
15	Distrusts Men				
10	Reputation (Best Thief in Turkey) 11-				
20	Hunted by UNTIL 8-				
20	Hunted by KGB 8-				
10	Hunted by Istanbul Police 8-				
15	Secret ID				
69	Villainess Bonus				
OCV: 8; DCV: 8; ECV: 4; Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	123	+ 176	= 299	= 199	+ 100

Background: Shiva never had a last name, nor did she have any parents to provide such a luxury. As far back as she could remember, Shiva had been a street urchin living in the alleys of Istanbul, Turkey. At an early age she discovered her unique powers. She could turn herself invisible, and become nearly a shadow in form and appearance. She used the powers to survive on the streets, escaping from enemies and stealing money for food and necessities. She was very careful with them, not wishing to draw attention to herself and her amazing abilities. She only used them to steal so she could survive.



Thomas MacDonald, the owner of a local bar, accidentally discovered her powers after she stole his wallet. Shiva tried to escape, but MacDonald had apprehended her, but then accidentally knocked her out. She woke up in MacDonald's room, unhurt. MacDonald treated her gently, and soon made friends with the scared young girl. The older man put her to work at the bar, and he treated her like his own daughter.

MacDonald told her how he had worked as a freelance agent years earlier. He had grown tired of the violence and treachery, so he quit and opened up the bar, "The Desert Rose", in Istanbul.

Unfortunately, people in the intelligence community still believed that MacDonald was active. Various Western agents treated the bar like a haven of sorts, despite MacDonald's protests. One night, a desperate UNTIL agent ran into the bar, pursued by some KGB agents. Gunplay began, which had always been the bar owner's greatest fear. During the ensuing battle, MacDonald was killed by a random bullet.

Shiva, who was now a young woman, found herself the new owner of the bar. Angered by what had happened to MacDonald, and remembering the disgust he held for the intelligence community in general, Shiva developed a scheme to disrupt intelligence activities in her home city. As part of her plans she has set herself up as an information broker in Istanbul, running this extra business out of her bar.

She uses the information she gains to disrupt the plans of foreign agents in Istanbul, in the guise of the thief known as Silhouette. Everyone who knows of her existence wonders who she is really working for. The truth is she only works for herself.

Quote: "Silhouette works for no man, only herself."



Personality/Motivation: Shiva seems a cold and calculating woman, who ridicules anyone less intelligent than herself. She is a very self-reliant woman, who does not give up easily. She is especially hostile towards men, because she fears getting hurt by love again. Heroes visiting Istanbul might meet Shiva at her bar, especially if they are looking for information. Any information they drop might lead to an accidental encounter with Silhouette later on in the adventure.

Powers/Tactics: Silhouette's abilities center around her mutant power to change into a shadow-like form, and to cause shadows to swirl about her. These powers are very useful in gathering information, and in the art of pilfering. She will always try to avoid a fight, using her powers to escape. While invisible, she is surrounded by an area of shadows that only she can see through. Furthermore, while invisible she is more resistant to any damage that actually hits her. She can also turn desolid, though this tires her a great deal, and she can only use it to allow things such as weapons to pass through her.

If she does get into a fight and there are multiple foes, she will attack them while invisible, often trying to trick the enemies into using their powers against themselves as their attacks will go through her to hit anyone behind. If there is only one foe, she will almost always try to simply run away, leading her opponent into danger.

Appearance: Silhouette wears a black costume with a white trim. She is a small and petite young woman with a heart-shaped face. Her beautiful features are offset by her cold and cruel black eyes.

SPECTOR					
Val	Char	Cost			
10	STR	0			
20	DEX	30			
15	CON	10			
10	BODY	0			
15	INT	5			
15	EGO	10			
10	PRE	0			
10	COM	0			
7	PD	5			
7	ED	4			
6	SPD	30			
15	REC	20			
40	END	5			
23	STUN	0			
Cost	Powers		END		
142	Teleportation 20", 1 Fixed Location, 1 Floating Location, Can Teleport 6x Normal Human Mass, Teleport x4 Distance, AP, Usable Against Others, Ranged, IAF (Belt device)				
40	Desolidification, Immune to Mental Attacks, Vulnerable to Energy Blasts, IAF (Belt device)				
20	2d6 RKA 15 Charges, Autofire, OAF (Assault Rifle)				
Skills and Talents					
18	Danger Sense 15-				
13	Demolitions 16-				
11	Streetwise 15-				
3	Concealment 12-				
3	Security Systems 12-				
3	Stealth 12-				
3	Lockpicking 12-				
3	Bureaucrats 11-				
3	Electronics 11-				
3	Shadowing 11-				
5	AK: Yugoslavia 14-				
8	+2 with rifle				
0	Serbian Language (Native)				
3	English Language				
100+	Disadvantages				
20	x2 Effects from Presence Attacks				
20	Likes to Kill and Destroy Things				
20	Always Obeys Orders of Superiors in SLF				
10	Vengeful				
20	Normal Characteristic Maxima				
10	Reputation (Serbian Terrorist) 10-				
20	Hunted by Yugoslav government 8-				
20	Hunted by CIA 8-				
5	1D6 Unluck				
15	Secret ID				
140	Villain Bonus				
OCV: 7; DCV: 7; ECV: 5; Phases: 2,4,6,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	119	+ 281	= 400	= 300	+ 100

Background: For many years, the Serbians have been trying to win control of the nation of Yugoslavia. Anton Markovich never thought he would be part of the revolutionary movement, but then few men can truly see their eventual destiny at so young an age.

