

A sourcebook for
CHAMPIONS

CHAMPIONS UNIVERSE: NEWS OF THE WORLD



**DARREN WATTS &
STEVEN S. LONG**

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A Setting Book For *Champions*

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INTRODUCTION



It's been nearly five years since the publication of *Champions Universe*, and in that time Hero Games has published many other Champions books that expand the setting in nearly every possible direction. Champions gamers are often asking questions like, "What would happen if such-and-such group teamed up with this group?", "What are the members of the Sentinels like?", and "What's Dr. Destroyer been up to?"

Champions Universe: News Of The World attempts to answer those questions, and many others, but reviewing what's happened in the Champions Universe over the past five years. It can't cover every single aspect of a setting that's so large and detailed, but you'll find plenty of information about everyone from the movers and shakers of the Superhuman World to lower-powered street heroes like the Black Mask. You'll also get to meet some new characters that you've only seen mentioned here and there in *Champions* books but who've never been detailed before.

Chapter One, "*Meanwhile, In Millennium City...*", covers the latest events in the City of the Future — things like city expansion, the activities of the Champions (including new members coming and some old members leaving), how the events depicted in Champions scenarios like *Sharper Than A Serpent's Tooth* played out in the official game setting, what the kids at the Ravenswood Academy have been up to, and the fracturing of PSI.

Chapter Two, "*Down In Vibora Bay...*", does the same thing for Champions Universe's lower-powered, more mystical city. Here you can find out what menaces the Black Mask and Dr. Ka have had to deal with, how Juryrig's war on VIPER has progressed, and the effects of Hurricane Katrina on the Queen City.

Chapters Three and Four cover two of the Champions Universe's most prominent superhero teams, the Sentinels and the Justice Squadron. Here you'll find character sheets for all the current members, a history of each group, and other fascinating information.

Chapter Five, "*In Other World News...*", expands beyond Millennium City and Vibora Bay to cover the rest of the setting. It includes brief descriptions of the major superteams in other American cities, what's been going on with organizations like UNTIL and the Trismegistus Council, and events around the world since the publication of *Champions Worldwide*. It introduces a new organization, the Goodman Institute, to help your

heroes with their war on crime and injustice. Last but not least, it reviews what's publicly known about the most important activities of supervillains and criminal organizations like VIPER, Dr. Destroyer, and even Foxbat.

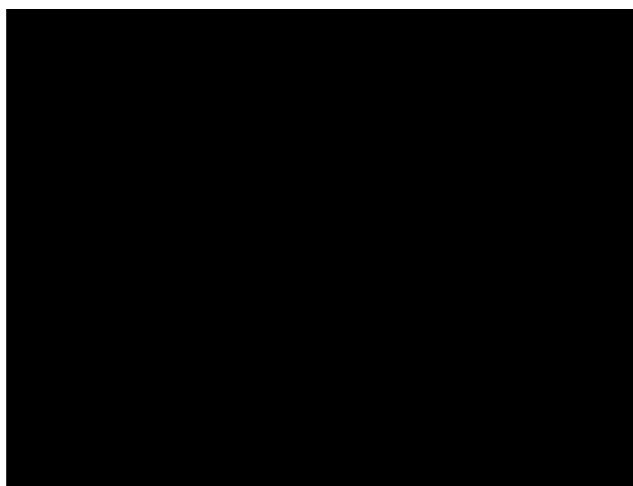
But if you want to know the *non-public* information about those characters, you have to be a GM. The last two chapters of the book are for the GM's eyes only. Chapter Six, *The Rogues' Gallery*, provides revised character sheets for several villains to show how they've become more powerful (or just different) in the past five years, and also describes what various villains have been doing that the public doesn't know about. Chapter Seven, *The GM's Vault*, provides the secret, GM's-eyes-only, information about what's covered in the other parts of the book.

INTEGRATING NEWS OF THE WORLD INTO YOUR CAMPAIGN

The information presented in this book, like that in *Champions Universe* itself, is provided largely by way of example and to show how things play out "officially" to provide a backdrop for other *Champions* books. It has absolutely no bearing on your own campaigns and characters if you prefer to do something different. If you're running a Champions Universe-based campaign and you want the Champions roster to remain just the way it's been for the past five years, go right ahead and keep it that way. If you think that Armadillo should join the Ultimates and Dr. Destroyer should build a hidden mountain stronghold instead of an artificial island, do it! Nothing in this book, or any other, makes those "wrong" decisions or in any way invalidates or changes what you've decided to do with your own campaigns and characters... unless you want it to.

If you're not running a Champions Universe-based campaign (whether with some Champions Universe characters added in, or not), you can use this book as a source of inspiration, ideas, and resources. For example, it's easy to transplant the Giant Mechanon adventure or the Goodman Institute into your game with very few changes. If you like the idea of a team changing the way the Champions have but you don't use the Champions, just do something similar with a prominent NPC team of your own. Like any other gaming sourcebook, this one is full of material you can use however you like... or ignore if you prefer.

chapter one:



**“MEANWHILE,
IN MILLENNIUM CITY...”**

MILLENNIUM CITY



Millennium City has continued to grow explosively in the first few years of the twenty-first century — not just in population, but economic strength, technological sophistication, and cultural and scientific importance to the rest of the United States and the world. Most of this growth has been fueled by the continuing boom in high-tech fields such as robotics, computer software and hardware, materials manufacturing, and pharmaceuticals. Companies with strong ties to the City of the Future, such as Binary Corporation, Drake-Victoria, and Harmon Industries, have led the charge. In fact, it's increasingly become the case that companies in high-tech fields *need* to have a significant presence in Millennium City, if only because it's a powerful magnet for researchers and highly-qualified graduates looking for jobs or sponsorship.

But Millennium City has faced some inevitable problems resulting from its growth. The population has surged well past four million in the last four years, and the original “city limits” have put tremendous pressure on the infrastructure as the city “bulges at the seams.” Housing costs in the pricey suburbs like Grosse Point and Harper Woods have skyrocketed, and even more traditionally middle-class areas have gone upscale. At the same time, the need for land for corporate offices has led to the city's general expansion westward. At the cost of tens of billions of dollars the city has moved the Millennium Highway (“the Loop”) outward in most places by more than a mile, expanded past the county line (a move not without repercussions, and many battles, in the state house and nearby counties' governments). This has led to a minor real estate speculation boom in the newly-encompassed parts of the City of the Future, causing the cost of houses and land in those areas to skyrocket. Between all of the expansion and the extensive repairs required in the wake of many of the destructive events described below, construction has been one of the most profitable industries in Millennium City in the last five years.

CITY POLITICS

One of the beneficiaries of all of this success has been Mayor Calvin Biselle, who was re-elected in November 2004 by a large margin over Republican James Holland. (Holland was a sacrificial candidate offered up by the GOP, a sixty-five year old lawyer who ran on a no-taxes platform, since the party knew that Biselle would have to leave in 2008 due to term limits and decided to save its big guns.) Biselle clearly has bigger things in mind, since he's already begun lining up support and favors for a gubernatorial run in 2008. Towards that end he's been grooming his own replacement in Millennium City, Lena Schroeder, despite her continuing difficulties with the conservative wing of her own party (whose members worry that she's angered too many of the corporations that make up the bulk of the city's tax base with her populist rhetoric). Victor Eversole, the city's liaison to the Champions, has emerged as a rival candidate thanks to his high profile whenever the Champions perform a public service or save the city. Eversole and Biselle also have a good working relationship (though neither trusts the other for a minute), and while Biselle would clearly prefer Schroeder he clearly thinks Eversole is a tolerable alternative. For now, he's content to let the two fight it out for the next eighteen months.

Meanwhile, Fourth District Councilman Alistair Currie has the Republican nomination all but sewn up. In the past few years he's become Biselle's strongest rival and shown his ability to work with local businesses, whose power in the city is ever-increasing. Currie has strong support from several major local companies, including Drake-Victoria and Harmon Industries.

Seventh District Councilman Philip McAuliffe was revealed in 2005 to be a member of the “cultlike” self-help organization Mind, Inc., and to have been manipulated by the criminals of PSI to steer some city in finding their way. His trial was a sensational media event in early 2006. With representation by high-powered lawyer Stanley Bounds, whose firm provides corporate counsel to Duchess Industries, he was acquitted of most of the charges except for some minor tax issues that resulted in trivial fines. McAuliffe resigned his seat when the scandal broke; his replacement, Virginia Prentice, won re-election easily.



THE CHAMPIONS

Millennium City's most famous superhuman defender remains the Champions, a relatively new team formed in early 2002. Over the last five years the team has been extremely active, and its fame has risen alongside that of the vibrant city itself, even to the point of occasionally eclipsing the older and more established teams like the Sentinels or Justice Squadron in terms of acclaim and attention. However, the Champions have also been subject to controversy... and occasionally tragedy.

MAY 2003: CAZULON EMERGENT!

In May 2003, the Champions worked with former Sentinel Dan "Microman" Collins to recapture the alien monster Cazulon, who'd been kept as a shrunken display in the Millennium City Zoo. For reasons still not clear, on the 18th the miniaturization in effect since Microman's 1965 defeat of the monster wore off. As terrified families and tourists fled the scene, it smashed its way out of the zoo, across the Loop, and into Millennium City proper before the Champions could assemble to attack the beast. Cazulon's rampage destroyed several buildings downtown, but the heroes were able to keep the death and damage toll to a minimum until Microman could bring his newly-enhanced Shrinking Ray to bear on the alien monster. Cazulon was subsequently returned to his cage at the Zoo, and the Champions received the accolades of a grateful city (not to mention a considerable amount of favorable national attention).

JULY 2003: ATTACK OF THE BLOB

Just a few months later, the Detroit Day celebrations of July 2003 were also marred by a giant monster — in this case an extradimensional "blob" accidentally summoned to Earth's universe via an "energy mining" device created by Dr. Abnel Ali. The city suffered a dangerous blackout and several more destroyed buildings as the ever-expanding creature sought new sources of positive energy to feed on before the Champions lured it back through Ali's portal with a transmitting "beacon" built by Ali, Dr. Silverback, and Defender.

LATE 2003: CHAMPIONS BATTLEFIELDS

Beginning in the summer of 2003, a new villain appeared on the superhuman scene... and he decided to make his mark by defeating the Champions! Interface, a powerful cyborg, decided that the best way to attack the heroes was to learn as much about them as he could by arranging a series of battles that would allow him to study them in detail.

First, in August 2003 he hired Utility and several other mercenary supervillains to stage a bombing in Memorial Park. As the Champions responded, defused the bomb, and defeated most of the villains (Utility himself escaped), Interface used hidden cameras and sensors to gauge their reaction time, general tactics and procedures, and basic powers. In September, he gathered more information on team tactics and abilities (especially Witchcraft's difficult-to-quantify magical powers) by tricking both Foxbat and the super-thieves of GRAB into attacking the recently-opened New Urbana Galleria, a mall just outside Millennium City.

In mid-October, when the new Omegaworld Amusement Park opened, Interface learned that Black Harlequin was planning an attack there. Quickly getting some hirelings and sensors in place, he found out just how well the Champions respond under severe crisis conditions when the evil jester took the entire park hostage and kidnapped the stars of *To Save The World!* To their credit, the heroes were able to rescue the actors, defuse the Harlequin’s deathtraps, and catch the villain himself without the loss of a single life — including that of the Harlequin, who spent five months in the hospital recovering from the beating Nighthawk gave him before the rest of the Champions caught up to the two of them.

Now Interface needed just a little more data before he was ready to fine-tune his ultimate plan. He got it by “hiring” the mutant energy projector Holocaust to attack a construction site. What was supposed to be a simple confrontation between Holocaust (and his hirelings) and the Champions became a potentially deadly and destructive three-way battle between the mutants, the heroes, and a squadron of mysterious robots that showed up to join the fracas. After allying with Holocaust long enough to keep the robots from killing any combatants or bystanders, the Champions were able to defeat the villains when one of Holocaust’s minions, the weather manipulator Stormfront, fled the battle. After Interface’s involvement was revealed weeks later, Defender and Nighthawk concluded that he’d sent the robots as part of his “testing procedures.”

With all his databanks now full, Interface launched his final plan. A “defector” from ARGENT, Keith Rawson, went to Homestead and told them that Interface was building a “master weapon” with which to destroy Millennium City at his base on Heine Street. The heroes charged in to stop the plot... only to find themselves captured by deathtraps designed to exploit their individual weaknesses! That might have been the end for the team if a quick-thinking Sapphire hadn’t found a way to use her powers to overload the deathtrap holding Defender. The armored hero was then able to link his powered armor’s computers with Interface’s systems and make the whole complicated complex grind to a standstill. Before Interface himself could make a getaway the heroes burst into his control room and subdued him.

After a review of his files indicated the true extent of his scheme, Interface was put on trial, convicted, and sentenced to life imprisonment in Stronghold, where he resides as of early 2007. The Champions, UNTIL, and PRIMUS also recovered enough information about ARGENT from him to put a serious dent in that organization’s operations for years to come... and prompt it to put out a contract on Interface’s life.

(For more information on Interface and his plan, including how to run it in your campaign for your heroes, see *Champions Battlegrounds*.)

OCTOBER 2003: SHADES OF BLACK

During the periods between Interface’s attacks, the Champions dealt with many other threats. The greatest of these was around Halloween of 2003 when the Black Paladin commenced a scheme to resurrect his centuries-dead lover, the witch Chantal. Nighthawk had been investigating a series of strange murders of women, and when his work revealed a possible occult connection, he got help from his teammate Witchcraft. They soon discovered it was an even darker plot than they realized when the Black Paladin lured the Champions to a confrontation in a suburban neighborhood and then captured Witchcraft! As they later learned, he deemed her the “perfect vessel” to embody Chantal’s spirit. He fled with her to the Delacroix Mansion near Millennium City, a site of mystic significance, with the Champions hot on his heels.

At the Mansion, the Paladin and his allies performed a hideous ceremony that allowed Chantal to take over Witchcraft’s body, finishing it just as the Champions arrived! A titanic battle ensued, with the heroes trying to fight Black Paladin, his demonic minions, and Chantal in Witchcraft’s transformed body. But Witchcraft’s spirit still struggled against the evil witch, weakening her just enough that Nighthawk was able to seize her enchanted dagger and stab her with it. Her spirit was banished, perhaps destroyed, and Witchcraft able to return to her own body (which she transformed back to its usual self with her own spells). Humbled and defeated, the Black Paladin was sent to Stronghold. As of early 2007 he still resides there, gripped by a depression so deep he hasn’t even tried to escape.

(For more information on this event, including how to run it in your campaign for your heroes, see *Shades Of Black*.)



FEBRUARY 2004: SHARPER THAN A SERPENT'S TOOTH

Another new threat reared its ugly, serpentine head in early 2004 — a fiend in man-serpent form who called himself King Cobra! A former VIPER researcher, King Cobra was determined to break away from that organization and chart his own evil course. To cover his tracks he tricked the Champions into finding and destroying a VIPER Nest in the southwestern United States. Then he announced his existence to the world — and his intention to conquer it! — by unleashing the Ophidian Plague on Millennium City. Overnight the Champions found themselves fighting ordinary citizens transformed into hideous serpent-men. As if having to defeat these people without hurting them wasn't tough enough, the heroes had to confront the villains of the Ultimates, who'd contracted the Plague! Several of the Champions nearly got the disease themselves during the fight, but ultimately they prevailed. (After the initial stages of the crisis passed, scientists from several organizations, most prominently the Goodman Institute, devised a cure for the Plague.)

Efforts to trace the source of the Plague soon led the Champions to a hidden headquarters maintained by the villain Cybermind, who'd assisted King Cobra with the first part of his scheme but was now under attack by COIL, the master villain's organization. After saving (and capturing) the cyberkinetic crook, the heroes followed a trail into the sewers of Millennium City, where they eventually discovered a secret underground jungle-filled bio-facility! After fighting their way through COIL agents, giant snakes, and other menaces, the heroes confronted King Cobra and his Inner Circle in the facility's observation center. During the battle King Cobra's hideout and plans were smashed, and his Inner Circle captured... but he himself escaped! He hasn't been heard from since, but no doubt he's lurking out there somewhere, plotting another attempt to take over VIPER, or the world...

(For more information on King Cobra, the Inner Circle, COIL, and their plans, including how to run the events described above in your campaign for your heroes, see *Sharper Than A Serpent's Tooth*.)

MAY 2004: THE REALITY STORM

In May 2004 Earth was struck with the series of unnatural disasters collectively referred to by the press (after the coining by Dr. Silverback) as the *Reality Storm*. Millennium City was hit particularly hard by the disaster, which was marked in Michigan at first by torrential rains and flooding that lasted for several days. Severe electrical storms blacked out many neighborhoods and city systems despite the state-of-the-art shielding and safeguards in place. Even worse, as the storms hit their peak a small volcano began to form on the floor of Lake St. Claire. It soon grew past the lake's surface and belched molten lava into the water, creating massive clouds of steam and endangering shipping for miles in all directions.

During this crisis, Millennium City's premiere superteam, the Champions, disappeared right in the middle of rescue activities. For several days the city was unaware of their fate, and in fact most people presumed they were dead. It was later learned they were teleported to a strange dimension and separated. There they mistakenly fought their counterparts from an alternate Earth. When they discovered their error, they teamed up with them to defeat the plans of Dr. Destroyer and his mysterious allies, and free the cosmic entity Entropus (who returned all the heroes to their respective homes).

Fortunately other Millennium City heroes stepped in to fill the breach. Some were known quantities, like Cavalier and Hydro, but a mysterious new group calling itself the Millennium City 8 — Commando Rubberbando, El Aguijón (The Sting), Lady Liberty, Megaera, Psiphon, Raaktor, Stalker, and Steadfast — performed some of the most important work. (The MC-8, as they're most often known, have since served as a sort of reserve auxiliary for the Champions on several occasions.) The efforts of these heroes kept the loss of both life and property to a minimum, though both were still considerable: nearly 800 people were killed within the city limits, and property damage estimated at \$6 billion. Best of all, it turned out the Champions not only survived the Storm, they were instrumental in ending it. The St. Clair Volcano sank back into the lake over a few days after the Storm ended.

(For more information, including how you can use the Reality Storm as an adventure in your own campaign, see *Reality Storm* from Hero Games and Guardians Of Order. For more about MC-8, see *Digital Hero #13*.)