Young Anton was a low level Yugoslavian diplomat. While not a rabid patriot, he had never considered turning against his country. This changed when his parents were killed during a peaceful protest in Serbia. Various Serbian people had gathered to once again show their dislike of the government and what they felt was a misrepresentation of their needs and desires within that government. The government, weary and distraught at the growing number of these protests, had not seen at as a peaceful display and the army had moved in. Twenty seven demonstrators were killed or injured.



After his parent's funeral, Anton was contacted by a group of school friends who had formed a radical terrorist organization called the Serbian Liberation Force. They attempted to get him to see their way, that violence was the only answer. Anton's bitterness turned a deaf ear to his conscience and listened to his old friends, finally joining them. He trained with them in his spare time, learning how to use various weapons and terrorist techniques. He kept his job, only in case he discovered something that might help the cause. He became an expert in demolitions, and was the perpetrator of a number of terrorist bombings throughout Yugoslavia.

One day he accidentally came across a secret report detailing some sort of experimental device that was stolen from a foreign agent caught in Yugoslavia. Anton told the SLF about his find, and they immediately lead them to where it was kept. In a daring raid, they broke in and stole the device, but many of Anton's comrades were killed by government troops guarding the facility. In revenge, Anton used his skills to blow up the entire installation.

In experimenting with the new device, Anton discovered that he could use the belt to teleport himself and others from place to place. He could also make himself intangible and ghost-like. Taking this lead, he called himself the Spector of Serbia, or sometimes the Avenging Ghost, and began anew his campaign of terrorist bombings. This new series of attacks has resulted in many deaths, and the device, mounted on his belt, has enabled him and his companions to escape every time without a hitch.

With each mission, the Spector grows more and more bloodthirsty — so much that even his companions with the Serbian Liberation Front are beginning to worry. He is becoming a monster — like a true vengeful spirit — who has lost sight of the cause, and now only kills for killing's sake and destroys for the sheer joy of destruction.

Not only is the Yugoslav government after him, but the CIA, who originally created the teleport device, has realized how the Spector is carrying out his missions, and they want the device back.

Quote: "I am the spector of the souls of dead Serbians — crying out for justice."

Personality/Motivation: Anton was a quiet, dull man who never gave much thought to politics, despite his parents' activism. Now he is transformed by a sense of vengeance and terrorist rhetoric into a heartless, cold-blooded killer. Although very loyal to the Serbian Liberation Front and always blindly obeying the commands of those who lead it (perhaps showing that Anton is no real rebel at all), he has lost sight of the terrorists' ideals. If the SLF was ever to achieve its goals, it is not certain if Anton could stop his bombing attacks if he wanted to.

He is a man formed of two conflicting natures — one that he was born with, and one that was thrust upon him. He is both a quiet follower who would never make waves and a bloodthirsty, radical terrorist out to change the world. The resulting man is one that is so confused that he cannot see things in a large scope any longer — he only lives from one mission to the next. All he can do is kill.

If any Western heroes travel to Yugoslavia, it is quite possible that they will find themselves the targets of the Spector's bombing attacks. If not, then it is quite possible that they will be near such an attack. It is also a possibility that the CIA would hire superheroes to retrieve the device.

Powers/Tactics: Spector wears a device on his belt that allows him to teleport and become desolid. Spector's belt also allows him to teleport others whether they want to be or not.

In a battle, Spector likes to use this teleportational ability to send his enemies into very dangerous situations, such as in the middle of a busy highway, on the crumbling edge of a ravine, or simply far into the air. Otherwise, the terrorist uses his weapons, particularly his assault rifle, in battle.



Appearance: Anton is a nondescript, short man with brown hair. When not on a mission, he dresses in cheap, woolen three-piece suits. When he is working as the Spector, he wears fatigues and carries a number of weapons. The device on his belt is made of metal and covered with switches and controls.