EARLY 2005: BAD PUBLICITY

In January 2005, several “concerned citizens” groups, ranging from parents’ associations to the Insitute for Human Advancement, began a publicity campaign calling for the Champions to be forced to leave Millennium City. Pointing to all the recent destruction and danger the city had faced, these groups claimed that without a major superhero team in residence, Millennium City wouldn’t be subjected to so many attacks and threats. They requested that the Champions formally disband and that the members leave the city for good... and that if the Champions wouldn’t do this voluntarily they be forced to do it by the city government.

In its initial stages the campaign received some public support, since it was difficult to look at all the repair work going on around the city and not wonder if having superhumans around was a bad thing. After initially choosing to ignore the problem and hope it would go away, the Champions enlisted the help of Sapphire’s publicity machine and responded vigorously. They pointed out that most of the attacks on Millennium City would have happened whether the city had a superteam or not, and that *without* a team in place to handle those sorts of emergencies the loss of life and property would have been much, much higher. Various victims’ rights group and other organizations voiced their support of the Champions, and public sentiment started to shift. In response some elements of the anti-superhero coalition, most notably the IHA, turned up the rhetoric a notch, but their strident extremism only further alienated the people they tried to appeal to. After a few months the whole issue died away and the Champions went on fighting crime just as they always had.

AUGUST 2005: THE FRACTURING OF PSI

By August of 2005, Kevin Poe, son of PSI’s original founder Sebastian Poe, had raised enough money through the criminal activities of his Purple Gang to purchase not only an impressive arsenal of weapons and anti-psi shields from underworld armorer Wayland Talos, but also a mutagenic treatment from Teleios that gave Kevin himself an impressive suite of psionic powers. Poe’s timing couldn’t have been worse for PSI.

Only a week earlier a PSI raid on the Millennium City offices of the Institute For Human Advancement had netted the group files on several superhuman registration bills the IHA intended to bring before Congress over the next year. These bills would greatly increase the level of restrictions placed on non-registered metahumans, as well as drastically increasing the criminal penalties for using metahuman powers in the commission of a crime. When she learned about these files, Lancer decided this world was rapidly approaching the same turning point her own parallel Earth had faced, and that she needed to take control of PSI sooner rather than later to thwart the anti-metahuman forces gathering.

Lancer and a team of PSI rebels loyal to her (Deuce, Torment, and the more recent recruits Gosamer and Reflex) launched their own attack against the core PSI leadership team of Psimon, Medusa, Mind Slayer, Trace, and Edward Cummings from the inside... at almost the same time the Purple Gang attacked from the outside. The resulting running battle affected much of the city. Hypnos, Soulfire, Inquisitor, and Bodyjacker switched sides from moment to moment based on perceived advantage, which only heightened the chaos.

The Champions, with some help from students at the Ravenswood Academy, did their best to contain the battle and capture the various villains (and their mind-controlled allies). When the dust settled, Lancer and her team had escaped after arranging the disgrace of several congressmen on IHA’s payroll; Medusa, Trace, and Inquisitor were dead; both Kevin Poe and Mind Slayer were on the run from the law; and most of the other members of PSI (including Psimon) were in UNTIL custody. Mind Inc. was revealed to be a PSI front organization, and the discovery that many of its followers were city employees involved in siphoning public funds for PSI activities was a scandal that fed the local papers for months.

FEBRUARY 2006: NIGHTHAWK AND PROJECT MONGOOSE

In February 2006, Nighthawk was pursuing a solo case in Millennium City involving an illegal arms dealer named Ignacio. In the course of his investigations, he encountered the notorious mercenary Lady Blue and had to make a split-second decision whether to pursue her or Ignacio. He chose to allow Lady Blue to make her escape rather than lose his original target, whom he considered the more dangerous of the two in terms of the threat posed to public safety.

A few nights later, Lady Blue repaid the favor by sending Nighthawk a tip about a mysterious underworld “fixer” named Malcolm James, who was reputedly recruiting a lot of superhuman “talent” for a new criminal organization. Nighthawk briefly considered calling in the rest of the Champions, but quickly dismissed the idea — after all, Defender and Ironclad weren’t very good at being subtle, Witchcraft was a poor liar, and Sapphire was in Los Angeles recording her newest album. This job was going to take some quiet work, and Nighthawk knew he did this sort of thing best alone.

Instead, Nighthawk contacted Hazard, the mercenary hitman with superhumanly good luck. He and Hazard had come to a sort of understanding after their last couple of encounters. Hazard had recently had an attack of conscience regarding the earlier stages of his career and had decided mostly to take only jobs that let him sleep better at night, ones involving other criminals or corrupt government officials. Hazard also owed Nighthawk a favor, and the dark avenger chose to call it in. He asked Hazard to set up an appointment between James and a new mercenary villain named White Lightning (secretly Nighthawk in disguise using some “borrowed” VIPER equipment to duplicate a few basic electricity-based powers.)

James had White Lightning perform a robbery for him as a test, which put the disguised hero in a couple of rough spots. But he found a way to pass the test and was welcomed into the new group, called simply “The Alliance.” Nighthawk discovered this small army of supervillains was being organized and trained by the Champions’s old enemy Holocaust, and included members such as Ankylosaur, the Basilisk, El Jaguar, Esper, Fenris, Frag, Freakshow, Leviathan, Lodestone, Ogre, Rip-tide, Tesseract, and Thunderbolt II (fortunately for Nighthawk, he’d thought ahead and included an anti-psionic shield in his costume). Holocaust intended to take this group of disparate, powerful, but largely undertrained and unsuccessful group of mercenaries and build them into a formidable army, perhaps capable of rivaling groups like Euro-star via careful tactics and intelligent planning.

On one of White Lightning’s first jobs for the Alliance, the team ran afoul of the Champions and Nighthawk had to think and move quickly to avoid being recognized by his teammates. Deciding the mission was too important to be compromised, Nighthawk created a fake job for a squad from the Alliance and then worked with the Champions to thwart it. He secretly rigged the battlefield (a Mil-

lennium City manufacturing plant contracted to build vehicles for PRIMUS) in advance, and then apparently “died” in an explosion. His horrified teammates searched fruitlessly for his body in the wreckage, ultimately concluding that their friend had been vaporized in the explosion.

While the Champions and the city mourned him, Nighthawk continued to work undercover to sabotage the activities of the Alliance, causing several of the members to be captured by various heroes. He was finally unmasked by Herculan and delivered to Holocaust for execution, but he covertly got out a signal that brought the Champions and several of their allies to his rescue in a colossal free-for-all in the streets of Millennium City.

Though the Champions were glad to see Nighthawk was alive, they were all hurt to varying degrees by his deception and lack of faith in them. The matter quickly escalated to the point where he and Defender actually came to blows. Nighthawk decided to leave the team before even finding out the results of their vote on whether to expel him.

MARCH AND AUGUST 2006: FRESH BLOOD

With Nighthawk’s departure, the Champions were significantly weakened, and not wanting to leave the city at risk they began looking for qualified candidates to fill out their roster. At the top of the list was Kinetik, the Millennium City speedster they’d worked with successfully on several occasions. They put on the full-court press, and despite some misgivings Kinetik joined the team in March as the new fifth member. He hasn’t regretted it; being a Champion has raised his public profile, given him a chance to help even more people, and even alleviated some of his financial and personal difficulties.

But even with Kinetik, the Champions felt they were still missing something. They needed a hero who, like Nighthawk, was a little closer to “the street” and the mundane underworld than any of them were. After considering and rejecting several possible members whose abilities fit the team’s needs, in August 2006 they extended an offer of membership to the martial artist Nightwind, who’d recently helped the team during a crisis (see below). Flattered to be asked to join one of America’s premier superteams, he accepted immediately. He’s worked hard to become a valuable member of the team and fill Nighthawk’s shoes, but so far the team’s still suffering from the lack of a true “detective.” Nightwind has learned a little about criminal investigation (Criminology 8-, Forensic Medicine 8-), but so far he’s nowhere near as well-versed in those subjects as he (and the team) would like. For the time being the Champions have to rely on the assistance of the Goodman Institute with difficult criminalistics matters.



SEPTEMBER 2006: ATTACK OF THE FIFTY-FOOT MECHANON

In the early autumn of 2006 Nightwind got his first real test with the team as one of the Champions's oldest and deadliest foes — the life-hating sentient robot Mechanon — returned with a vengeance. After his previous defeats, Mechanon decided to study human psychology so he could better comprehend the behavior of sentients and thus exploit or counteract it. He concluded that humans seemed to be particularly frightened of things that are very large (aircraft carriers, heights, movie monsters...) and things that are very small (insects, viri, bullets...). He decided to plan an attack on his most recent adversaries, the Champions, with one of these factors in mind.

Early on the morning of October 15, commuters were terrified to see one of the skyscrapers under construction explode apart, then reform to create a Mechanon sixty-five feet tall! Nearby buildings were soon reduced to rubble, and then Giganto-Mechanon began a march of destruction across the city. The Champions responded quickly, but when they arrived Giganto-Mechanon unleashed a surprise: a Flight Interference Ray that drained the target's ability to fly. With Defender, Sapphire, and Witchcraft thus slowed, the monstrous menace was able to grab them and Nightwind in one of its gigantic hands and slowly begin to squeeze the life from them.

That left just Kinetik and Ironclad able to attack. Realizing that even Ironclad's strength couldn't pry open Giganto-Mechanon's grip, they chose to attack the enormous robot's legs. Ironclad went to work on one, holding it in place and tearing it apart as best he could, while Kinetik used his super-speed powers to begin disassembling the other. Giganto-Mechanon's forward progress slowed, then halted... and while it was distracted, Nightwind wormed his way free and ran up the robot's arm to its head. As it bent down to try to swat Kinetik away, Nightwind made a flying kick and smashed into Giganto-Mechanon's right eye, partially blinding it. As Ironclad and Kinetik continued their assault, Nightwind battered his way further into the robot's head, soon destroying a vital relay that controlled the right hand. This freed the other Champions, and together the six heroes made short work out of what was left of Giganto-Mechanon. The cost in destruction and loss of life was steep, but far less than what it would otherwise have been had the Champions not been there.

The heroes' only worry now is this: what if Mechanon decides to rebuild itself in a form that has all its powers... but is only an inch tall?

THE CHAMPIONS 2007



Membership: Defender, Ironclad, Kinetik, Nightwind, Sapphire, Witchcraft

Here's what the Champions look like as of 2007. For their original writeups (built on a total of 350 points) see *Champions* (and *Champions Universe* for Kinetik). Nightwind's character sheet from *Millennium City* isn't reprinted here, since he's basically the same now, just with a few more points' worth of detective Skills as described above.

DEFENDER				
Val	Char	Cost	Roll	Notes
15+40*†	STR	25	12-/20-	Lift 200 kg /50 tons; 3d6/11d6 [1/5]
15+10*†	DEX	30	12-/14-	OCV: 5/8/DCV: 5/8
15+20*†	CON	30	12-/16-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
6	PD	3		Total: 31 PD (25 rPD)
6	ED	3		Total: 31 ED (25 rED)
3+3*	SPD	25		Phases: 4, 8, 12/ 2, 4, 6, 8, 10, 12
8	REC	4		
30	END	0		
35	STUN	7		Total Characteristic Cost: 163

*: OIF (Powered Armor; -½)

†: No Figured Characteristics (-½)

Movement: Running: 6"/12"
Leaping: 3"/6" (11"/22")
Flight: 25"/50"

Cost	Powers	END
33	<i>Power Pack:</i> Endurance Reserve (250 END, 25 REC); OIF (-½)	0
50	<i>Weapons Array:</i> Multipower, 75-point reserve; all OIF (Powered Armor; -½)	
5u	1) <i>Electric Blast:</i> Energy Blast 14d6; OIF (-½)	7
5u	2) <i>Pulse-Blast:</i> Energy Blast 10d6, Autofire (5 shots; +½); OIF (-½)	7
5u	3) <i>Focused Blast I:</i> Energy Blast 10d6, Armor Piercing (+½); OIF (-½)	7
5u	4) <i>Focused Blast II:</i> Energy Blast 10d6, Penetrating (+½); OIF (-½)	7
5u	5) <i>Enhanced Impact Blast:</i> Energy Blast 8d6, Double Knockback (+¾); OIF (-½)	7
5u	6) <i>Modulated Blast:</i> Energy Blast 10d6, Affects Desolidified (+½); OIF (-½)	7
5u	7) <i>Accurate Blast:</i> Energy Blast 10d6, No Range Modifier (+½); OIF (-½)	7

2u	8) <i>Overload Blast:</i> RKA 4d6; OIF (-½), Increased Endurance Cost (x4 END; -½), Activation Roll 14-, Burnout (-¼)	24
5u	9) <i>Neural Scrambler:</i> Energy Blast 6d6, AVLD (Mental Defense; +1½); OIF (-½)	7
5u	10) <i>Focused EMP Pulse:</i> Dispel 20d6, any Electricity power one at a time (+¼); OIF (-½)	7
5u	11) <i>Electro-Bolos:</i> Entangle 7d6, 7 DEF; OIF (-½), 15 Charges (-0)	[15]
7	<i>Searchlight:</i> Sight Group Images, 1" radius, +4 to PER Rolls; OIF (Searchlight Generator; -½), Only To Create Light (-1), No Range (-½)	2
63	<i>Powered Armor:</i> Armor (25 PD/25 ED), Hardened (+¼); OIF (-½)	0
5	<i>Psi-Shielding:</i> Mental Defense (13 points total); OIF (-½), Costs Endurance (-½)	1
5	<i>Internal Force Field:</i> Power Defense (10 points); OIF (-½), Costs Endurance (-½)	1
9	<i>Sealed Armor Systems:</i> Life Support (Self-Contained Breathing; Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure); OIF (-½), Costs Endurance (-½)	2
33	<i>Boot-Jets:</i> Multipower, 50-point reserve; all OIF (-½)	
3u	1) <i>Standard Mode:</i> Flight 25"; OIF (-½)	5
1u	2) <i>Supersonic Mode:</i> Flight 5", MegaScale (1" = 1 km; +¼); OIF (-½), Increased Endurance Cost (x4 END; -1½)	4
6	<i>Communications Suite:</i> HRRP; OIF (-½), Flashed As Sight And Hearing Group As Well As Radio Group (-½)	0
3	<i>Heat Sensors:</i> Infrared Perception (Sight Group); OIF (-½)	0
8	<i>Onboard Radar:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees); OIF (-½), Costs Endurance (-½), Flashed As Sight And Hearing Group As Well As Radio Group (-½)	2
Perks		
2	Contact: famous scientist (GM's choice)	11-
10	Money: Wealthy	
Skills		
12	+4 with Weapons Array	
5	+1 Hand-To-Hand	
9	+3 with Electronics Skills (Computer Programming, Electronics, Systems Operation)	
3	Computer Programming 13-	
3	Electronics 13-	
3	High Society 13-	

- 3 Inventor 13-
- 1 Language: French (basic conversation; English is Native)
- 3 CK: Millennium City 13-
- 2 CK: New York City 11-
- 1 CK: Washington, D.C. 8-
- 3 KS: Superhuman World 13-
- 3 Mechanics 13-
- 2 PS: Play Chess 11-
- 3 SS: Chemistry 13-
- 4 SS: Physics 14-
- 3 Systems Operation 13-
- 3 Teamwork 12- (14-)
- 1 TF: V-Jet

Total Powers & Skill Cost: 357

Total Cost: 520

200+ Disadvantages

- 10 DNPC: Wendy Brooks (the Champions's housekeeper) 8- (Normal)
- 20 Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 11- (As Pow, NCI, Capture)
- 10 Hunted: Cybermind 8- (As Pow, Kill)
- 20 Psychological Limitation: Fearlessly Heroic; Risks His Life Even In Obviously Lethal Situations (Very Common, Strong)

- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 5 Psychological Limitation: Must Live Up To Family Reputation For Achievement (Uncommon, Moderate)
- 15 Reputation: do-gooder superhero who'll help anyone, 14-
- 15 Social Limitation: Secret Identity (James Harmon IV) (Frequently, Major)
- 10 Social Limitation: Famous (Frequently, Minor)
- 175 Experience Points

Total Disadvantage Points: 520

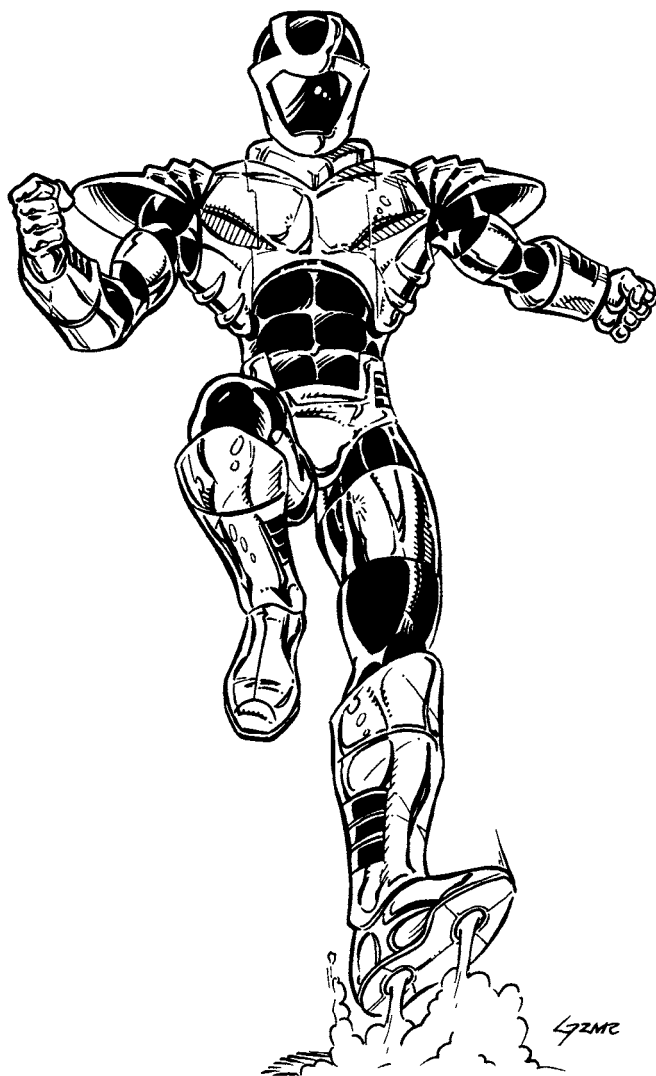
Defender Update: Since 2002, Defender has gone through a lot. First and foremost he's worked to expand his knowledge of, and skill at working with, technology, and the result has been a significant expansion in the capabilities of the Defender armor. The most fundamental improvement has been to the power generation and transmission systems, resulting in stronger batteries and more efficient functioning overall. This has made the servo-musculature stronger, the blasters more powerful, and allowed Defender to install some systems that would previously have been too much of a drain on his reserves (such as life support, psi-shielding, and personal radar).

As Defender's enemies have learned to their chagrin, he's made significant strides in improving the power of his weaponry. He can now configure his Weapons Array blaster for a much wider range of effects, his Electro-Bolos are stronger, and he added a Neural Scrambler to help him defeat people without harming them. He also significantly improved his Boot-Jets, and can now reach speeds of up to 9,000 km per hour if necessary.

LOVE IS IN THE AIR

But the real bright spot in James Harmon's life has been romantic rather than technical. After a series of short-term romances that fizzled, including dating the likes of celebrity astronomer Bernadette Rosenbaum, Lions cheerleader Courtney Gallagher, heiress Helen Constantinos, and actress Karen Blackmun — not to mention a bizarre “date” that Defender had with Gravitator on April 12, 2005 as part of a deal to persuade the French supervillainess to stop attacking the city of Seattle — he finally discovered, by accidentally overhearing a conversation between Witchcraft and Sapphire, that Witchcraft was attracted to him. It hit him that he hadn't been able to form any lasting attachments to other women because he was likewise interested in her.

So began a rather rocky road to romance. Neither of the heroes was entirely comfortable with the idea of dating — would their dates constantly get interrupted by alien invasions? would it impair team efficiency? But they couldn't resist trying, and it proved to be a risk worth taking. They've had their ups and downs, and more than their share of misunderstandings that brought things to a halt for a while, but they seem to make a good couple. James has yet to introduce Bethany to his parents; she's terrified of the idea, they haven't come up with



a good cover story to explain what she does all day, and Mrs. Harmon keeps trying to set her son up with “good society girls.”

Although at first the couple decided to try to keep their relationship to themselves, it didn't take long before their teammates realized what was going on. Now everyone on the team knows, though it remains a secret from the general public (and a continued source of speculation on many “superhero romance” fan websites). Defender and Witchcraft have developed a habit of kibbitzing in French, to the mild annoyance of the rest of the team; when they do this, Sapphire mocks them by speaking to Ironclad in Spanish, and he pretends to talk back though he doesn't understand a word of the language.

THE CYBERMIND SYNDROME

The summer of 2006 was particularly difficult for Defender. Throughout that year Harmon Industries had struggled financially after losing several major contracts, and the company's Board of Directors believed that at least part of the problem was caused by Harmon's own laziness and inattentiveness (since they were, and remain, unaware that James Harmon IV spends so much time away from the office due to his role as Defender). Harmon agreed, but was not willing to leave the Champions, especially in the wake of Nighthawk's apparent death. Instead, he built an artificial intelligence computer, DEFTRON (Defender Tactical Research ONboard), into the latest version of his armor so the armor could operate independently as “Defender” while he stayed in the Harmon offices and worked on rebuilding his company.

The suit underwent three successful tests, resulting in several new patentable ideas Harmon worked out while developing DEFTRON that he hoped would position HI as the new leader in the robotics field. But it malfunctioned in both of its first two missions in the field, and the Champions became distrustful of it. Harmon worked incessantly on “fixing” his armor and clearly was undergoing a great deal of stress that worried his teammates. Harmon began to question his own sanity when the suit seemed to start operating under its own volition and spoke to him when no one else was around. Eventually he concluded that the suit itself had achieved sentience... and a not particularly pleasant form of sentience at that. He had to put on an older version of his armor to battle the new suit when it went on a rampage that destroyed part of Harmon Industries' Millennium City facilities. With the help of the other Champions, Nighthawk, and Dr. Silverback, Defender discovered that the suit was actually under the control of Cybermind, who had learned Defender's secret identity and was maneuvering to take over Harmon Industries for himself. When Defender and Sapphire destroyed the suit, it causes an energy feedback that surged into Cybermind's brain, badly damaging it; ever since then he's been in the Stronghold infirmary in a deep coma.

IRONCLAD				
Val	Char	Cost	Roll	Notes
70	STR	60	23-	Lift 400 tons; 14d6 [7]
20	DEX	30	13-	OCV: 7/DCV: 7
35	CON	50	16-	
25	BODY	30	14-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
35	PD	21		Total: 35 PD (35 rPD)
35	ED	28		Total: 35 ED (35 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
25	REC	8		
70	END	0		
80	STUN	2		Total Characteristic Cost: 280
Movement: Running: 6"/12" Leaping: 25"/50"				
Cost	Powers	END		
15	<i>Gladiator's Eye:</i> Find Weakness 12- with Punch			
17	<i>Ironclad Perseid Physiognomy:</i> Hardened (+¼) for 35 PD/35 ED	0		
44	<i>Ironclad Perseid Physiognomy:</i> Damage Resistance (35 PD/35 ED), Hardened (+¼)	0		
10	<i>Iron Body:</i> Life Support (Extended Breathing [1 END per Turn]; Safe Environment: Low Pressure/Vacuum, High Pressure, High Radiation, Intense Cold, Intense Heat)	0		
10	<i>Iron Skin:</i> Lack Of Weakness (-10) for Resistant Defenses	0		
5	<i>Perseid Eyes:</i> Sight Group Flash Defense (5 points)	0		
14	<i>Iron Body:</i> Knockback Resistance -7"	0		
5	<i>Iron Body:</i> Power Defense (5 points)	0		
11	<i>Super-Strong Legs:</i> Leaping +11" (25" forward, 13" upward)	2		
6	<i>Bracer Communicator:</i> HRRP; OIF (-½), Flashed As Sight And Hearing Group As Well As Radio Group (-½)	0		
Skills				
30	+6 Hand-To-Hand			
3	Climbing 13-			
3	Combat Piloting 13-			
1	AK: Malva 8-			
3	AK: Dorvala (Phi Cassiopeia IV) 12-			
2	CK: Millennium City 11-			
2	KS: Superhuman World 11-			
2	Language: English (fluent conversation; Perseid is Native)			
2	Language: Malvan (fluent conversation)			
2	Navigation (Space) 12-			
21	Power: Brick Tricks 22-			
2	PS: Etch-Sculpting 11-			
2	PS: Superhuman Gladiator 11-			
3	Tactics 12-			
3	Teamwork 13-			
3	TF: Science Fiction And Space Vehicles, V-Jet			
2	WF: Perseid Small Arms			

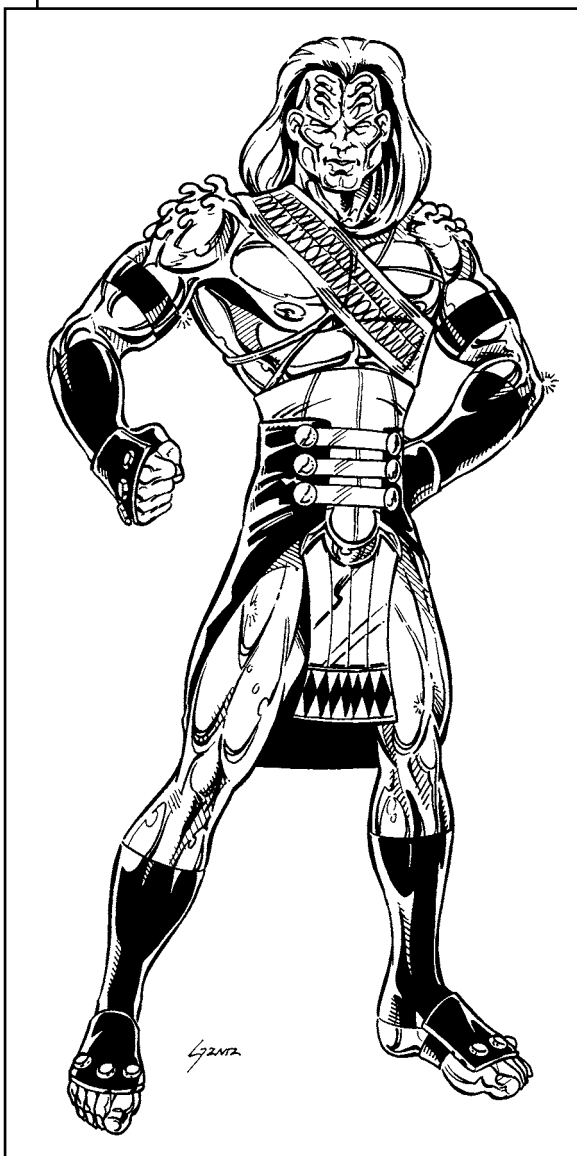
Total Powers & Skill Cost: 223

Total Cost: 503

200+ Disadvantages

- 20 Hunted: Firewing 11- (Mo Pow, Kill)
- 15 Hunted: VIPER 8- (As Pow, NCI, Capture)
- 10 Hunted: Herculan 8- (As Pow, Kill)
- 20 Physical Limitation: Weighs 2,000 Kilograms (All The Time, Greatly Impairing)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 10 Reputation: destructive and dangerous, 11-
- 15 Social Limitation: Public Identity (Ironclad, alien superhero)
- 10 Vulnerability: 2 x STUN from Magnetic Attacks (Uncommon)
- 163 Experience Points

Total Disadvantage Points: 503



Ironclad Update: Of all the Champions, Ironclad has changed the least over the past five years. Accustomed to the discipline of being a soldier and a gladiator, he's developed a simple daily routine that he follows almost without fail. After rising early and eating breakfast, he spends two to four hours (depending on his duties, such as watching the Homestead monitors) working out in the gym or solo training. Thanks to his dedication and intense training regimen, he's quadrupled his lifting capacity, vaulting himself into the ranks of the world's strongest superhumans. This came as a particular surprise to Durak, who'd come to think of (and refer to) Ironclad as a "weakling"; during a 2005 encounter he learned to his sorrow that the metallic hero was now his match.

Ironclad's also been practicing how to use his super-strength for various effects other than punching, lifting, and throwing. So far he can't do any "brick tricks" reliably (*i.e.*, he only has the *Brick Tricks* Skill, he hasn't paid Character Points for any actual tricks), but he hopes to develop an arsenal of abilities as time goes by.

After training, Ironclad usually spends one to three hours reading, following the news, or watching what he calls "video entertainment of worth" (documentaries, movies of noted artistic value, and so forth). It took time, but he's slowly overcome his initial ignorance at human culture and customs and become at least as culturally literate as the average American.

Ironclad's "study period" ends at lunchtime, when he eats with his teammates or whoever else is around; he doesn't like to eat by himself. He often prepares his own food to make it taste "more Dorvalan," though Wendy Brooks has learned a lot about how to make meals that suit him. After lunch he usually has some sort of duties to attend to (monitor watching, attending a charity function, helping the city government with a demolition project...); if not he usually has training sessions with his teammates. These responsibilities carry him through to dinner, and after the evening meal is his leisure time. That's when he works on his etch-sculpting, reads or watches whatever he feels like (he particularly enjoys "reality TV"), or occasionally goes out on the town. He has no strong social relationships other than those with his teammates, and they often worry about him... but there's only so much mixing and mingling a 2000 kilogram metal man can do.

KINETIK				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
30	DEX	60	15-	OCV: 10/DCV: 10
23	CON	26	14-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
12	PRE	2	11-	PRE Attack: 2d6
10	COM	0	11-	
9	PD	6		Total: 15 PD (6 rPD)
8	ED	3		Total: 14 ED (6 rED)
10	SPD	60		Phs: 2,3,4,5,6,8,9,10,11,12
8	REC	0		
50	END	2		
30	STUN	0		Total Characteristic Cost: 180

Movement: Running: 6"/12"
 "Flight:" 30"/480"
 Mega"Flight:" 1-30 km/Phase

Cost	Powers	END
75	<i>Super-Running:</i> Multipower, 94-point reserve; all Only In Contact With A Surface (-¼)	
7u	1) <i>Hyper-Running:</i> Flight 30", x16 Noncombat, No Turn Mode (+¼); Only In Contact With A Surface (-¼)	9
7u	2) <i>Overdrive Running:</i> Flight 30", No Turn Mode (+¼), MegaScale (1"=1 km; +¼); Only In Contact With A Surface (-¼)	9
75	<i>Speedster Tricks:</i> Multipower, 75-point reserve	
6u	1) <i>Vibro-grip:</i> HKA 2d6 (2d6+1 with STR), Penetrating (+½), Reduced Endurance (0 END; +½)	0
3u	2) <i>Supersonic Finger-Snap:</i> Energy Blast 6d6, NND (defense is Life Support [Safe Environment: High Pressure] or armored head-covering; +1); No Range (-½), Gestures (must hold hand near target's ear; -¼)	6
6u	3) <i>Dizzying Spin:</i> Drain DEX and CON 5d6, DEX and CON simultaneously (+½); Requires A DEX Roll (-¼)	7
2u	4) <i>Let's Wrap This Up:</i> Entangle 6d6, up to 6 DEF; OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Cannot Form Barriers (-¼)	6
5u	5) <i>Some Disassembly Required:</i> Dispel Technological Object 20d6, any one Technological Object power one at a time (+¼); No Range (-½)	7
4u	6) <i>Sonic Boom Attack:</i> Energy Blast 6d6, Area Of Effect (6" Radius; +1¼); Must Pass Through Intervening Space (-¼), Does Not Work In A Vacuum (-¼)	7

2u	7) <i>Supersonic Thunderclap:</i> Hearing Group Flash 8d6, Explosion (-1d6/1"; +½), Hole In The Middle (the one hex the character is standing in when he uses the power; +¼), Does Knockback (+¼); Extra Time (Full Phase; -½), No Range (-½), Restrainable (-½)	5
4u	8) <i>Vacuum Attack:</i> Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Reduced Endurance (½ END; +¼); Must Pass Through Intervening Space (-¼), No Range (-½)	3
6u	9) <i>Whirlwind Arms:</i> Energy Blast 8d6, Double Knockback (+¾); Limited Range (5"; -¼)	7
3u	10) <i>Fast Work:</i> Change Environment 8" radius (clean, do chores and tasks, and so forth), Varying Effect (+½)	3
6u	11) <i>High-Velocity Phasing:</i> Desolidification (affected by sonic-, vibration-, and air-based attacks), Reduced Endurance (0 END; +½)	0

Martial Arts: Speedster Martial Arts

Maneuver	OCV	DCV	Notes
5 Flying Dodge	—	+4	Dodge, Abort, FMove
5 Flying Grab	-2	-1	Grab 2 Limbs, 40 STR, FMove
5 Passing Disarm	-1	-1	Disarm, 40 STR, FMove
5 Passing Strike	+1	0	6d6 + v/5, FMove
5 Passing Throw	0	0	6d6 + v/5, Target Falls, FMove
5 Rapid Punch	+1	-2	10d6 Strike
12 +3 Damage Classes (already added in)			
29 <i>Protective Aura:</i> Force Field (10 PD/14 ED), Reduced Endurance (0 END; +½); Only When Moving (-¼)			0
12 <i>Protective Suit:</i> Armor (6 PD/6 ED); OIF (-½)			0

Talents

3 Lightning Calculator
4 Speed Reading (x10)

Skills

3 Breakfall 15-
2 CK: Millennium City 11-
2 KS: General Knowledge And Trivia 11-
3 Power: Speedster Tricks 15-
2 PS: Crossword Puzzles 11-
2 PS: Scientist 11-
3 Sleight Of Hand 15-
3 Scientist
2 1) SS: Biochemistry 13-
2 2) SS: Microbiology 13-
2 3) SS: Physics 13-

Total Powers & Skills Cost: 327

Total Cost: 507

**200+ Disadvantages**

- 30 DNPC: Joyce, Ronnie, and Phillip (three younger siblings) 11- (Incompetents; Unaware of character's Social Limitation: Secret Identity)
- 5 Hunted: The New Purple Gang 8- (Less Pow, Capture/Kill)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 15 Psychological Limitation: Very Aware Of His Public Perception As A Black Superhero (Common, Strong)
- 15 Social Limitation: Secret Identity (Brendan Grant) (Frequently, Major)
- 20 Vulnerability: 2 x STUN from Chemical Attacks (Common)
- 10 Vulnerability: 1½ x BODY from Chemical Attacks (Common)
- 157 Experience Points

Total Disadvantage Points: 507

Kinetik Update: There've been two big changes in Kinetik's life over the past several years. The first is that he's gained a lot of experience using his powers to fight crime, making him a much tougher opponent. He's learned how to apply his super-speed for all sorts of "speedster tricks," like creating mini-sonic booms or wrapping someone up with loose cable or rope in the blink of an eye. He's a much more versatile combatant than he was when he started fighting crime.

Second, in early 2006 Kinetik joined the Champions (see above). He's enjoying the increased prestige and access to crimefighting resources; his teammates, in turn, really appreciate the added tactical and non-combat flexibility he brings to the team. The team has put in long hours training, integrating Kinetik's powers and combat style into the team's "playbook."