THESPIAN

Val	Char	Cost	
23	STR	13	
21	DEX	33	
18	CON	16	
12	BODY	4	
14	INT	4	
25	EGO	30	
30	PRE	30	
20	COM	5	
5	PD	0	
3	ED	0	
5	SPD	19	
8	REC	0	
36	END	0	
33	STUN	0	

Cost	Powers	END
26	EC: Mental Powers, 30 Active Points, Concentrate 0 DCV, Incantation (Throughout)	
a-79	6D6 Ego Attack, Continuous, 0 END Cost, AE Cone, Concentrate 0 DCV, Incantation (Throughout)	0
b-26	12D6 Mind Control, AE 16" Radius, 0 END Cost, Concentrate 0 DCV, Incantation (Throughout)	0
20	Mental Defense +20, 25 Total	
24	Fencing Martial Arts Package	
	Maneuver OCV DCV Damage	
	Defensive Strike +1 +3 1D6 RKA	
	Martial Strike 0 +2 1D6+1 RKA	
	Offensive Strike -2 +1 2D6-1 RKA	
	Martial Block +2 +2 Block	
	Martial Disarm -1 +1 Disarm, +10 STR	
15	1D6+1 (2D6+1 w/STR) RKA, AP, OAF (Rapier)	2/4
16	Armor +8 PD, +8 ED OIF (Costume)	
	Skills and Talents	
5	Cramming 8-	
10	Eidetic Memory	
3	Fast Draw 11-	
7	Acting 15-	
3	Conversation 13-	
3	Disguise 13-	
3	High Society 13-	
3	Oratory 13-	
3	Breakfall 12-	
3	Contortionist 12-	
3	Sleight of Hand 13-	
3	Mimicry 11-	
5	KS: Shakespearean Plays 13-	
2	KS: Stage Fencing 11-	
0	Norwegian Language (Native)	
1	Swedish Language	
1	Danish Language	
5	English Language	
15	+3 Combat Skill Levels w/Fencing Maneuvers	

100+ Disadvantages

15	Berserk when accused of over-acting 11-, 11-
20	Overacts
20	Enjoys using powers to make others look bad
5	Distinctive Feature, (Easily Concealed, Noticed), Loud Voice
5	Reputation (Overacts) 8-
20	Hunted by Norway Police 11-
20	Hunted by UNTIL 11-
8	Watched by Eurostar 8-
10	Public Identity
203	Villain Bonus

OCV: 7; DCV: 7; ECV: 10; Phases: 3,5,8,10,12

Costs:	Char	Powers	Total	Disadv	Base
	144	+ 282	= 426	= 326	+ 100

Background: Bjorn Skarsun was once a famous Norwegian Shakespearean actor. Though some critics felt that he had a tendency to over act, most felt that he was very competent. Bjorn got his big break when he and his troupe of actors were asked by the King of Norway to do a command performance of Hamlet. Bjorn was thrilled, especially since he would play the leading role.

Everything went perfectly through the first part of the play, and Bjorn was looking forward to receiving praise from the King himself. Then the unthinkable happened. Bjorn was making a brilliant stage entrance, right before the famous "To Be" soliloquy, when one of the extras accidentally tripped him. Bjorn fell into some other actors, and they all ended up in a pile on the stage.



Everyone laughed, including the King. Furious, Bjorn yelled at them to stop, and to his surprise, they did. All the audience and the actors stopped moving, as if they were waiting for a command from Bjorn. The astonished Bjorn tried experimenting with his new powers, which had apparently been latent till now. He soon discovered that by concentrating and talking, he could actually control people in a wide radius.



He now had the perfect captive audience, and he decided to use it to his advantage. He started the play all over again, making everyone give him a standing ovation at the end of each act. He then ad-libbed some scenes, including the suicide of the extra that had tripped him. One of the King's bodyguards was finally able to break free of Bjorn's powers and go for help.

The building was soon surrounded by more guards than Bjorn's newfound powers could handle. Bjorn was furious that his greatest performance ever was being cut short.

Bjorn used his powers to control the King and use him as a hostage to escape. Realizing that he could never really act on the stage again, Bjorn decided to use his powers to create captive audiences wherever he went. Giving himself the criminal identity of Thespian, he would also use the power to make the audience pay dearly for seeing his performance, whether they wanted to or not.

Quote: "Alas, poor Yorick..." (As he mind blasts a hero.)

Personality/Motivation: Bjorn is a very bitter and frustrated actor, who mourns the loss of the stage. To make up for his exile from the stage, Bjorn forces his victims to enjoy the bits of acting he does while he is robbing them.

He only makes enough money to live comfortably; it is the criminal "acts" that truly motivate him. Bjorn hates getting his soliloquies interrupted by uncultured superheroes.

Powers/Tactics: Thespian has strong mental control and mental attack powers, but he must stand still and concentrate to use them. Also he must speak out loud for the powers to take affect, and they usually effect everyone that can hear him. Thespian usually uses Shakespearean quotes, or at least Shakespearean-period language, when he is using his powers. He will not hesitate to make others attack his enemies while he makes his escape: exit, stage left.

Appearance: Thespian is a tall and skinny middle-aged man. He will always wear black hose and a doublet, and carry a rapier. He always talks in deep and somber tones, using Shakespearean terms and quotes.

VLAD THE IMPALER					
Val	Char	Cost			
20	STR	10			
20	DEX	30			
25	CON	30			
20	BODY	20			
15	INT	5			
20	EGO	20			
20	PRE	10			
24	COM	7			
12	PD	8			
12	ED	7			
5	SPD	10			
7	REC	0			
50	END	0			
38	STUN	0			
Cost	Powers		END		
50	Multipower (75 pts), Only Works at Night (-1/2)				
3u	10D6 Absorption vs Energy, Split equally between STR,END, CON and BODY, Does not work vs. light-based attacks (-1/4)				
3u	10D6 Absorption vs, Physical, Split Equally Between STR, END, CON and BODY				
10u	4D6 Transfer (Characteristics), AE 1 Hex, 0 END Cost, Always On At Night (-1/4)				
7u	Regeneration +10 BODY				
15	Armor (+20 ED/+20 PD), Only to Amount rolled by Absorption, Does not work against light- based attacks (-1/4)				
20	Find Weakness w/ Hand to Hand 11-				
3	Simulate Death				
Skills					
5	AK: Carpathian Mountains 14-				
3	High Society 13-				
3	Seduction 13-				
3	Stealth 12-				
3	Animal Handler 11-				
0	Bulgarian Language				
3	English Language				
3	Russian Language				
1	German Language				
100+	Disadvantages				
25	Really Believes he is a vampire				
20	Manic Depressive				
15	Fears Religious Objects				
10	Refuses to look in a mirror				
5	Distinctive Feature (Not Concealable) Looks like a vampire				
15	Reputation (Vampire) Extreme 11-				
5	Hunted by Fearless Vampire Hunters 8-				
5	Watched by Government 8-				
5	1D6 Unluck				
10	Public ID				
81	Villain Bonus				
OCV: 7; DCV: 7; ECV: 7; Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	157	+ 139	= 296	= 196	+ 100

Background: Vlad Teplov grew up in the gloomy Carpathian Mountains, in a small valley cut off from the rest of the country. Vlad's family lived in an ancient castle overlooking the village. His family had once been the wealthy nobility of the land, but now they barely had enough money to feed themselves.

Nonetheless, Vlad was bought up to be a true member of the nobility by his harsh father. His father would belittle him and scold him because he was rather sickly and could not do much in the way of physical activity. The stress of knowing that their pitiful family had once been great and powerful was hard on Vlad's father. The fact that his son was too physically weak to help him raise the family to greatness was both an embarrassment and a disappointment to him.

One night, the abuse turned from being verbal to being physical. Vlad's mother tried to stop his father from beating him. Vlad's father struck her, causing her head to hit a wall, knocking her out. The outraged Vlad threw himself wildly at his father, and something murderous came from within him. As he hit his father, he actually felt himself grow stronger, even when his father managed to get a blow in.

Before he knew what was happening he had somehow drained all the life energy out of his father, killing the old man. Unfortunately, the power also somehow drained the life energy out of his nearby weakened mother, killing her too.



Vlad hid himself in the castle dungeon, confused and in shock. The family servant, Boris, found him in the next morning. Vlad, sobbing and shaking, told the astonished servant what had happened. Boris, a superstitious adherer to the local tales and stories, believed that Vlad had somehow become a vampire, like one of his ancestors was rumored to have been.

The loyal servant, though frightened, promised to stay and help the young boy. At night, Boris locks himself in his room, so that Vlad will not accidentally drain him of energy.

Boris told Vlad all about the vampire legends, and Vlad began to actually act like one. He slept all day, and roamed the countryside at night, draining small amounts of life energy from people, without actually hurting them. The villagers realized that Vlad had begun acting like a vampire, but since he never actually killed anyone and drank their blood, they merely thought him to be mad. For the most part he has been left alone as any particularly ferocious attacks (when he is feeling manic) have been farther from his home.



Vlad has now believed he is a vampire for the past ten years, and the idea is now firmly entrenched in his mind. At times, he believes it to be a great destiny of his, and that his powers are a wonderful thing, which will one day allow him to rule over men as he ancestors once did. Other times, his powers are seen by him as a curse, and he falls into a great depression.

Recently, the heroine Carpathia was sent to investigate rumors of a vampire, or at least an energy draining mutant who attacks people at night. What became of this encounter, if it ever even occurred, is unknown.

Quote: "I don't want to hurt you, but the hunger is upon me."

Personality/Motivation: Vlad is a misled young mutant who has convinced himself that he is a vampire. He has very pronounced mood swings, playing the part of the morose, cursed monster and the power and energy hungry undead lord. While he is actually neither of these things, no simple deed will ever convince him of the fact.

News from the outer world is somewhat limited in the area that he lives in, so it is quite likely that Vlad has never even heard of mutants, although word of superheroes has reached him. Other than, that, though, Vlad is not too behind-the-times.

Powers/Tactics: Vlad is able to absorb large amounts of physical and energy damage and add it to his physical characteristics. In addition to that, he also drains energy from everyone within a certain area, adding the energy to his own physical abilities. He has no control over this power, which is always on at night.

Vlad prefers to approach people in the cloak of night, when he is strongest, and physically attack them while he slowly drains their life energy. He will usually make sure to leave before he drains so much energy that the person is severely injured, although sometimes, when he is not regarding his powers as a curse, he will forget himself and become rather violent. Vlad is actually scared of religious artifacts and fears the sunlight.

Appearance: Vlad is a tall and somber-looking young man who dresses in expensive clothing and a large, black cape.