SAPPHIRE				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
10	BODY	0	11-	
12	INT	2	11-	PER Roll 11-
14	EGO	8	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
9	PD	6		Total: 29 (20 rPD)
12	ED	7		Total: 32 (20 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
10	REC	4		
90	END	20		
35	STUN	4		Total Characteristic Cost: 172

Movement: Running: 6"/12"
Flight: 20"/40"

Cost	Powers	END
75	<i>Sapphire Energy Blasts:</i> Multipower, 75-point powers	
7u	1) <i>Power Bolt I:</i> Energy Blast 14d6	7
7u	2) <i>Power Bolt II:</i> Energy Blast 10d6, Reduced Endurance (0 END; +½)	0
7u	3) <i>Rapid-Fire Bolts:</i> Energy Blast 7d6, Autofire (5 shots; +½), Reduced Endurance (½ END; +½)	2
7u	4) <i>Sapphire Bolt I:</i> Sight Group Flash 12d6, Reduced Endurance (½ END; +¼)	3
7u	5) <i>Sapphire Bolt II:</i> Energy Blast 10d6 plus Sight Group Flash 5d6, Linked (-½)	7
7u	6) <i>Stun-Bolt I:</i> Energy Blast 7d6, NND (defense is ED FF; +1)	7
7u	7) <i>Stun-Bolt II:</i> Drain STUN 5d6, Ranged (+½)	7
4u	8) <i>Focused Bolt:</i> RKA 4d6; Increased Endurance Cost (x2 END; -½)	12
60	<i>Solid Energy Constructs:</i> Multipower, 60-point reserve	
12m	1) <i>Basic Constructs:</i> Telekinesis (40 STR)	6
12m	2) <i>Restraints:</i> Entangle 6d6, 6 DEF	6
12m	3) <i>Barriers And Bubbles:</i> Force Wall (10 PD/10 ED, up to 5" long and 2" tall)	6
12m	4) <i>Personal Shield:</i> Force Field (+10 PD/+10 ED/10 Mental Defense/10 Power Defense), Reduced Endurance (0 END; +½)	0
60	<i>Force Shield:</i> Force Field (20 PD/20 ED), Reduced Endurance (0 END; +½)	0
60	<i>Power-Riding:</i> Flight 20", Reduced Endurance (0 END; +½)	0
Perks		
15	Money: Filthy Rich	
6	Reputation: world-famous singing star and superheroine (throughout Earth) 14-, +2/+2d6	

Skills	
3	Conversation 14-
3	High Society 14-
2	Language: English (fluent conversation; Spanish is Native)
3	PS: Singer 14-
3	PS: Singing 14-
3	Seduction 14-
3	Teamwork 14-
1	TF: V-Jet

Total Powers & Skill Cost: 398

Total Cost: 570

200+ Disadvantages

15	DNPC: boyfriend of the week 11- (Normal)
10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
20	Hunted: Mechanon 8- (Mo Pow, NCI, Capture)
20	Hunted: VIPER 11- (As Pow, NCI, Capture)
10	Psychological Limitation: Showoff (Common, Moderate)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Social Limitation: Public Identity (Corazon Eldora "Corrie" Valenzuela) (Frequently, Major)
10	Social Limitation: Famous (Frequently, Minor)
10	Susceptibility: takes 1d6 damage per Turn from hard radiation (Uncommon)
10	Vulnerability: 2 x STUN from Magnetism/Gravity Attacks (Uncommon)
10	Vulnerability: 2 x BODY from Magnetism/Gravity Attacks (Uncommon)
220	Experience Points

Total Disadvantage Points: 570

Sapphire Update: If Sapphire's life was a whirlwind of attention, action, and nonstop activity five years ago when she joined the Champions, things have *really* taken off since then. Two multi-platinum albums, *Persuasion* and *Sapphire Skies*, have taken her from superstardom to megastardom, making her one of the most-recognized and famous people on the planet. She's given two world tours, performing before millions of people, and her face can be seen everywhere from posters on music store windows, to ads for her *Ardent Sapphire* line of cosmetics, to promotional materials for the dozens of charities she supports.

And as if that weren't enough, there's the whole superheroing thing. Far from letting her career interfere with her heroic activities, if anything Sapphire's put the slowdown on her music so she can remain on active duty with the Champions. Her record label often reminds her that she could have produced two more albums since 2002 if she wasn't "wasting her time" fighting crime and protecting the Earth. She just smiles and ignores them.

All the media attention has gotten Sapphire over her insecure need to show off... more or less. She still likes to pull a flashy move in combat every now and then, but compared to what she was like when she first started superheroing she's become a much more mature, clever, tactically-minded



combatant. On the other hand, her growing fame, while sometimes helpful because people recognize and like her quicker than they do the other Champions, has led to a whole slew of minor but annoying problems — stalkers, criminals committing crimes so she’ll come fight them and they can get her autograph, and so on. Ironically, despite the fact that some people still think of her as a “dilettante” superheroine, because she’s gotten into so many solo adventures while touring to promote her albums she’s actually probably the most experienced crimefighter on the team in some ways.

Realizing that her powers were fairly limited, Sapphire has worked hard to increase her power and expand her capabilities, with notable results. In addition to developing more ways to use her basic energy bolt attacks, she’s learned how to create “solid energy” constructs that she can use to move things, catch people in bubbles (to restrain or protect them), and protect herself better. To a limited extent she can shape the constructs; for example, her Telekinesis might manifest as energy fields taking the shape of enormous hands, scoops, or mallets, depending on what she’s trying to do. After some battles you can practically read by the light of the faint blue glow coming from her Entangles.

On the personal front, Sapphire’s dated a succession of men ranging from famous rock stars she met through work to nobodies she’s encountered while heroing. None of them have been able to hold her attention for long, though. That used to be because she was attracted to Defender, but a couple years of working together on the Champions convinced her the two of them made more sense as friends. She’s really happy that Defender and Witchcraft’s romance has blossomed, though she feels the occasional small twinge of jealousy that no “Mr. Right” has come along for her just yet.

WITCHCRAFT				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
23	EGO	26	14-	ECV: 8
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
6	PD	4		Total: 6+ PD/rPD varies
8	ED	4		Total: 8+ ED/rED varies
5	SPD	17		Phases: 3, 5, 8, 10, 12
8	REC	4		
40	END	0		
30	STUN	5		Total Characteristic Cost: 141

Movement: Running: 6"/12"
Flight: 20"/40"

Cost Powers **END**

140	<i>Witcheries And Thaumaturgies:</i> Variable Power Pool (Magic Pool), 100 base + 50 control cost; Only Magic (-¼), No Power Can Have More Than 60 Active Points (-0)	var
75	<i>Combat Witcheries:</i> Multipower, 75-point reserve	
7u	1) <i>Witchfire:</i> Energy Blast 12d6, Reduced Endurance (½ END; +¼)	3
7u	2) <i>Fascination:</i> Mind Control 12d6, Reduced Endurance (½ END; +¼)	3
7u	3) <i>Glamour:</i> Mental Illusions 12d6, Reduced Endurance (½ END; +¼)	3
7u	4) <i>Irresistible Slumber:</i> Ego Attack 7d6	7
7u	5) <i>Terrors Of The Dark:</i> Drain PRE 5d6, Ranged (+½)	7
5u	6) <i>Man Into Frog Spell:</i> Major Transform 5d6 (humans into frogs, heals back if target is kissed by royalty of the opposite gender or Witchcraft voluntarily "dispels" the magic); Limited Target (humans; -½)	7
45	<i>The Eye Of Horus:</i> Multipower, 45-point reserve	
4u	1) <i>Farsight:</i> Clairsentience (Sight Group), x32 Range (3,200", or about 4 miles)	4
4u	2) <i>Perception Of Peril:</i> Danger Sense (any danger, any area, sense) 16-	0
10	<i>Magesense:</i> Detect Magic 13- (Sight Group), Analyze	0

Perks

6	Contact: The Trismegistus Council 11-
5	Fringe Benefit: Membership: Library of Babylon

Skills

6	+2 with Combat Witcheries Multipower
1	Cryptography 8-; Translation Only (-½)
8	<i>The Librarian's Scroll:</i> Deduction 16-; OIF Bulky (-1), Extra Time (takes a minimum of 1 Minute to make rolls; -0)
3	High Society 13-
2	CK: Vibora Bay 11-
1	CK: Paris 8-

1	Language: French (basic conversation; English is Native)
1	Language: Latin (basic conversation)
3	Navigation (Astral, Dimensional) 13-
27	Power: Witchcraft 25-
2	PS: Painting 11-
3	Sleight Of Hand 14-
3	Stealth 14-
3	Teamwork 14-
3	Scholar
4	1) KS: Arcane And Occult Lore 15-
2	2) KS: Dimension Lords And Cosmic Entities 13-
1	3) KS: Demonology 11-
2	4) KS: Thaumaturgy 13-
2	5) KS: Witchcraft 13-

Total Powers & Skill Cost: 407

Total Cost: 548

200+ Disadvantages

15	DNPC: Sunshine, her black cat familiar 11- (Normal)
10	Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
20	Hunted: Circle Of The Scarlet Moon 8- (Mo Pow, NCI, Capture/Corrupt)
15	Hunted: VIPER 8- (As Pow, NCI, Capture)
10	Hunted: Talisman 8- (As Pow, Kill)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Social Limitation: Secret Identity (Bethany Duquesne) (Frequently, Major)
243	Experience Points

Total Disadvantage Points: 548

Witchcraft Update: Witchcraft's been almost as busy as Sapphire, between crimefighting, developing her relationship with Defender (see above), and trying to lead some small semblance of a normal life on occasion. Her experiences as a member of the Champions have had two significant effects on her.

First, they've greatly expanded her arcane prowess. The chance to use her magic in combat on a regular basis has been excellent "on the job training," giving her a chance to broaden her mystical horizons. Though she still often favors "witchcraft"-style special effects for her spells, she's become quite accomplished at the general use of Thaumaturgy (the magic practices by super-sorcerers; see *The Mystic World* for more information and sample spells). She's also gained a new power, the Eye of Horus, as a result of helping the Egyptian gods during an adventure in Vibora Bay (see page 38). The hawk-god himself inscribed the symbol of his Eye on her forehead in silvery light. It's only visible when she activates the power, which allows her to see things up to four miles away or to perceive danger.

Second, and perhaps more importantly, they've done wonders for her self-confidence (which in turn makes her a better wizardess). Gone is the shy, deeply introspective girl who was all too often afflicted with doubt and hesitation, replaced by a strong, powerful woman who's learned she can



take the worst the Multiverse has to throw at her and deal with it. She's still got a touch of shyness to her at times, but it's not the sometimes-debilitating problem it once was.

SISTERLY CONFLICT

In the past five years Witchcraft has clashed repeatedly with her sister Talisman, both as one of the Champions and in solo adventures. Talisman's jealousy and hatred of her sister have reached new heights, leading her to plot her own sister's death on several occasions. What's worse is that Talisman's evil might has grown just as Witchcraft's power has, making the two an even match. For the most part their clashes have ended indecisively, with Talisman's schemes failing but the villainess herself escaping to begin another one.

But one encounter, in July 2005, worked out particularly well for Witchcraft. Talisman had secretly taken over the minds of several leading members of the Department of Anthropology at Millennium City University, then through them extended an invitation to Witchcraft to deliver a lecture on medieval magical lore as part of the department's Visiting Scholar Series. Witchcraft

arrived, prepared to give a lecture... only to find the building's decorative gargoyles coming to life to attack her, and the faculty and students transformed into demons! During the course of a harrowing battle, Witchcraft found a way to take control of the gargoyles and turn them on her sister. To protect herself Talisman froze the gargoyles in place in a block of ice. A few minutes later, Witchcraft tricked her sister into firing an attack that passed through the ice... with the happy result of lifting the Curse of Frigid Despair that Talisman had placed on her years before. Now no longer vulnerable to Talisman's winter-spells, Witchcraft wrapped the fight up quickly and saved the nearby civilians... but Talisman once again escaped.

LIBRARY “BORROWING”

As her powers have expanded so has Witchcraft's scope of operations; she now often finds herself traveling to other planes of reality to defeat mystic menaces or study new forms of magic. Her favorite places to visit are Faerie (the Land of Legends) and Babylon, the City of Man. She sometimes takes Sapphire with her to go shopping in Babylon, and she and Defender have had some enjoyable (and occasionally bizarre) dinner dates there. But usually she goes by herself, to study at the Library. During one of her visits the staff requested her help. The Librarian had discovered, quite by accident, that someone was stealing books from the Library! This was supposed to be impossible, and neither he nor any of his “employees” had been able to solve the mystery. Knowing Witchcraft was well-versed in such matters, and not sure who in Babylon he could trust, he asked her to look into the matter.

After getting a few tips on investigation from Nighthawk, Witchcraft set out to find the thief. Her quest took her throughout the Library, into Babylon itself, and to several other planes, and there were times when she wasn't entirely sure she'd survive the experience — including one particularly unpleasant encounter with Skarn the Shaper. In the end, though, the trail led back to Earth, to the doorstep of her old foe the Demonomologist. Taken by surprise, he quickly conceded defeat and turned over the books as well as the secret of how he'd stolen them... but he also vowed a horrible revenge against Witchcraft.

To repay her for her services, the Librarian rewarded Witchcraft with two things. The first was a full-access membership to the Library itself, allowing her to read books in the restricted sections. The second was the *Librarian's Scroll*, a sentient scroll whose purpose is to instruct and enlighten. When Witchcraft faces a difficult problem, she can sit down with the Scroll and discuss it. Through a process of gentle questioning and insightful observation, the Scroll uses its superior knowledge and wisdom to guide her to the solution.

PROJECT MONGOOSE



Although no longer a Champion, Nighthawk has not been idle. Having analyzed the successes and failures of his undercover mission against the Alliance, he decided that what the world needed was not another reactive superhero team, always on the defensive and responding to emergencies the way the Sentinels, Justice Squadron, and Champions did. Instead, he was far better suited to a more proactive strategy, one that would use some of the underworld's own tactics against it. He decided to form a new, covert team dedicated to a single, overarching goal — the absolute destruction of VIPER, his nemesis since his earliest days as a costumed crimefighter.

This team wouldn't wear bright costumes and perform for charities to win the public trust — indeed, he'd work hard to keep the world from ever learning of his new team's existence. Instead of engaging VIPER in the streets, he'd learn their structure, their plans and strategies, and then develop his own to counter-strategies infiltrate and undermine the snakes. He decided to call his new team *Project Mongoose*, a tongue-in-cheek reference to the traditional natural enemy of snakes.

Obviously, such a team would need members more suited to subtlety than direct action. Nighthawk began to covertly recruit superhumans known to have their own grudges against VIPER. In Millennium City he met the Signal Ghost, a thief who'd stolen a high-tech "phase suit" from a dead VIPER scientist, and who'd grown tired of a life spent on the run from both superheroes and VIPER itself. From Vibora Bay he recruited Juryrig, who'd only recently recovered from the brutal beating he'd received at the hands of several Dragon Squad members in 2005 (see page 39). The gadgeteer immediately set to work designing devices and vehicles for the new organization.

Over the next few months Nighthawk also brought in more suitable recruits: the second Scarlet Archer, a young woman who idolized the previous holder of that name and wanted to help bring down her mentor's old enemies; the second Microman, inheritor of the fabulous shrinking devices of the aged celebrity hero Dan Collins; and Duke Steel, a former member of VIPER's own Dragon Squad who'd been betrayed by his former teammates and captured by UNTIL.

Nighthawk also continues to rely on his underworld contacts like Lady Blue and Hazard... though he keeps their involvement with Project Mongoose secret from the other members.

NIGHTHAWK

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
25	DEX	45	14-	OCV: 8/DCV: 8
20	CON	20	13-	
15	BODY	10	12-	
23	INT	13	14-	PER Roll 14-
18	EGO	16	13-	ECV: 6
28	PRE	18	15-	PRE Attack: 5½d6
10	COM	0	11-	
8	PD	4		Total: 23 PD (15 rPD)
6	ED	2		Total: 21 ED (15 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
8	REC	0		
40	END	0		
35	STUN	0		Total Characteristic Cost: 163

Movement: Running: 9"/18"
Swinging: 15"/30"
Leaping: 7"/14"

Cost	Powers	END	
	<i>Martial Arts: Kung Fu</i>		
	Maneuver OCV DCV Notes		
4	Block	+2 +2	Block, Abort
4	Dodge	+0 +5	Dodge all attacks, Abort
4	Knife Hand	-2 +0	1½d6 HKA (3d6 with STR)
4	Punch/Kick	+0 +2	12d6 Strike
3	Throw	+0 +1	10d6 +vel/5, Target Falls
4	<i>Tien-hsueh Strike</i>	-1	+15d6 NND (1)
24	+6 Damage Classes (already added in)		
6	<i>Left Bracer/Mask Radio:</i> HRRP; OIF (-½), Flashed As Sight And Hearing Group As Well As Radio Group (-½)	0	
10	<i>Right Bracer (Linegun):</i> Swinging 15"; OIF (-½)	1	
24	<i>Combat Vest:</i> Armor (12 PD/12 ED); OIF (-½)	0	
3	<i>Mask Lenses:</i> Infrared Perception (Sight Group); OIF (-½)	0	
15	<i>Billy Club:</i> Multipower, 30-point reserve; all OAF (-1)		
1u	1) <i>Hitting:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1	
1u	2) <i>Throwing:</i> Energy Blast 6d6; OAF (-1), Lockout (can't use other slots until Charge is Recovered; -½), 1 Recoverable Charge (-1¼)	[1rc]	
1u	3) <i>Blocking:</i> +4 OCV with Martial Block; OAF (-1)	0	
1u	4) <i>Deflecting:</i> Missile Deflection (all ranged attacks) with +2 OCV; OAF (-1)	0	

SIGNAL GHOST AND JURYRIG

For the character sheets for Signal Ghost and Juryrig, please see *Millennium City* and *Vibora Bay*, respectively — neither has changed significantly from the writeups in those books, though GMs may want to take some of the suggestions for increasing their overall power levels slightly.

For Microman II's character sheet, use Shrinker's character sheet from *Conquerors, Killers, And Crooks*, but add a few gadgets (Rocket Boots providing Flight 10"; a helmet with polarized lenses [Sight Group Flash Defense], HRRP, and Infrared Perception; wrist blasters doing Energy Blast 10d6 damage; and so on).