WHITE ROSE					
Val	Char	Cost			
15	STR	5			
25	DEX	45			
18	CON	16			
14	BODY	8			
10	INT	0			
10	EGO	0			
16	PRE	6			
20	COM	5			
8	PD	5			
8	ED	4			
6	SPD	25			
7	REC	0			
50	END	14			
31	STUN	0			
Cost	Powers		END		
90	Shrinking (6 levels), 0 END Cost, DCV 12, KB +18, .032m Height, .0004 kg, -12 PER rolls, +12D6 Growth Momentum Damage		0		
60	Multipower (75 pt. Reserve), Only When Shrunk (-¼)				
10m	10D6 EB, AP, 0 END Cost, Reduced by Range, Only When Shrunk (-¼)		0		
6u	8D6 EB, Auto-fire (10 Shots), 0 END Cost, Reduced by Range, Only When Shrunk (-¼)		0		
10m	20" Flight, x2 Noncombat Movement, 0 END Cost, Only When Shrunk (-¼)		0		
Skills and Talents					
3	Ambidexterity				
3	Double Jointed				
3	Federal Police Power				
3	Acrobatics 17-				
3	Breakfall 17-				
3	Contortionist 17-				
3	Stealth 17-				
3	Shadowing 11-				
3	Forgery 11-				
3	Bugging 11-				
3	Acting 12-				
3	Disguise 11-				
2	KS: Gymnastics 11-				
2	AK: Bulgaria 11-				
1	Fam. w/ Botany 8-				
0	Bulgarian Language (Native)				
1	English Language				
100+	Disadvantages				
10	2x STUN from Sonics				
15	Hates Americans				
15	Vengeful				
20	Always Obeys Orders of Superiors				
5	Distinctive Feature (Long, white hair)				
5	Reputation (Hero of Bulgaria) 8-				
20	Hunted by CIA 8-				
15	Hunted by MIA 8-				
15	Watched by Bulgarian Government 14-				
10	2D6 Unluck				
10	Public ID				
99	Experience Bonus				
OCV: 8; DCV:8 (20); ECV: 3; Phases: 2,4,6,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	133	+ 206	= 339	= 239	+ 100



Background: Natia Kimenski was the happiest young woman in Bulgaria. Her gymnastic trainers swore that she would win the gold at the next Olympic Games. She was also engaged to Mikhail Borsky, the leading male gymnast in Bulgaria. The two lovers met many times in the famous rose gardens of southern Bulgaria. Mikhail always called her "his little White Rose", because of her uniquely white hair, delicate stature and sometimes thorny temperament.

One day, while waiting for Mikhail, Natia was instead visited by a member of the secret police. She was told that Mikhail had secretly volunteered for a program to create a national superhero for Bulgaria. She was told that the experiment had been a success, and her fiancée had been imbued with superpowers. The agent told Natia that Mikhail had then been killed by an American CIA double agent who had infiltrated the Bulgarian research lab. (In actuality, Mikhail had been kidnapped and forced to take part in the experiments. The experiments had gone haywire and Mikhail had died.) Natia begged the agent to let her take Mikhail's place and become the hero of Bulgaria. The pleased agent agreed and immediately arranged for her to be transferred to his care.

The Bulgarian research scientists injected her with a number of experimental steroids designed to increase her agility. She was then subjected to a number of chemical and radiation treatments, that were designed to awaken any latent powers a human might have. Unfortunately, none of the treatments seemed to work.

The scientists had not noticed that Natia had kept a white rose with her during the whole time, even during her exposure to radiation. Amazingly enough, the rose thrived and didn't die. Sitting in her room, feeling like she had let Mikhail down, the morose girl accidentally pricked herself with one of the rose's thorns. The rose instantly died, and Natia went into a week-long coma.

When she woke up, Natia soon discovered that she could shrink herself, and while shrunk she could fly and shoot energy blasts. Insisting that her codename be "The White Rose", she began her career as the Bulgarian national hero.

Since then, she has taken some training in espionage. The White Rose is currently confused by the rapid political and cultural changes sweeping her country, and the countries nearby. She is also a member of the extremely tenuous Warsaw Pact team. She has been used by her government as more of a espionage agent than a heroine in times of disaster due to the nature of her powers. In any event, she serves her country happily as long as it allows her to strike at the U.S.-dominated West. If that situation changed, she might very well go independent and/or travel to the West in order to more greatly hurt those that she believes killed her lover.

Quote: "Murderous American CIA dog, feel the thorn of The White Rose!"

Personality/Motivation: Natia had once been a sweet and romantic girl who would not hurt anyone. Now she is a vengeful woman who is out to kill all American intelligence agents and hurt the West in general. If her government begins to restrict her in such activities, she will almost certainly leave their direct employ to become a supervillain/terrorist in Western Europe or the U.S.

In battle she is quick to anger, and tries to kill her opponent. She cannot be reasoned with, especially if her opponent is an American. Any American hero working in Bulgaria without official sanction, will be viciously attacked by The White Rose.

Powers/Tactics: When shrunk, The White Rose is able to fly and release energy blasts. She can shoot her energy "thorns" as single powerful missiles that can pierce most armor, or she can release them in weaker barrages. Due to her size, the power of the blasts are greatly affected by range.

During a battle, The White Rose will circle her foe closely, using acrobatic skills and high agility to avoid being hit, while shooting her energy thorns at her victim.

Appearance: The White Rose is a slim and delicate looking young woman, with long, white hair. She wears a green costume with a red rose symbol on the front.



ZEPHYR					
Val	Char	Cost			
8	STR	-2			
25	DEX	45			
18	CON	16			
10	BODY	0			
14	INT	4			
10	EGO	0			
10	PRE	0			
16	COM	3			
6	PD	4			
12	ED	8			
5	SPD	15			
5	REC	0			
36	END	0			
24	STUN	0			
Cost	Powers	END			
20	EC: Wind Control				
a-60	8D6 EB STUN Only vs. PD, AE Cone	8			
b-20	20" Flight	4			
c-21	24 STR TK, Fine Manipulation	4			
10	Missile Deflection (Arrows/Projectiles)				
20	Special Sense: Detect Air Currents, 360 Degrees, Ranged				
10	Danger Sense 11-				
10	2D6 Luck				
Skills					
7	Streetwise 14-				
3	Acrobatics 14-				
3	Breakfall 14-				
3	Lockpicking 14-				
3	Sleight of Hand 14-				
3	Stealth 14-				
3	Concealment 12-				
3	Climbing 11-				
3	Double Jointed				
3	AK: Luxembourg Capital 12-				
0	French Language (Native)				
3	German Language				
3	English Language				
100+	Disadvantages				
15	Fears Getting caught by Authorities				
20	Code Against Killing				
5	Reputation (Thief) 8-				
45	DNPC (3 Younger "Brothers") 8-				
20	Hunted by Luxembourg Police 11-				
15	Secret ID				
81	Villainess Bonus				
OCV: 8; DCV: 8; ECV: 3; Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	90	+ 211	= 301	= 201	+ 100



Background: The wind sprite, Zephyr, dwelled happily in the realm that all of the other creatures of legend had fled too when their reign on Earth was over. There she dwelled with Dragons, centaurs, and other "mythical" creatures. Note that this is the same plane as that of Capricorn (see *Zodiac Conspiracy*) and the Rose (see *Classic Organizations*). The cheerful sprite's life was abruptly changed one day, centuries ago, by a wizard named Johanne Richtford who lived in Luxembourg.

Actually, Johanne lived beneath the city of Luxembourg. Part of Luxembourg is built on the top of a plateau overlooking a valley. Johanne lived in a cave situated on the cliffs of the plateau, near a large bridge carved out of the rock. He remained in this hideaway, summoning spirits and other entities to carry out his will in the outside world.

When the old wizard summoned Zephyr to perform some task, the strain of the spell caused him to have a heart attack. Since this occurred before the final act of the summoning was completed, the wind sprite was trapped in limbo. Centuries later, in present day Luxembourg, three street orphans discovered Johanne's hidden cave. Entering the cave, they found the skeletal remains of Johanne and the scroll he was reading from.