1u	5) <i>Swingline</i> : Swinging 15"; OAF (-1), Lockout (cannot use any other slot in Phase in which Swinging is used; -½)	1
5	<i>Backup Billy Club</i> : Another Billy Club (see above)	
20	<i>Utility Belt</i> : Multipower, 30-point reserve; OIF (-½)	
1u	1) <i>Mini-camera</i> : Eidetic Memory; OAF (-1), Visual Images Only (-½)	
1u	2) <i>Mini-Recorder</i> : Eidetic Memory; OAF (-1), Sound Only (-½)	
1u	3) <i>Smoke Pellets</i> : Darkness to Sight Group 2" radius; OAF (-1), 8 Charges lasting 1 Turn each (removed by winds or rain; -½), Range Based On STR (-¼), Limited Effect (Normal Sight only; -¼) [8cc]	
1u	4) <i>Flash Pellets</i> : Sight Group Flash 6d6; OAF (-1), 6 Charges (-¾), Range Based On STR (-¼)	[6]
1u	5) <i>Thermite Pellets</i> : RKA 1d6, Armor Piercing (+½), Area Of Effect (One Hex; +½); OAF, 6 Charges (-¾), Range Based On STR (-¼)	[6]
1u	6) <i>Sleep Gas Pellets</i> : Energy Blast 3d6, NND (defense is LS: Self-Contained Breathing); OAF, 6 Charges (-¾), Range Based On STR (-¼)	[6]
1u	7) <i>Throwing Blades</i> : HKA ½d6 (1d6 w/ STR), Range Based On STR (+¼); OAF (-1), 6 Recoverable Charges (-¼) [6rc]	
1u	8) <i>Weakness Darts</i> : Drain STR 2d6, Ranged (+½); OAF Fragile (poisoned darts, poison is easily washed off or spoiled; -1¼), Must Target Non-Armored Hit Locations (-¼), 6 Charges (-¾)	[6]
1u	9) <i>Rebreather</i> : Life Support (Expanded Breathing: Breathe Underwater); OAF (-1), 1 Continuing Fuel Charge (1 Hour; -0)	[1cc]
1u	10) <i>Monocular</i> : +6 versus Range Modifier for Sight Group; OAF (-1)	0
6	<i>Athletic</i> : Running +3" (9" total)	2
3	<i>Athletic</i> : Leaping +3" (7" forward, 4" upward)	1
5	<i>Jumpboots</i> : Leaping +13" (20" forward, 10" upward); OIF (-½), 4 Charges (-1)	[4]
6	<i>Disappearing Act</i> : Teleportation 9"; Can Only Teleport To Places Character Could Normally Go (-½), Must Cross Intervening Space (-¼), No Noncombat Multiple (-¼), Only To “Vanish” When No One Is Looking (-½), Requires A Stealth Roll (-½)	2
Perks		
3	Money: Well Off	
Talents		
6	Combat Luck (3 PD/3 ED)	

Skills

20	+2 Overall
16	+2 with All Combat
8	+1 with All Noncombat Skills
8	<i>Moving Defense</i> : +4 DCV; Costs Endurance (-½), Only If Nighthawk Makes A Full Move Or Half Move (-1)
3	Acrobatics 14-
3	Acting 15-
3	Breakfall 14-
3	Climbing 14-
3	Computer Programming 13-
3	Concealment 14-
3	Contortionist 14-
3	Conversation 15-
3	Criminology 14-
3	Demolitions 14-
3	Disguise 14-
3	Electronics 14-
1	Forensic Medicine 8-
3	Interrogation 15-
2	CK: Millennium City 11-
2	KS: The Espionage World 11-
2	KS: The Military/Merc./Terrorist World 11-
3	KS: The Millennium City Underworld 14-
3	KS: The Superhuman World 14-
3	KS: VIPER 14-
3	Lockpicking 14-
3	Mechanics 14-
1	Mimicry 8-
3	Security Systems 14-
3	Stealth 14-
3	Streetwise 15-
3	Systems Operation 14-
3	Teamwork 14-
1	TF: V-Jet

Total Powers & Skill Cost: 304**Total Cost: 467****200+ Disadvantages**

5	DNPC: Julie Morgan, crime reporter (fiancee)
8-	(Normal; Useful Noncombat Position)
5	Distinctive Features: scars on face (Easily Concealed; Noticed and Recognizable)
15	Enraged: when takes BODY damage in combat (Common), go 8-, recover 11-
15	Hunted: organized crime boss of the week 8- (As Pow, NCI, Capture/Kill)
20	Hunted: VIPER 8- (Mo Pow, NCI, Capture)
15	Hunted: Mechassassin 11- (As Pow, Kill)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
20	Psychological Limitation: Obsessed With Crimefighting (Very Common, Strong)
10	Reputation: reckless vigilante, 11-
5	Rivalry: Professional (with Defender)
15	Social Limitation: Secret Identity (Mark Whitaker) (Frequently, Major)
122	Experience Points

Total Disadvantage Points: 467

Nighthawk Update: The major changes and projects in Nighthawk's life are described above. Compared to five years ago, he now spends less time patrolling and more time on undercover work. It's less viscerally satisfying, but ultimately it lets him strike more telling blows against the underworld, and that's what counts.

The other major event in Nighthawk's life was revealing his costumed identity to his girlfriend, Julie Morgan. As he began doing more and more undercover missions, hiding his activities from her became too much of a strain, and he wasn't willing to lose her over it. While it took her some time to adjust to the idea, she finally accepted it, and in late 2006 they became engaged. Julie's also discovered that having such a great inside source of information on the underworld has done wonders for her career as a crime reporter.



DUKE STEEL

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
18	DEX	24	13-	OCV: 6/DCV: 6
30	CON	40	15-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
28	PD	18		Total: 28 PD (20 rPD)
20	ED	14		Total: 20 ED (20 rED)
4	SPD	12		Phases: 3, 6, 9, 12
19	REC	6		
60	END	0		
66	STUN	6		Total Characteristics Cost: 194

Movement: Running: 10"/20"
Leaping: 18"/36"

Cost Powers **END**

47	VIPER “Jackhammer” Blaster Rifle:			
	Energy Blast 12d6, Autofire (5 shots; +½),			
	32 Charges (+¼); OAF (-1), Limited			
	Range (250"; -¼)			
	<i>Martial Arts: VIPER Agent Training</i>			
	Maneuver	OCV	DCV	Notes
4	Martial Block	+2	+2	Block, Abort
4	Martial Dodge	--	+5	Dodge, Affects
				All Attacks,
				Abort
4	Martial Strike	+0	+2	12d6 Strike
3	Martial Throw	+0	+1	10d6 +v/5,
				Target Falls
20	<i>Steel-Hard Skin:</i> Damage Resistance			0
	(20 PD/20 ED)			
5	<i>Steel-Hard Skin:</i> Lack Of Weakness (-5)			0
	for Resistant Defenses			
4	<i>Tough:</i> Life Support (Extended Breathing			0
	[1 END/Turn]; Safe in High Pressure; Safe			
	in Low Pressure/Vacuum)			
8	<i>Strong Legs:</i> Leaping +8" (18" forward,			1
	9" upward)			
8	<i>Strong Legs:</i> Running +4" (10" total)			1

Skills

10	+2 HTH
4	+2 OCV with Martial Strike
2	+1 OCV with Blaster Rifle
3	Breakfall 13-
3	Interrogation 13-
2	KS: VIPER 11-
1	KS: The Superhuman World 8-
1	KS: Military/Mercenary/Terrorist World 8-
7	Power: Brick Tricks 15-
2	PS: VIPER Agent 11-
3	Streetwise 13-
3	Tactics 11-
3	WF: Small Arms, Blades

Total Powers & Skills Cost: 151

Total Cost: 345

200+ Disadvantages

10	Enraged: when humiliated publicly
	(Uncommon), go 11-, recover 14-
20	Hunted: VIPER 8- (Mo Pow, NCI, Harshly
	Punish)
15	Psychological Limitation: Loves Military
	Life; Needs “Structure” (Common, Strong)
20	Psychological Limitation: Loves To Fight,
	But Not A Killer (Common, Total)
15	Psychological Limitation: Wants Revenge on
	Dragon Branch Members (Common, Strong)
15	Social Limitation: Secret Identity (Leo
	Stratski) (Frequently, Major)
5	Unluck 1d6
45	Experience Points

Total Disadvantage Points: 345

Background/History: Leo Stratski only wanted to live an exciting life. High school was boring, but thanks to a persistent football coach who really wanted to keep him in the backfield he barely passed. After graduation he signed up to be a Marine, but that only lasted a few months before he mouthed off to a superior officer and found himself back in Nowheresville, Florida. He took a job with a private security firm, but months of sitting in front of video monitors drove him crazy with boredom, so he “borrowed” a company car for a little trip to New Orleans and got himself fired again. Then an acquaintance in a Gainesville bar turned out to be a recruiter for a VIPER Nest, and Leo jumped at the opportunity to join Cobra Division as a basic combat agent.

Leo had only been with VIPER for a few months when one of the periodic physicals they gave him revealed a genetic predisposition for one of Professor Mathewson’s latest superhuman-creation projects: an attempt to replicate PRIMUS’s Hyperline treatments that empower the Silver Agents. VIPER transferred him to a lab Nest in Vancouver, where he was subjected to a painful combination of drug cocktails and electroshock treatment. After two weeks of torture Leo emerged as one of Mathewson’s rare successes, with steel-like skin and the ability to bench press a bus.

Needless to say, Leo was thrilled with this new development in his life. He’d always known he wasn’t the loser his dad, teachers, and employers called him, and now he’d have the chance to prove it. He was transferred to Dragon Branch, VIPER’s superhuman mission squad, where he dubbed himself Duke Steel (because he thought it sounded *cool*). There he underwent many weeks’ training alongside the likes of Sidewinder and Delusion. At first Leo worked hard in the program — after all, it was a lot like high school, with the superhumans being treated with the appropriate respect due the jocks by the rest of the kids. The trouble was, Leo didn’t really fit in with the other members of Dragon Branch. A lot of these guys were real hardcases, and Leo... well, Leo liked to fight, but the word quickly got around that he didn’t have that killer instinct. It took a few weeks, but eventually Leo started to notice that some of his “comrades” made fun of him behind his back. This made Leo angry, and unfortunately when Leo got angry he also got careless.

Duke Steel's squad was doing a smash-and-run job, stealing some medical supplies and chemicals from a warehouse in Kentucky, when Leo accidentally tripped a silent alarm. Before they knew it, the Dragon Branch team was surrounded by UNTIL agents packing some serious armament. Sidewinder shouted for Duke Steel to cover a door, which he did with enthusiasm. In all the confusion it took him several minutes to realize his "teammates" had abandoned him to make their getaway.

Leo served two years in Stronghold, with time knocked off his original sentence in exchange for what limited intelligence he could provide on Dragon Branch, Mathewson, and other VIPER activities, and was released in late 2005. He drifted around for a bit after that, half-heartedly trying to get hired for some mercenary work and quickly discovering what the underworld thought of snitches. He was nursing his sorrows in a Chicago bar when Nighthawk, who thought Project Mongoose could use both his muscle and his experience with Dragon Branch to good effect, tracked him down. Thrilled at the prospect of busting the heads of his former teammates, Duke Steel signed up immediately.

Personality/Motivation: Despite his fearsome appearance and checkered past, Duke Steel has never quite been able to be the cold-blooded menace he thought he wanted to be. He enjoys a good rumble, always has, but killing people is a line he can't cross. What he's really searched for all his life is an opportunity to be respected, and he hopes he's finally found that in Nighthawk's new mission. Of course, he's never gotten past the idea that people will only respect him if they're scared of him, so he's promptly put off several of his new teammates with his noisy boasts and declarations of what a badass he is. Already Microman and Juryrig have dismissed him as a blowhard only useful for lugging around heavy objects, and it remains to be seen whether the rest of his team will ever give him the chance to grow up and become useful.

Quote: "Yeah, well, wait'll they get a look at these beauties. <flexes his muscles> Duke Steel'll bring the whole damn base down around their ears!"

Powers/Tactics: Duke Steel is a classic brick — but pretty small potatoes in the superhuman community. His strength and defenses are outclassed by many other powerhouses, and while his training courses from the Marines and as a VIPER agent make him a decent hand-to-hand combatant, he can hardly be considered a master of that arena either. An early raid on a small Nest in Milwaukee netted him one of his favorite weapons from his previous profession, a "Jackhammer" blaster rifle. He cheerfully hauls it around, firing it with one hand; it partly makes up for his limited mobility.

Tactically, Duke Steel isn't stupid, though he is a bit unimaginative and definitely prefers the frontal, noisy approach whenever possible. He has the sense to follow orders, and if Nighthawk or somebody else he respects tells him what to do he'll go

down to his last breath trying to obey. He usually serves as cover for his sneakier teammates, drawing fire from VIPER Combat Squads while Microman or Signal Ghost steal the gizmo or download the computer file.

Campaign Use: Duke Steel is Nighthawk's first effort at recruiting some serious firepower for his team, a role he's clearly not quite ready to fill. His childish behavior should add some interesting dynamics to the team — what might happen if his new teammates also have to choose between rescuing him from a bad situation or leaving him behind?

Any veteran heroes the group encounters might remember him or have read files on his brief tenure with Dragon Branch, which might lead to distrust of all of Project Mongoose. And of course, Duke Steel makes a decent henchman/thug for any occasion in campaigns not using Project Mongoose at all — his vague desire to better himself might inspire sympathy in a PC, or he might have found work in the underworld before ever meeting someone like Nighthawk.

To make Duke Steel more powerful, make him more of a "brick" by increasing his STR and defenses. You could also expand his Martial Arts, perhaps by making him a competent boxer or wrestler. To weaken him, reduce his STR to the 30-40 range (and his defenses proportionately) and get rid of his Combat Skill Levels with HTH Combat.

Duke Steel doesn't Hunt anyone. He doesn't have that kind of drive.

Appearance: Duke Steel is an enormous, heavily-muscled man with the build of a power-lifter and a slight metallic blue tinge to his skin. His hair is buzz cut, and he has an eagle tattooed on his right bicep. He generally wears Army-surplus camouflage pants, a black sleeveless tank top, and heavy work boots, and usually carries his oversized VIPER "Jackhammer" blaster rifle. He's vain about his appearance; occasionally someone catches him flexing in front of mirrors or any other reflective surfaces.



SCARLET ARCHER II

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
16	CON	12	12-	
13	BODY	6	12-	
16	INT	6	12-	PER Roll 12-
16	EGO	12	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
14	COM	2	12-	
7	PD	4		Total: 15 PD (8 rPD)
7	ED	4		Total: 15 ED (8 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
6	REC	0		
32	END	0		
34	STUN	5		Total Characteristics Cost: 120

Movement: Running: 6”/12”
Swinging: 20”/40”

Cost	Powers	END
35	<i>Bow And Trick Arrows:</i> Multipower, 70-point reserve; all OAF (-1)	
2u	1) <i>Sharp Arrow:</i> RKA 2½d6, Armor Piercing (+½); OAF (-1), Beam (-¼), 12 Charges (-¼) [12]	
2u	2) <i>Blunt Arrow:</i> Energy Blast 8d6; OAF (-1), Beam (-¼), 12 Charges (-¼) [12]	
3u	3) <i>Net Arrow:</i> Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +½), Entangle And Character Both Take Damage (+¼); OAF (-1), Cannot Form Barriers (-¼), 12 Charges (-¼) [12]	
2u	4) <i>Knockout Gas Arrow:</i> Energy Blast 5d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (One Hex; +½); OAF (-1), 6 Charges (-¾) [6]	
2u	5) <i>Blinding Gas Arrow:</i> Sight Group Flash 6d6, Area Of Effect (3” Radius; +1) OAF (-1), 6 Charges (-¾) [6]	
3u	6) <i>Smoke Arrow:</i> Darkness to Sight Group 6” radius; OAF (-1), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼) [6cc]	
2u	7) <i>Strong Flare Arrow:</i> Sight Group Flash 12d6; OAF (-1), Beam (-¼), 6 Charges (-¾) [6]	
2u	8) <i>Grenade Arrow:</i> Energy Blast 9d6, Explosion (+½); OAF (-1), 6 Charges (-¾) [6]	
2u	9) <i>Tracking Arrow:</i> Images to Radio Group, +3 to PER Rolls, Increased Size (32” radius; +1¼), Usable As Attack (allows character to “stick” the Image to a target; +1), Continuing Recoverable Charge lasting 1 Week (stops functioning if it gets wet or experiences severe radio interference; +1); OAF (-1), Set Effect (detectable signal; -1), Image Only Perceivable On Special Radio Frequencies (-0) [1rc]	

1u 10) *Swingline-And-Grapple Arrow:* Swinging 20”; OAF (-1), Lockout (cannot use other slots while this slot is in use; -½), 12 Charges (-¼) 2

Martial Arts: Basic Self-Defense

Maneuver	OCV	DCV	Notes
5	Defensive Strike +1	+3	4d6 Strike
4	Martial Block +2	+2	Block, Abort
4	Martial Dodge --	+5	Dodge, Affects All Attacks, Abort
3	Martial Grab -1	-1	Grab Two Limbs, 30 STR for holding on
5	Offensive Strike -2	+1	8d6 Strike
4	+1 Damage Class (already added in)		

10 *Armored Costume:* Armor (5 PD/5 ED); OIF (-½)

8 *Concealed Radio:* HRRP (Radio Group); IIF (-¼), Affected As Hearing Group As Well As Radio Group (-¼) 0

Talents

3 Absolute Range Sense
6 Combat Luck (3 PD/3 ED)

Skills

12 +4 with *Bow And Trick Arrows* Multipower
20 +4 with Ranged Combat

3 Acrobatics 14-
3 Breakfall 14-
3 Climbing 14-
3 Concealment 12-
3 Electronics 12-
5 Fast Draw (Bows) 15-
3 High Society 13-
3 Inventor 12-
3 AK: Millennium City 12-
3 KS: Superhero Trivia 12-
3 Lipreading 12-
3 Lockpicking 14-
3 Paramedics 12-
3 PS: Bartender 13-
3 Security Systems 12-
3 Shadowing 12-
3 Sleight Of Hand 14-
3 Stealth 14-
3 Streetwise 13-
2 Survival (Urban) 12-
2 WF: Common Missile Weapons
8 Weaponsmith (Muscle-Powered Ranged) 15-

Total Powers & Skills Cost: 211

Total Cost: 331

200+ Disadvantages

- 5 Dependent NPC: Bradley Winston (mentor) 8- (Infrequently), Normal, Useful Noncombat Position or Skills
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Harshly Punish)
- 15 Psychological Limitation: Thrillseeker (Common, Strong)
- 15 Psychological Limitation: Protects The Little Guy And The Oppressed (Common, Strong)
- 10 Psychological Limitation: Friendly, Outgoing, And Flirtatious (Common, Moderate)
- 15 Social Limitation: Secret Identity (Sarah Grainger) (Frequently, Major)
- 5 Unluck 1d6
- 46 Experience Points

Total Disadvantage Points: 331

Background/History: Sarah Grainger was born in Saint Paul, Minnesota in 1980. A “super-groupie” in her teens, Sarah was a massive fan of the Sentinels, and was the vice-president and treasurer of the Scarlet Archer Fan Club, ignoring the jibes from her friends about how “old-fashioned” he was compared to the hip new heroes like Diadem and Amazing Man. She even met the hero in 1993, not long after his retirement and public revelation of his secret identity as restaurateur Bradley Winston. When he signed her copy of his book, *The Arrow's Flight*, with the inscription “To my biggest fan, Sarah — keep fighting the good fight,” she knew what she wanted to do when she grew up.

Sarah practiced archery religiously throughout her teenage years, eventually becoming good enough to be an alternate on the US Olympic Team in 2000. But she had other goals in mind. A few days after her twenty-first birthday, she presented herself at the doorstep of Winston's Millennium City restaurant and asked him to train her and let her carry on the mantle of the Scarlet Archer. Winston, somewhat embarrassed but also flattered, and remembering his own days as a young fan of the original 1940s Scarlet Archer, agreed to take her on as a student. Sarah studied with him for more than two years, mastering both the bow and the various trick arrows Winston had designed, while also working as a bartender at Winston's restaurant.