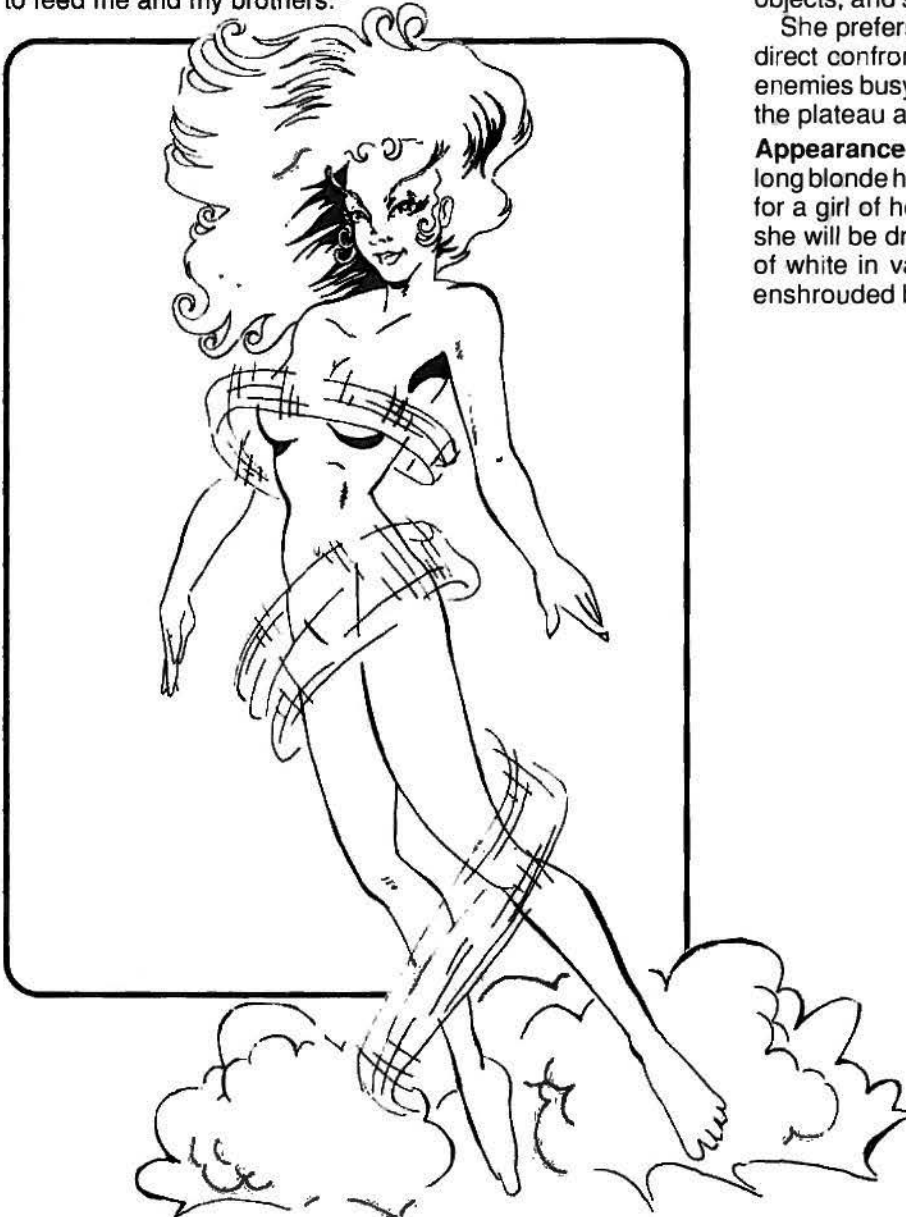
One of the boys read the final line of the scroll, completing the summoning ritual that began so long ago. A beautiful young girl appeared in a flash of light, startling the boys. The long stay in limbo had robbed the wind fairy of her memory. The only thing she remembered was her name, Zephyr. The boys adopted her, and treated her like a sister, and she grew to love the boys.

Together, they cleaned up Johanne's cave and made it their own.

Unfortunately, they had to steal food and money so they could survive. They were all afraid of being picked up by the police and having their little family broken-up. Things went along fine for the orphans, until one day when the authorities almost apprehended Zephyr. It was the trauma of almost being caught by the police that awoke Zephyr's dormant magical wind powers, allowing her to escape. Forced to steal to survive, Zephyr started using her wind powers to rob money from the homes and businesses of rich people. She hoped to save enough to take her and her friends away to somewhere where they could be safe and comfortable without having to steal ever again.

There was a change in plans, however. A criminal named Jean Garoine discovered Zephyr and the orphans' hideaway and learned of her powers. He kidnapped the boys, and now holds them hostage, forcing Zephyr to work for him as an enforcer and a thief.

Quote: "Please don't turn me in, I only take enough money to feed me and my brothers."



Personality/Motivation: Zephyr is a naive being who has no idea that she is actually a fairy from another magical dimension. She is actually possessed of a sweet disposition and has no wish to harm anyone. Fearing the authorities because of what her adopted brothers have told her about how they would split up the little family, she remains secluded from the rest of society.

She loves her three adopted brothers very much and tries to look after them and protect them. Unfortunately, this has proved her undoing, as she must now do whatever Garoine says. If something were to happen to the boys, she would probably be pushed over the edge, making her into a vengeful killer — a true supervillain. As it stands now, if the boys were rescued she might turn from her life of crime and use her power for good, if she was given the chance. She is truly at the point in her life when one event can shape her entire life.

Powers/Tactics: Zephyr can control the air currents around her. She can create powerful blasts of wind and fly using this power. She has also learned how to use the wind to move objects, and she can even use a small breeze to pick a lock.

She prefers to work quietly and she will run away from a direct confrontation, after using her wind blast to keep her enemies busy. If she is chased, she will head for the edge of the plateau and fly down to the hidden cave.

Appearance: Zephyr looks like a pretty young woman with long blonde hair and brown eyes. She is slim and rather small for a girl of her (apparent) age. Until she uses her powers, she will be dressed in a tattered light blue dress with wisps of white in various spots. While using her powers, she is enshrouded by the wind, whipping about her.

From: Smythe-Ashbury, William
Special Agent Level 7 (Senior Monitor)
European UNTIL Headquarters
Paris, France

To: Montesque, J.P.
UNTIL Intelligence Subcommander
United Nations Building
New York, New York, USA

Dear Sir:

As you know, the recent attack on our Paris base by the supervillain terrorist group known as Eclipse has set us back a great number of weeks. We have also now discovered that during that attack, their operative known as Enigma was able to infiltrate this facility using powers that we neither can explain nor understand. In any event, once inside he stole a number of crucial data files concerning the supervillains of Europe. As of yet, we have been unable to guess at the reason that they went to such great lengths to obtain these files, but we now know that Eclipse possesses, at the least, all of the information regarding superbeings in Europe that we do. Perhaps more. We are gravely concerned that they are preparing some horrible scheme involving all of these beings.

To confirm this suspicion, our agents in both Zurich and Bonn have observed Eclipse members speaking with other known supervillains. Anna Brochet (Nether) was meeting with Gretchen Mueller (Doppleganger), while Tony Capaldi (Godfather) and the man known as Mandelbrot were encountering Hans Morgern, the Clockmaker. The later encounter began as a battle in the outskirts of Zurich, but when last seen, the three men were leaving the site together.

To make matters worse, Enigma's tampering with our files resulting in mistakes and omissions in the top secret file that we sent to you with the codename: European Enemies. That is why we asked you to contact our secret information drop point in Virginia. The file that I am leaving with them should contain many of the needed corrections to that file.

Rest assured that we will attempt to monitor the situation regarding Eclipse. Perhaps it would be wise to alert the Champions or some other American superheroes in case we need their assistance.

William Smythe-Ashbury
European Senior Monitor

>>BEGIN FILE<<

Data File: XJ23-56NB
European Enemies Errata

Security Level: Blue (TOP SECRET)

Authorization Code: 768934228-b8970

Overall Note: European Villains and Heroes do not seem to be as heavily influenced by the press and the public as their American counterparts (although they are not completely free of this influence). Because of this, recognition is not as important to them — it is very common to find European supers in different costumes at different times. Thus, it is very difficult to pin down an "Appearance" entry for them, as their most recent costume as probably changed by the time it is written. This is reflected in our files by the difference in the artist's rendering from news photos and our "Appearance" entry. In places where the discrepancy occurs, the illustration is always the more recent representation.

- p. 3-4 "Eurotrash" is the name originally given by UNTIL agents to Eclipse (a derogatory comparison to Eurostar). It is not, however, what they call themselves.
- p. 12 Chromedome's Strength should be listed as 80 (70+10 for Density)
- p. 13 Chromedome's Powers/Tactics paragraph should include the fact that his cybernetic structure allows him to position himself so that he is very difficult to move or knock back if he wants to be.
- p. 28 Shrike's EGO should be 20.
- p. 35 This page should show a map of Europe (please find map enclosed with this file)
- p. 36 Banshee's map should show Scotland, not Ireland.
- p. 40 Blackjack should have had to spend 4 more points to buy his SPD up to 5
- p. 42 Bastion's Absolute Time Sense costs 3 points.
- p. 44 Carpathia's Illustration represents her new costume since the opening up of Eastern Europe.
- p. 46 Cavalry's INT score should be 18.
- p. 48 Clockmaker's bizarre appearance gives him a 6 COM, not 8.
- p. 52 The Despoiler's Density Increase power costs 13 points rather than 10.
- p. 58 Floodgate's SPD score costs 10 points rather than 20.
- p. 64 Some of Gladiator's skills are listed twice. This oversight does not affect his point totals.
- p. 68 Huntsman's non-combat flight multiple should be x4. The cost for his hounds should be 59.
- p. 76 Midnight Sun's 16D6 EB should have the limitation of Does No Knockback.
- p. 78 Napoleon of Crime's Ego attack costs 4 END, and his Mental Defense should be 14.
- p. 80 The Piper should not have the Normal Characteristic Maxima disadvantage.
- p. 84 Spector should be +4 with his rifle rather than +2.
- p. 86 Thespian should be +5 with fencing, not +3.
- p. 88 Vlad the Impaler's SPD should cost 20 points.
- p. 91 White Rose has apparently cut her hair recently, although she still is often encountered with a long-haired wig. Her 5 point Distinctive Features should simply be ivory-white hair.

Please note: Many of the above changes affect the point values of characters (although very few of the changes affects actual play). GMs can handle these point changes as they wish (or not at all), by adding or subtracting from powers, skills or disadvantages.

Special Thanks to Adrian Russell Ownby, Agent Level 4, for a few of these Errata additions that we would have missed.

>>END FILE<<

Quantum and Defender flew down as their comrades loaded the villains into a Paris police van. Quantum Landed next to the big Australian.

"Seeker, we were supposed to be in France to find Dr. Destroyer's new base."

"Yeah, that's true, darlin', but these fellas here are Triad — superpowered mercs and thieves." Seeker wiped the sweat from his brow and sheathed his sword. "They're scumbags — though I gotta say, they probably don't deserve the way ol' Puss 'n' boots tore into 'em."

Defender looked about. "But Seeker, how do you know so much about the supervillains of Europe?"

" 'Cause, mate, I've read —

European ENEMIES

European Enemies™ is the latest in the line of villain collections for *Champions*. Included within are over thirty-five all new, never before seen villains, all from various parts of Europe. Both solo villains and villain teams are here, wreaking havoc and committing crimes. Every major European country is represented, including some Eastern block supers that walk the fine line between hero and villain.

Gamemasters will also find information and suggestions for adventures in Europe and ways to get American heroes to travel across the ocean. Ideas for bringing these villains to the U.S. are also provided. Are you getting tired of battling those same old American villains? If so, for a nice change of pace get your heroes ready for the trip across the "big pond" and have them battle some *European Enemies!*



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