In 2003 she officially adopted her mentor's costumed identity with his blessing and began fighting crime on the streets of Millennium City. While she mostly stuck to street-level activities, she did cross paths with the Champions several times and particularly won the respect of Nighthawk with her spunk and unorthodox but effective style. When Nighthawk left the Champions, he recruited her into Project Mongoose by reminding her of all the times her mentor fought VIPER and how proud of her he'd be if she brought them all to justice.

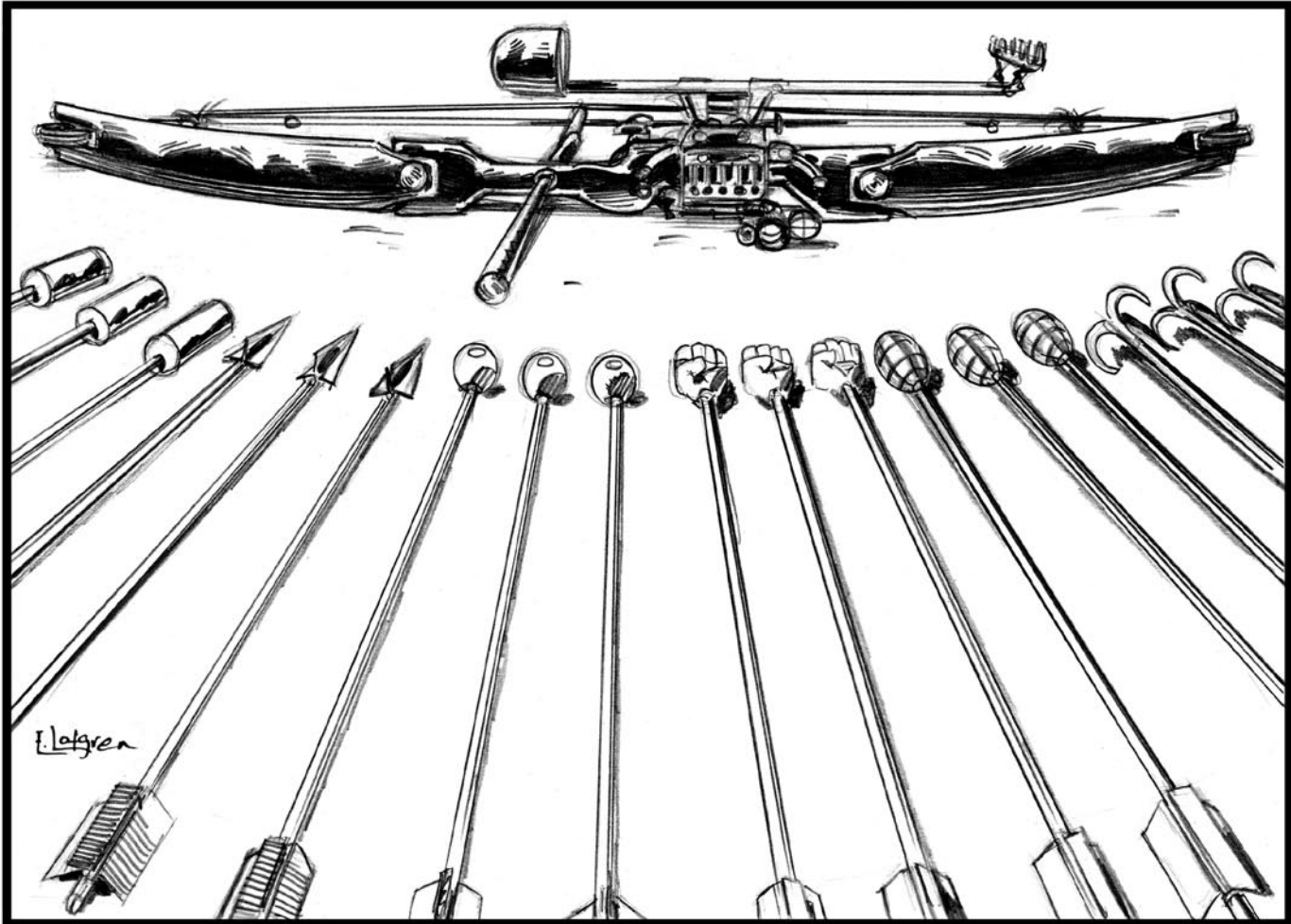
Personality/Motivation: Scarlet Archer has waited her whole life to be a superhero, and now that she is one she's determined to make the most of it. She's lively, friendly, and bursting with energy, and she makes sure to savor the thrill of each new experience. Most of the time her enthusiasm is charming, though she occasionally needs to be reminded that being a superhero isn't always fun. So far she hasn't had to make too many tough choices or deal with any major tragedies; when she does, it will probably be a sobering experience for her.

Her idealized view of the superheroic life extends to other costumed adventurers she may encounter, especially if they were active during her “super-groupie” years of the early 1990s or were ever a member of the Sentinels. She's also had to promise Nighthawk to cut back on the autograph-signing and general fan-friendliness out in the field, something she grew really fond of in her first couple of years of active superheroing.

Quote: “Don't worry, kids, the good guys are here!”

Powers/Tactics: Like both of her costumed predecessors, Scarlet Archer is an excellent shot with her bow, and has a wide range of trick arrows (mostly developed by Winston, but she's added a couple of new ones to the arsenal). She's mastered pulling just the right arrow, drawing, and firing in a single fluid motion.





The Scarlet Archer works well with a group, preferring to stay away from the center of most melees and use her arrows to set up attacks by her teammates (the various Entangles and Flashes work well for this). But she's also got a taste for living dangerously, and occasionally this overpowers her prudence on the battlefield and leaves her a little too close to the action. Her defenses are quite low, and when she finds herself in trouble she usually Aborts to Dodges until an opportunity arises to use her swingline to get to a safe distance and resume her role as a sniper.

Campaign Use: Scarlet Archer might make an excellent NPC hero to help fill out a team — she's versatile and clever without being powerful enough to overshadow the players. Apart from the simple appeal of the weaponmaster character archetype, Sarah is also a third-generation hero and her connections to the Winston, the other Sentinels, or even the original Golden Age Archer might provide story hooks. In Project Mongoose, she gives Nighthawk a trustworthy ally... a rare commodity he's coming to value greatly.

To make the Scarlet Archer tougher, give her some Ranged Martial Arts with her bow and arrows, and perhaps expand her arsenal of arrows to deal with more specialized situations (such as an “electro-burst arrow” for disabling robots and electronic machinery). To weaken her, reduce her DEX to 20 and halve her number of Combat Skill Levels.

Scarlet Archer is a clever and cautious hunter. If possible she prefers to observe her quarry, noting any behavior patterns or weaknesses she can exploit.

Appearance: Scarlet Archer II is a white female, 5'9" tall with an athletic figure. She wears a “bulletproof spandex” bodysuit in two different shades of red (dark scarlet with lighter highlights and trim) and a large scarlet domino mask. Her hair is cut in a short, stylish bob in her secret identity, but in costume she wears a long, flowing brown wig. Her bow breaks down and fits in the boxy quiver she wears on her back.

OTHER HEROES



Here's what's been happening with some of Millennium City's other superhuman protectors.

Cavalier

Cavalier, the armored mercenary hero with dozens of corporate sponsorships, continued to be active in Millennium City (despite his increasingly ugly rivalry with Defender) until the Reality Storm outbreak in the spring of 2004. He was present when the Champions apparently died while rescuing bystanders from the Lake St. Claire volcano, and had an epiphany and change of heart. While he didn't outright reject his corporate sponsors (after all, they had just paid for his newly upgraded armor), he began to concentrate on doing good deeds for their own sake. At the same time, his manager Ellis Wheatley was pushing him harder to do more corporate "security work," and the two began to quarrel so much that Cavalier fired him. Outraged, Wheatley began secretly hiring various supervillains to fight and publicly disgrace him, a plot that was uncovered by Cavalier with the assistance of the Champions not long after their heroic return from Limbo.

For several months Cavalier worked side-by-side with the Champions, most notably Kinetik and Witchcraft, trying to learn how to become a real hero. However, several others of the Champions, most notably Defender and to a lesser extent Ironclad, continued not to trust Cavalier, and finally Cavalier and Defender had an extremely nasty slugfest over Defender's lack of interest in crediting him for his change. After the battle, Cavalier left Millennium City and moved to Los Angeles, where he has become one of the city's more notable solo superheroes.



Hydro

HYDRO					
Val	Char	Cost	Roll	Notes	
15	STR	5	12-	Lift 200.0kg; 3d6 [1]	
18	DEX	24	13-	OCV: 6/DCV: 6	
17	CON	14	12-		
10	BODY	0	11-		
14	INT	4	12-	PER Roll 12-	
15	EGO	10	12-	ECV: 5	
12	PRE	2	11-	PRE Attack: 2d6	
14	COM	2	12-		
6	PD	3		Total: 18 PD (12 rPD)	
6	ED	3		Total: 18 ED (12 rED)	
4	SPD	12		Phases: 3, 6, 9, 12	
7	REC	2			
34	END	0			
34	STUN	7		Total Characteristics Cost: 88	

Movement: Running: 6"/12"
Swimming: 20"/40"
Flight: 15"/30"

Cost	Powers	END
40	<i>Turbo Suit Offensive Systems:</i> Multipower, 60-point reserve; all OIF (-½)	
3u	1) <i>Green-Tuned Laser:</i> Energy Blast 8d6, Armor Piercing (+½); OIF (-½), No Knockback (-¼)	6
2u	2) <i>Electrical Packet Charge:</i> Energy Blast 6d6, Explosion (+½), Personal Immunity (+¼); OIF (-½), Only Usable Underwater (-½), Limited Range (40"; -¼), 8 Charges (-½)	[8]
3u	3) <i>Suit Electrification:</i> RKA 1d6, Damage Shield (+½), Continuous (+1), Personal Immunity (+¼); OIF (-½)	4
43	<i>Electro-Net Launcher:</i> Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +½) Transparent To Linked Attack (+¼); OIF (-½), 4 Charges (-1) plus Energy Blast 6d6, Area Of Effect (One Hex; +½); OIF (-½), Linked (-½), 4 Charges (-1)	[4]
37	<i>Gadgets From His Lab:</i> Variable Power Pool (Gadget Pool), 30 base + 15 control cost; OAF (-1)	

Martial Arts: Comic Book Style

	Maneuver	OCV	DCV	Notes	
3	Armlock	-1	-1	Grab Two Limbs, 30 STR for holding on	
4	Block	+2	+2	Block, Abort	
4	Right Cross	+0	+2	6d6 Strike	
4	+1 Damage Class (already added in)				
24	<i>Turbo Suit: Armor</i> (12 PD/12 ED); OIF (-½)				0
7	<i>Turbo Suit Flare Screen: Sight Group</i> Flash Defense (10 points); OIF (-½)				0
10	<i>Turbo Suit Life Support: Life Support</i> (Safe Environments: High Pressure, Intense Cold, Low Pressure/Vacuum; Self-Contained Breathing), 1 Continuing Fuel Charge lasting 1 Day (+0); OIF (-½)				0
15	<i>Turbo Suit Swimjets: Swimming</i> +18” (20” total), Reduced Endurance (½ END; +¼); OIF (-½)				1
20	<i>Turbo Suit Airjets: Flight</i> 15”; OIF (-½)				3
6	<i>Helmet Radio: HRRP</i> (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)				0
3	<i>Turbo Suit Visual Sensors: Ultraviolet Perception</i> (Sight Group); OIF (-½)				0
7	<i>Helmet Sonar Array: Active Sonar</i> (Hearing Group); OIF (-½), Sense Affected As Sight Group As Well As Hearing Group (-½)				0
Perks					
25	Base: Lakebottom Lab				
5	Money: Well Off				
3	Contact: Defender 11- (useful Skills or resources)				
12	Contact: Great Lakes Area Coast Guard 11- (useful Skills or resources, access to major institutions; organization)				
12	Contact: Great Lakes Area Police Departments 11- (useful Skills or resources, access to major institutions; organization)				
12	Contact: Great Lakes Area Fire Departments 11- (useful Skills or resources, access to major institutions; organization)				
Talents					
6	Combat Luck (3 PD/3 ED)				
Skills					
6	+2 with <i>Turbo Suit Offensive Systems</i> Multipower				
3	Computer Programming 12-				
3	Electronics 12-				
4	AK: Great Lakes 13-				
5	Mechanics 13-				
2	Navigation (Marine) 12-				
3	Paramedics 12-				
5	PS: Underwater Search And Rescue 14-				
2	SS: Great Lakes Marine Biology 11-				
5	SS: Power Suit Mechanics 14-				
3	Stealth 13-				
3	TF: Large Motorized Boats, Small Motorized Boats, Submarines				

Total Powers & Skills Cost: 354**Total Cost: 442****200+ Disadvantages**

- 10 DNPC: Marco (boyfriend) 11- (Normal; Useful Noncombat Position or Skills)
- 15 Hunted: Cresse Mob 8- (As Pow, NCI, Harshly Punish)
- 10 Hunted: Blackbeard 8- (As Pow, Harshly Punish)
- 15 Psychological Limitation: Swashbuckling Personality (Common, Strong)
- 15 Psychological Limitation: Protective Of the Great Lakes Area (Common, Strong)
- 15 Psychological Limitation: Code Versus Killing (Common, Strong)
- 15 Social Limitation: Secret Identity (Christian Bloom) (Frequently Major)
- 147 Experience Points

Total Disadvantage Points: 442**EXAMPLE GADGETS FOR GADGETS FROM MY LAB POWER POOL**

Rebreather Set: Sometimes Hydro needs to provide companions with the ability to breathe underwater for a while. In that case, he just hands out these devices, which look something like high-tech surgical masks.

Life Support (Self-Contained Breathing), Usable Simultaneously (up to eight persons at once; +1) (20 Active Points); OAF (-1). Total cost: 10 points.

Sonar Beam Widener: By attaching this module to his armor’s helmet, Hydro converts his sonar from being unidirectional to omnidirectional.

Add Increased Arc Of Perception (360 Degrees) to Sonar. Total cost: 2 points.

Searchlight: Sometimes Hydro finds a powerful searchlight helpful during his underwater missions.

Sight Group Images, 1” radius, +4 to PER Rolls (22 Active Points); OAF (-1), Only To Create Light (-1), No Range (-½). Total cost: 6 points.

Speargun: There are times when a little extra offensive power not involving electricity is a good tactical option.

RKA 1d6+1, Armor Piercing (+½) (30 Active Points); OAF (-1), Limited Range (30”; -¼), 1 Recoverable Charge (-¼). Total cost: 9 points.

Background/History: In 1993, Christian Bloom was a technician working for the Wayne County Sheriff’s Underwater Search and Rescue Team; his job mostly consisted of maintaining the department’s boats and assorted rescue gear. He was also a powered-armor suit hobbyist who’d studied intently any information available about the armor designs used by heroes like Rocketman, Tetsuronin, Defender, and others. He worked on his own design nights and weekends developing a powered armor suit that would be effective for underwater activity, with the intention of selling it to the County or the Coast Guard for mass production. But his initial

design was far too expensive for mass production, and he'd nearly run out of money of his own to work on it further.

A fellow hobbyist named Leese contacted Bloom, offering to set him up with a private investor who might be willing to buy Bloom's design. Thrilled, Bloom provided several prototypes he built with the cash advances Leese provided. As he continued working, however, he became frustrated and annoyed with the intense secrecy about Leese's benefactor. One night he secretly tracked his latest shipment. He was horrified to discover that Leese worked for the Cresse mob (see *Millennium City*)... and that the gangsters were using his suits to rob freight shipments running from Millennium City to other ports on the Great Lakes!

Bloom returned to his workshop and added several refinements to his master suit prototype, including several electricity-based weapons. Then he confronted Leese and his gang (now known as the Great Lakes Raiders). His victory in the ensuing battle satisfied a need for excitement and justice he hadn't realized he possessed, him, and when he turned the Raiders over to the authorities it was as Hydro, protector of the Great Lakes.

Hydro was a minor sensation as a new Millennium City-based hero, but Bloom was still struggling for money. A chance encounter with Defender led to several discussions over lunch about the life of a powered armor superhero, and the two swapped tips and tricks about maintenance and design. Defender was impressed with several of Bloom's innovations and arranged to have Harmon Industries buy them for contracted projects for UNTIL and PRIMUS (and he secretly incorporated some of them into the Defender armor as well). Bloom used his generous royalty checks to improve his armor further and build a small base at the bottom of Lake St. Claire, from which he continues to patrol the lakes, rescuing boaters in trouble and battling lake-borne smugglers and criminals. He stays in touch with Defender and the other Champions.

Personality/Motivation: Bloom loves two things in life: the Great Lakes themselves, especially boating or other recreation and appreciation of their natural beauty; and fiddling around with powered armor suits. Now that he's pretty well off, he's able to devote his life to both pursuits, and he considers himself one of the luckiest guys around. As Hydro, he's a minor celebrity devoted to helping people, and as Christian he's got a committed relationship with his boyfriend Marco, enough money to take care of himself and fund his "hobby," and a cool reinforced-glass base under eighty feet of water from where he can peacefully watch fish, weld metal, and keep one ear on the Coast Guard radio band. He knows he's not really in the same class as the city's other costumed heroes — he's quite happy to serve as an occasional specialist and spend most of his time protecting the Great Lakes and the people who use them.



Quote: “Okay, people, just hang on a little bit longer — I’ll have you out of there in a snap!”

Powers/Tactics: Hydro wears what he refers to as the “Turbo-Suit,” a set of powered armor specially designed for underwater use. Unlike many such suits, the Turbo-Suit has no particular strength-enhancement features; he sacrificed those to maintain a sleek, streamlined design that allows for fast movement both beneath and above the surface. The primary offensive weapons of the suit are various modules drawing electricity from miniature power cells, either to project small charged “particle bursts” that conduct well through fresh water, or to electrify the surface of the suit itself for defense. Hydro's suit also contains electrified-net launchers, lasers optimized for underwater use, and at any given time several other experimental designs Bloom might be working on.

Despite these features, Hydro isn't really a front-line fighter. He prefers it when his usually non-powered opponents surrender without a fight, so he usually leads with an impressive light show using his lasers or electro-bursts as part of a Presence Attack. If facing an opponent obviously powerful enough not to be impressed by that, his first action is usually to radio the Champions or MC-8, then try to avoid getting killed before the cavalry arrives.

Hydro has excellent relationships with the local Coast Guard, police and fire departments, most of them welcome his assistance at the scenes of disasters, wrecks, or other crises.

Campaign Use: Hydro makes a useful ally for any team planning an underwater mission, and his connections to various relief and rescue agencies mean he might show up in the background of any story where innocent bystanders are at risk from natural or unnatural disasters. Also, he’s made permanent enemies in the Cresse Mob and the VIPER Nest Leader Blackbeard, and their efforts to eliminate him might be part of any story about Millennium City’s organized crime scene.

To make Hydro tougher, improve his suit so that it *does* boost his STR, DEX, and other appropriate Characteristics. You could also boost the DCs on his weapons; while they’re tough enough when he faces ordinary foes, against supervillains they may be a little weak. To reduce his effectiveness, decrease his inches of Swimming and/or get rid of his Electro-Nets.

Hydro generally doesn’t Hunt anyone.

Appearance: Hydro is a six foot tall white male with a trim but not overly muscular build. His hair is black, his eyes grey. His Turbo-Suit is a sleek piece of powered armor, with small “fins” on the back, arms, and legs for streamlining and a tapering “teardrop” helmet. It’s mostly black, but has white and yellow highlights and white stripes down the sides so that he’s highly visible during his rescue efforts. If he wants to be stealthy, he covers the white highlights with black plastic strips.

Ravenswood Academy

While the adult heroes of Millennium City continue to protect the city (and sometimes the world) from supervillains and other menaces, the heroes-to-be in training at the exclusive Ravenswood Academy have not been idle. Some classmates have left, and new ones have joined the ranks.

As a whole the students have developed a strong adversarial relationship with Generation VIPER. The two groups have clashed on several occasions, though never conclusively since they usually have to avoid alerting their instructors about their activities.

THE CLASS OF 2006

In the Spring of 2006, the members of the class of 2006 graduated and went out into the world.

Teddy “Chain Lightning” Jolsen made moderate progress in learning to use his electricity powers during his last year in school, but still has relatively little control over them compared to a typical superhuman. With great effort (*i.e.*, Concentration [$\frac{1}{2}$ DCV] and x3 END) he can project a blast of electricity at a single target (Energy Blast 8d6 or RKA 2d6, depending on intensity). By day he’s a PRIMUS trainee; at night he takes classes at community college.

Sofie “Flicker” Jefferson left the Millennium City area to attend UCLA after graduation. She’s studying journalism and has no plans to use her powers for crimefighting or anything else; her ambition is to become a television reporter, not a superhero.

Robert “Impact” Johnson now lives in Dallas and uses his powers in the private sector. He joined several other Ravenswood alumni working in corporate security for Amaranco, a multinational oil and energy company with facilities all over the globe. He no longer has any sort of Social Limitation pertaining to his identity; it’s not commonly known by any means, but a little digging by a trained detective would uncover his name easily enough.

James “Putty” Puttermeyer also departed Millennium City for the sunny shores of Southern California. He’s waiting tables at restaurants in the Los Angeles area while he works on his stand-up comedy routine at various clubs. He and Flicker stay in touch, and while he’s not exactly a crimefighter he has used his powers to help people a few times.

Lisa “Trance” Bauer is the only member of the Class of ’06 to stay in the Millennium City area. She’s now majoring in Physics at the University of Michigan. She rarely uses her powers.

THE CLASS OF 2007

Jennifer “Cheer” Jacobson continues to use her powers to brighten the day of everyone around her... whether they want it or not. She’s expanded her powers to the extent of being able to make her target feel sad as well, but she *hates* to do that. Her instructors remain convinced she’s got greater potential, but until she has reason to tap it she’s never going to have access to it.

Alexandra “Diva” Moreno has become something of a leader in her class; under Rowan’s gentle prodding, she’s developed her powers for combat uses and shown herself to be a fine tactician. Despite this she still seems intent on a career as an opera star.

Elrico “Slumber” Jurado spent a large part of 2006 in a coma, apparently as the result of some nightmare he glimpsed that was so horrific his mind simply couldn’t handle it. Months of psionic therapy brought him back to consciousness, but he refuses to talk about what affected him so deeply and has become more introverted than ever (much to Cheer’s chagrin). He’s had to work hard to catch up so he could graduate with the rest of his classmates.

Rick “Velocity” Donovan ran away from school in the fall of 2006 and has not returned. The authorities believe he’s responsible for a series of late 2006-early 2007 robberies in Millennium City that bear the marks of having been committed by a speedster. Rowan is increasingly concerned about what he might do if his time-manipulation powers grow, but has had no luck contacting Captain Chronos or anyone else she thinks could help.

THE CLASS OF 2008

Susan “Brainwave” Bender has matured for the better in recent years. In late 2005 her mother was forced off the road by a reckless driver and nearly killed. Deeply affected by the incident, Susan rededicated herself to becoming a hero. Although she’s still got an excellent sense of humor, she’s stopped



being such a prankster and has buckled down to her studies. Her discipline has been rewarded; her mental powers have broadened and grown. Experts brought in to analyze her predict that she could become one of Earth's most powerful telepaths. She and Impulse have been dating.

Bobby "Brawn" Richardson has finally acclimated to Ravenswood (though he still misses his old friends and the chance to play football). He's led the Ravenswood *polakios* team to two consecutive victories, and plans to make it three before he graduates.

Monique "Chill" Perenaud has gained a lot of self-confidence and control thanks to the tutelage of her Ravenswood's instructors. Although she still doesn't particularly care for crowds, she mostly keeps her powers from activating involuntarily when she gets nervous, and using them in combat and crisis situations has become much easier for her.

Eddie "Impulse" Nguyen has made progress in learning to use his powers. While he still works best with inanimate objects, he can now exert limited telekinetic control over animate ones (including people). Rowan believes that by the time he graduates he'll be a full-fledged telekinetic.

Chiri "Root" Gyaltzen's powers of plant control and manipulation continue to develop normally for a Sha-Prylen of his age. He's become a fairly headstrong and proud young man, and sometimes talks about wanting to reclaim his world (and his family's throne) from the Hzeel.

THE CLASS OF 2009

Abigail "Dance" Murrow has been training to make her powers more "impulsive" so that she can use them whenever and however she likes, rather than depending on a planned "routine" to take full advantage of them. So far the regimen developed by her instructors seems to be doing the trick; her need for "routines" has become much less pronounced since she was a freshman. On the academic front she's developed an interest in literature and often tries her hand at writing poetry.

Stewart "Function" Schroeder remains basically the same as he was during his freshman year. His powers, while fascinating and potentially very powerful, haven't really changed, though he has learned more ways to apply them effectively. Rowan's arranged to have him train some with Mentiac of UNITY in the hopes of further developing them. Socially he remains inept, often accidentally insulting people with his seeming inability to keep from expressing any thought that pops into his head... and his thoughts about other people, particularly their intelligence, are rarely flattering.

Jamal "Updraft" Peters has improved his control over his powers. He can now engage in limited flight (though it's still much easier for him to glide using manufactured wings) and manipulation of objects (Telekinesis). By having him work with Wing (see below), Rowan has curbed his aggressiveness and thoughtless behavior... a little, at least.

Michael "Wing" Eisenmann spent a lot of his freshman year either in the training room or in therapy, learning to use his wings and overcome his fears and anxieties. To Rowan's relief it seems to be working. He's learned how to fly (in part with the

help of Updraft, who could use his powers to “catch” Wing if he began to fall during a training session), and while he still doesn’t care much for heights he can tolerate them enough to use his powers. Rowan thinks that by the end of high school he’ll be a fully-functional flyer, probably one suited for using his powers in the private sector as some sort of surveyor or messenger.

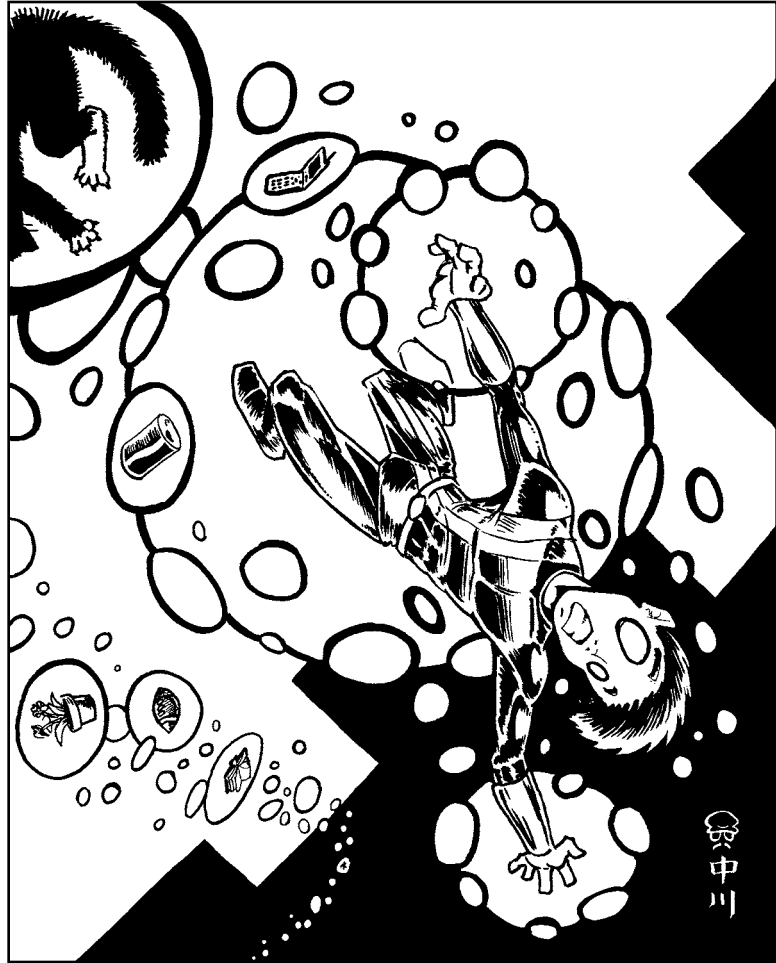
THE CLASS OF 2010

The new Homeroom Gamma contains several interesting students.

Andy “Crawler” Bellingham seems as if he might possess some sort of insect-based powers, but so far his abilities have only manifested in two ways: first, he can walk on walls and ceiling like a fly; second, he’s superhumanly fast and graceful. It’s uncertain who’s more dexterous, him or Dance, and the two have a sort of semi-friendly rivalry going. Andy stands and walks in ways that are subtly insect-like and disturbing, so he has few friends.

Teresa “Scrambler” Urabazo possesses one of the most unusual power sets Rowan and the Ravenswood faculty have ever seen. She has the ability to manipulate most types of metahuman abilities — shut them off or boost their effectiveness temporarily, “scramble” a metahuman power into something else (though she has no control over what it becomes), and even to force two superhumans to “trade” powers for a short time. Her powers are tiring to use, but Rowan believes that with practice that will change. While her powers aren’t much good for solo crimefighting, as a member of a superhero team she’d be a phenomenally effective combatant.

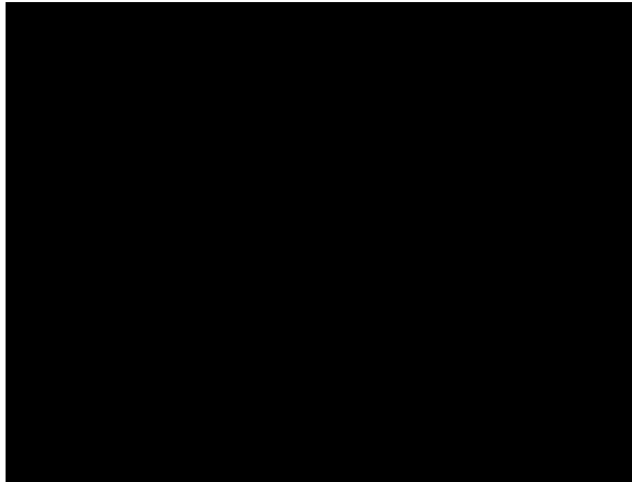
Scrambler’s “partner in crime” (they frequently get into trouble together) is Madison “Amazon” Murphy, who’s superhumanly strong and tough. She already has the ability to lift nearly 25 tons, and Rowan suspects that will more than double by the time she’s a senior thanks to Ravenswood’s training facilities and instructors.



Kevin “Cloud” Sinclair, a rather scrawny-looking kid even for a freshman, is a super-scientific genius. While he can build all sorts of things, his greatest talent lies in the field of nanotechnology. His clothes are laced with nanobots of his own design. On his mental command they swarm out around him in a distinctive glittering cloud (hence his codename) and then form themselves into whatever he wants — a defensive shield, a weapon of some sort, a tool, you name it. Rowan hopes that his predilection for bypassing and breaking rules is merely adolescent boundary-testing and not indicative of some deeper inclination toward villainy, for it seems likely that his nanobots will make him a powerful, even deadly, superhuman as he becomes better-versed in combat.

Rounding out the class of 2010 is Juanita “Anodyne” Jefferson, who has the power to heal injuries and relieve pain. She has no particular interest in being a superhero; her ambition is to become a doctor. She pays a lot of attention in biology and chemistry classes and virtually ignores other subjects; Rowan’s worried the girl might flunk out not due to lack of intelligence but simply because she’s too focused on a single field.

chapter two:



DOWN IN VIBORA BAY

VIBORA BAY



Although it's often thought of as “sleepy” or “placid” compared to the likes of Millennium City, New York, or Los Angeles, Vibora Bay has been far from quiet in the past several years.

CITY POLITICS

Richenda Barker ran for re-election in 2006 and won a tight race against City Controller Earl Jamison, the Republican candidate. Jamison received the support of his party only after a bitter backroom battle with various Florida GOP heavyweights, who preferred Tom Stanko, City Councilor from Midtown's Ward Eleven. When Stanko didn't get the nomination, he instead ran as an independent third candidate, dividing the city's Republican minority and pretty much guaranteeing Barker's victory. Stanko has maintained a high profile in the city after the elections; he's openly and vocally critical of Barker and her policies.

HURRICANE KATRINA

On August 28-29, 2005, Hurricane Katrina struck the Gulf Coast of the United States, making land in Mississippi and threatening Vibora Bay as well as other nearby cities like New Orleans, Mobile, and Biloxi. UNTIL's top weather team, led by Tempest, blunted the main force of the storm, which still did \$8 billion in combined damages and killed nearly two hundred people. An oil rig under construction broke loose from its moorings and threatened to crash into the Easton shore, but was turned aside with the help of several whales summoned by Amphibian. Vibora Bay suffered severe flooding and power loss, but nowhere near what it would have without superheroes to protect it. Rumors claim the hurricane was caused by some sort of water-demon, and some people even claim to have glimpsed it briefly in Vibora Bay, but there's no proof and Dr. Ka (among other heroes) has flatly denied the charge.

The Superhuman World

While Vibora Bay lacks a superhero team like the Champions or the Justice Squadron, its independent heroes have kept plenty busy defending the city from various superhuman menaces.

NIGHT OF THE MUMMY

Ever eager for greater power in the world of men, and to cause evil and suffering whenever possible, the god Set chose Vibora Bay, and more particularly its hero Dr. Ka, as the object of his attention in early 2005. Through Ka he had a “link”

to the world, and being so far away from Egypt kept his adversary Ma'at from being able to try to stop him. Under his influence, and sometimes direct orders, the remnants of Serpentine's cult made their way to Vibora Bay and began preparing for a great ritual. When the time was right, Set at long last revealed himself to his servant Anubis (page 111), granted him even greater power, and sent him to Vibora Bay to spearhead the plot.

Doctor Ka sensed Anubis's arrival, and with it the growing mystic threat to the city. Since Brother Thunder and Sister Rain weren't available at that time, Dr. Ka sent an emergency request for assistance to Witchcraft and the Champions. Using her arcane powers, Witchcraft transported the team to Vibora Bay to join Dr. Ka in confronting Set's minions. They arrived at a local cemetery just in time to witness the culmination of the ritual... one that brought dozens of people back to life as beast-headed mummies!

The ensuing battle was long, fierce, and destructive. Newly imbued with Set's power, Anubis was a match by himself for the heroes... and he had cultists and mummies to back him up! When direct action failed, Witchcraft decided indirect tactics were called for. While the other heroes kept Anubis and his minions occupied, she had Dr. Ka attempt to disrupt Anubis's control over the mummies... while she herself attacked the connection between Anubis and Set! The effort nearly killed her, for a mortal, no matter how powerful, is no match for a god. But she survived long enough for the other Egyptian gods to notice what was going on and come to the rescue. As Horus, Isis, and Thoth approached, Set fled back into the outer darkness, abandoning his plans and his followers for now. In recognition of their heroism and sacrifice, the gods gave both Witchcraft and Dr. Ka the Eye of Horus (page 21).

JURYRIG VERSUS VIPER

In late 2005 Juryrig's war against VIPER had reached a tipping point. He'd become all too successful at disrupting operations by all four of the Vibora Bay Nests, and in concert with heroes like Black Mask and Dr. Ka he'd completely scuttled a major mission to steal a shipment of expensive pharmaceuticals, costing VIPER millions and putting dozens of top agents in federal custody. Monique Fontaine decided she'd had enough — with this constant level of harassment her plans to consolidate the city's Nests under her own control had been delayed several times. She swallowed her not-inconsiderable pride and requested the assistance of several Dragon Branch operatives from the Council. The Council sent her Freon, Boa Constrictor, and Diamondback.



Fontaine began to bait her trap, setting up a false mission and making sure word of it got out to the city's underground gossips. Sure enough, Juryrig arrived at a dock on the Easton shore after midnight, planning to thwart a VIPER attack on an electronics shipment. Instead, the three Dragon Branch agents surprised the young hero, overpowered him, and beat him nearly to death. Diamondback hurled his insensate body far out into the water.

When he hit the cold water, Juryrig regained enough of his senses to ditch his heavy equipment, and with his last bit of energy before falling unconscious activated the radio signaler Black Mask had given him in their last encounter. Amphibian was able to triangulate on the signal and rescued Juryrig before he drowned. Juryrig spent the next several months in intensive care at Walton Hospital recovering from multiple fractures and a collapsed lung.

Juryrig emerged from the hospital in April 2006 a changed man. Gone was his sense of playfulness and his overconfidence regarding his personal war with VIPER. He'd seen how powerful the organization really was, and despite his injuries he was more determined than ever to destroy it once and for all. He went back to his workshop and began rebuilding his arsenal, and when Nighthawk contacted him in July about joining his special project Juryrig signed up without a moment's hesitation.

THE JANUS KEY

In March 2006, the Cirque Sinister acquired the Janus Key, a powerful magical artifact used by the 1960s supervillain Dr. Macabre to move between dimensions on the Cosmic Axis. Amnesia had heard of the Key, but knew nothing about it.

One day she woke up to find it on her bedside table. At first she didn't recognize it, and she certainly had no idea where it came from. A little research revealed the item's true nature... and once she realized what it was, she somehow intuitively became aware of how to use it.

Within days the Cirque had used the Key to remake all of Vibora Bay into a Boschian nightmare. From the outside, it appeared that a black, featureless dome nearly ten miles across had surrounded the city, cutting it off from all outside contact. For several days, various mystical and technological superheroes attempted to penetrate it to no avail, while those who were missing family and friends inside the dome waited anxiously for news.

Meanwhile, the residents of Vibora Bay found themselves in a garish landscape, with purple skies and rampaging demons. The buildings and structures of the city were replaced with twisted approximations carved from black rock or white bone. The heroes of the city gathered at what was previously Sister Rain's Pierre Street Community Center. They organized themselves into small teams to save lives and find a way to reverse the transformation. After much travail, Black Mask, Robert Caliburn, Sister Rain, Brother Thunder, Dr. Ka, and Al the Alligator Man, with assistance from Prof. Carlota Sylvestri, succeeded in finding the Cirque's headquarters — what was once the decrepit San Sebastien Sanitarium but was now a gothic castle, complete with giant vampire bats and headless stone gargoyles as guards. While the other heroes fought their way into the castle and engaged the Cirque, Caliburn and Sylvestri were able to make contact with the Skunk Ape (who had been imprisoned within the castle walls) and through him the

spirit of the swamp itself. They drew upon the power of the swamp to create a magical feedback loop that overwhelmed Amnesia and broke her contact with the Key. Unbeknownst to the heroes, Sylvestri then tried to betray her allies and steal the Key for herself as the false reality shifted around them, but it burned her hand and slipped through her fingers into the muck and mire of the swamp itself. The black dome faded as the city returned to normal. The members of the Cirque were captured and imprisoned, with Bobby returned to the custody of L'Institut Thoth despite Amnesia's protests. The quartet all currently reside in Stronghold.



THE BLACK MASK

Jennifer Ward, the tenth Black Mask, has experienced a series of catastrophic events in her life over the last three years. First, in autumn 2005 she took on a new partner, the psychic teen Nocturne (see below). Ordinarily Black Mask would be against the idea of a teenager risking her life on the mean streets of Vibora Bay, but Nocturne's remarkable ability to absorb knowledge and skills from nearby people, combined with her determination and general spunk, wore down Black Mask's resistance, and eventually she agreed to train and mentor the teen.

Black Mask's time was also taken up by the debut of a new supervillain on the streets of the Queen City, a crafty vampire known only as the Stalker. The Stalker began to run up an impressive body count in the city beginning in December 2005, and as his list of victims grew so did Black Mask's determination to stop him. They had two brief encounters in January, both of which ended in stalemates when the fiend narrowly escaped her, but in February they fought in an alley within the Tangles. This battle ended with Black Mask suffering severe leg injuries, drained of several pints of blood, and near death. Only the coincidental arrival of Robert Caliburn on an unrelated mission of his own caused the also-badly-beaten vampire to retreat rather than finishing the job.

Black Mask gave up her costumed identity temporarily while she recuperated from her injuries with the assistance of her occasional boyfriend, Dr. David Wulatin. While she was under enforced bed rest her relationship with David, always strained by her nocturnal activities, grew considerably stronger. At the same time, several of Vibora Bay's other costumed crimefighters, like Brother Thunder and Dr. Ka, stepped in to take over some of her patrolling and continue Nocturne's training. Nocturne herself was infuriated to have been left out of the efforts to capture Stalker and tried to pick up his trail on her own against her mentor's wishes. Terrified for her young partner, Black Mask asked several of her friends to shadow Nocturne on patrol... and when Nocturne discovered this she took it as a breach of trust that led to a temporary rift between the two crimefighters. Nocturne tried going after Stalker herself and almost succeeded, but the vampire escaped once again, and eventually the two heroines reconciled and resumed their partnership.

In the meantime, Jennifer was surprised but not unhappy to discover she was pregnant. Jokingly calling herself an “old-fashioned girl,” she proposed to David that month, and the two are still engaged with a wedding date planned for early 2007. Jennifer gave birth to Benjamin Ward Wulatin in December. She's currently training herself back into peak fitness to resume her crimefighting career alongside Nocturne, who regards “baby Ben” as her little brother.

NOCTURNE				
Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
16	CON	12	12-	
9	BODY	-2	11-	
15	INT	5	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
14	PRE	4	12-	PRE Attack: 2½d6
16	COM	3	12-	
7	PD	4		Total: 16 PD (9 rPD)
6	ED	3		Total: 15 ED (9 rED)
4	SPD	10		Phases: 3, 6, 9, 12
6	REC	0		
36	END	2		
24	STUN	0		Total Characteristics Cost: 80

Movement: Running: 6"/12"
Swinging: 10"/20"

Cost Powers **END**

40	<i>Psychic Skill Mimicry:</i>	Variable Power Pool, 30 base + 15 control cost; Only For Skills Known By Someone Within 2" (-½), Cannot Keep A Slot Active For More Than 1 Hour After Leaving Target's Presence (see text; -0)	var
33	<i>Knowledge Absorption:</i>	Telepathy 10d6, Invisible Power Effects (Fully Invisible; +½), Reduced Endurance (0 END; +½); Extra Time (Full Phase, -½), Limited Normal Range (2"; -½), Receive Only (-½), Does Not Provide Mental Awareness (-¼), Only To Absorb Facts Known By Target (-¼)	0
	<i>Martial Arts: Tae Kwon Do</i>		
	Maneuver	OCV DCV Notes	
4	Arm Sweep		
	Block	+2 +2	Block, Abort
4	Disarm	-1 +1	Disarm; 28 STR to Disarm
4	Dodge	+0 +5	Dodge, Abort
5	Flying Side Kick	+1 -2	7½d6 Strike
4	Front Kick/ Punch	+0 +2	5½d6 Strike
5	Roundhouse Kick	-2 +1	7½d6 Strike
3	Takedown	+1 +1	3½d6 Strike; Target Falls
4	+1 Damage Class (already added in)		
15	<i>Smoke Pellets:</i>	Darkness to Sight Group 3" radius; IAF (-½), Limited Range (12"; -¼), 6 Continuing Charges Lasting 1 Turn each (-¼)	[6cc]
9	<i>Throwing Disks:</i>	Energy Blast 6d6; OAF (-1), 4 Charges (-1), Range Based On Strength (-¼)	[4]
8	<i>Throwing Blades:</i>	RKA 1d6, Autofire (3 shots; +¼); OAF (-1), Range Based On Strength (-¼), 12 Charges (-¼)	[12]
12	<i>Padded Leather Costume:</i>	Armor (6 PD/6 ED); OIF (-½)	0
7	<i>Mask Mike:</i>	High Range Radio Perception (Radio Group); IIF (-¼),	

	Affected As	Hearing Group As Well As	
	Radio Group (-½)		0
3	<i>Mask Mike:</i>	+4 to PER Rolls with Normal Hearing; IIF (-¼)	0
3	<i>Mask Lenses:</i>	Ultraviolet Perception (Sight Group) (5 Active Points); OIF (-½)	
2	<i>Lockpick Set:</i>	+2 with Lockpicking; OAF (-1)	0
10	<i>Swingline Gun:</i>	Multipower, 20-point reserve; all slots OAF (-1)	
1u	1) <i>Swingline & Grapnel:</i>	Swinging 10"; OAF (-1), Lockout (can't use other slots in same Phase in which Swinging is used; -½), 1 Recoverable Charge (-1¼) [1rc]	
1u	2) <i>Swingline II:</i>	Leaping +20" (10" upward); OAF (-1), Upward Movement Only (-1), No Noncombat Movement (-¼), Cannot Add Leaping From STR (-¼)	2
1u	3) <i>Grapnel Attack:</i>	RKA 1d6+1; OAF (-1), Limited Range (10"; -¼), 1 Recoverable Charge (-1¼)	[1rc]

Talents

6	Combat Luck (3 PD/3 ED)
3	Lightsleep

Skills

10	+1 Overall
6	+2 with Tae Kwan Do
3	Acrobatics 13-
3	Acting 12-
3	Breakfall 13-
3	Climbing 13-
3	Computer Programming 12-
3	Concealment 12-
3	Contortionist 13-
3	Conversation 12-
3	Criminology 12-
3	Deduction 12-
3	Disguise 12-
3	Electronics 12-
1	Forensic Medicine 8-
2	CK: Vibora Bay 11-
3	KS: Organized Crime In Vibora Bay 12-
1	KS: History Of The Black Masks 8-
3	Lipreading 12-
3	Lockpicking 13-
3	Paramedics 12-
3	Security Systems 12-
3	Shadowing 12-
3	Stealth 13-
3	Streetwise 12-
3	Tracking 12-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 268

Total Cost: 348

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 Hunted: Guy Sweetland 11- (As Pow, NCI, Harshly Punish)
- 25 Hunted: Black Mask 14- (Mo Pow, NCI, PC has a Public ID or is otherwise very easy to find, Watching)
- 15 Psychological Limitation: Brash, Headstrong, And Stubborn (Common, Strong)
- 20 Psychological Limitation: Hates Injustice And Predators (Common, Total)
- 10 Psychological Limitation: Mistrusts Authorities (Common, Moderate)
- 15 Social Limitation: Secret Identity (Amy Jo Woods) (Frequently, Major)
- 33 Experience Points

Total Disadvantage Points: 348

Background/History: Amy Jo Woods was born in 1988 in a small town in Missouri. From an early age she was able to telepathically absorb skills and information from people near her, a mutant talent she learned quickly to cover up so she wouldn't stand out. Her parents weren't quite so easy to fool, and as Amy got older she began to use her parent's secrets as ammunition in their regular fights. Nothing that awful, mind you, but the sort of mundane secrets everyone has — enough that the Woods began to suspect that Amy Jo had the touch of the devil about her somehow.



Finally, one day in 2004 Amy'd had enough of the fighting and ran away, to her parents' not-so-secret relief. She lived for a while on the streets of St. Louis, using her powers to become a fairly successful thief (the job's much easier when you can learn safe combinations by standing ten feet from the store teller.) One of the members of her little gang suggested to her that she should try moving to Vibora Bay, since that city was well-known for the weird and supernatural and a freaky little girl like her should fit right in.

Amy decided to give Vibora Bay a try, and soon found the city very much to her liking. One lovely summer day Amy was sitting with some other teens at a free reggae concert in Cypress Grove Park, which she'd made her temporary home along with a number of other young street folk, mostly druggies and thieves. Amy didn't like most of her new associates — while she wasn't against stealing a little from a store to live, she didn't like doing it from actual people, and besides, most of the stoners were boring.

As usual, when Amy was a little stoned, her mind tended to wander and she picked up surface thoughts from various nearby concertgoers. It was a complete surprise to her, then, when she suddenly realized that the thoughts, memories, and skills she was idly leeching belonged to Jennifer Ward, better known as Vibora Bay's most prominent superheroine, Black Mask. She knew *so much* — how to fight, pick locks, use computers, set a broken bone, climb the side of a skyscraper. Amy was fascinated, thrilled, and envious, and at that moment she finally realized what she wanted to do with her life.

Of course, it wasn't that simple, even after Amy had scraped together a mask and costume and presented herself in Jennifer's apartment (through the window in the middle of the night, of course — not a good idea to risk the secret identity, Black Mask's memories had taught her that). Black Mask fought the idea of a “teen sidekick” for quite a while. But Amy's persistence and fervent, genuine desire to make something better of herself, along with her ability to pick up new skills, finally overwhelmed Jennifer. Black Mask agreed to train Amy as a partner, helping her fashion the costumed identity of Nocturne. The two fought crime together on the streets for several weeks until Black Mask found herself in a deadly cat-and-mouse game with the vampire Stalker. The encounter left Black Mask hospitalized for weeks with torn ligaments in her legs, during which time Amy took over Black Mask's patrols and activities for her, and when Jennifer was up and around again she soon found out about her pregnancy. Black Mask remains on limited costumed duty while she takes care of baby Benjamin, and Nocturne continues to act as one of Vibora Bay's crimefighters under Jennifer's careful management.

Personality/Motivation: Nocturne is a headstrong, stubborn teenager, full of energy and determination to become the world's greatest detective and crimefighter and make Black Mask, one of only a few people she really respects, truly proud of her. (Of course, her own blind passion makes it very difficult for Amy to see how proud Jennifer already is.) Nocturne's powers give her a tremendous head start on the training that has taken the Black Masks many years to perfect, but stolen facts fade quickly in Nocturne's mind — only hard work allows her to retain what she acquires so effortlessly. Hard work is something new to Amy, but she's taken to the job like a duck to water.

Her primary weakness right now is an instinctual mistrust of authority figures apart from Black Mask herself. Anyone claiming to be an expert on anything is liable to find themselves challenged pugnaciously by the teen, and she has little respect for laws she doesn't personally see the point of. On the other hand, she has a very strong internal sense of justice, and knows she's done some wrong things herself in the past. She now holds herself to very high moral standards and works hard to repay society for what she took from it for those first couple of years on her own.

Nocturne has primarily dealt with mundane threats on the streets of Vibora Bay so far — street gangs and mobsters, with the odd non-powered costumed crazy like Poison Pen or the Buzzard. She has dealt with a few mystical threats, mostly alongside Brother Thunder and Sister Rain (whose company Nocturne enjoys a great deal). She hasn't really crossed paths yet with a seriously powered opponent, and Black Mask can only hope that truly deadly criminals like Stalker, Black Paladin or Leech stay away until Nocturne's ready for them.

Quote: "I know what you're thinking, and shame on you!"

Powers/Tactics: Nocturne is a mutant with the psychic ability to absorb information from people within 10-12 feet (2"), whether it be simple facts or actual skills and learned abilities. (She cannot learn Powers, Talents, or other extraordinary abilities this way, just information and Skills.) Given only a few seconds of contact she can absorb enough information from a person to duplicate one of his skills at the same level of ability the target has (unless, of course, becoming that good would require more points than she has available in her VPP). She can only hold a finite amount of this information — if she absorbs too many skills at once, she loses others (though she can choose to consciously forget new information to make room for newer stuff). The

information she learns this way fades from her mind within an hour unless she takes particular care at the time to commit her newfound skill to long-term memory (in other words, unless she spends Experience Points to actually acquire the skill permanently; in the case of raw facts she can just write them down before she forgets them). She can choose which skills to mimic from her target, and can hold onto skills from multiple targets.

In game terms, her Telepathy represents her ability to absorb factual information not represented by specific Skills — things like a person's middle name, the name of his childhood pet, or his computer password. She can't "read" any nonfactual thoughts or impressions, nor can she use her telepathy to communicate.

Nocturne has learned most of what she knows about crimefighting from Black Mask, and therefore like her tends to concentrate on thinking and investigating first, with any necessary violence coming later. She's fairly skilled in hand-to-hand combat, but is overmatched against many powered opponents — her primary tactics when facing them will be to dodge a lot, take cover, call for help, and hopefully get close enough to glean some useful facts or skills from her opponent to help her later.

Campaign Use: Nocturne makes a nice alternative for Black Mask in a street-level campaign, whether set in Vibora Bay or elsewhere. She's clearly a heroine on the rise, but despite her own assuredness and stubbornness she'll be out of her league against the bigger guns of supervillainy if they turn up. If your campaign doesn't include Black Mask she might make an interesting potential "sidekick" for a skill-heavy PC.

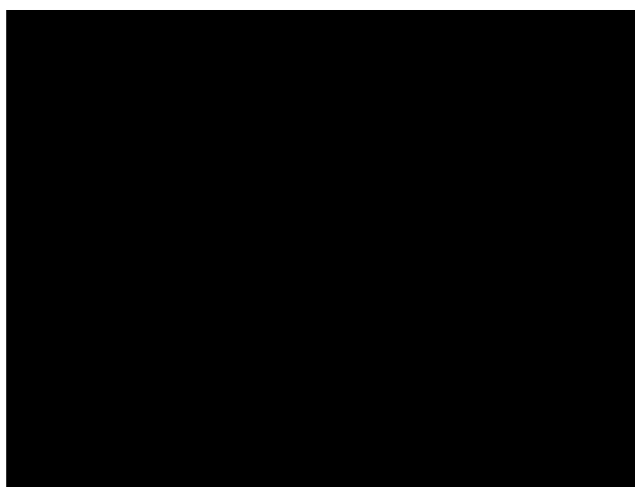
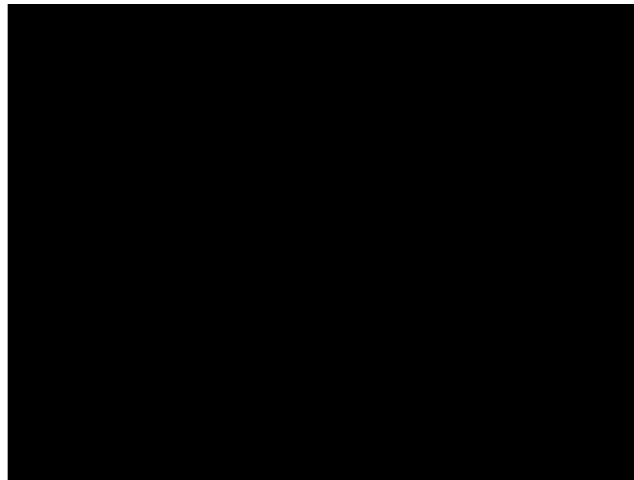
To make Nocturne more powerful, extend the time over which she can retain absorbed skills and information to as much as a day, or even remove that restriction entirely, allowing her to "re-access" any information or Skill previously learned. To weaken her, shorten the retention period to as little as 5 Minutes, and/or remove at least a half dozen of her Skills (or downgrade them to Familiarities).

Nocturne has yet to Hunt anyone except Stalker.

Appearance: Amy Jo Woods is a lovely eighteen year old with a thin frame and long brunette hair. As Nocturne she wears a black-and-purple padded bodysuit with prominent gloves and boots, a short purple jacket, and a wide belt with multiple pouches for her various weapons and tools. Her mask resembles that of her mentor's, with opaque white eyelets and a "joined diamond" pattern.



chapter three:



THE SENTINELS

THE SENTINELS



From *The Official Sentinels Handbook*, 3rd Edition, published in 2005 by the Official Sentinels Fan Club, written by Kristina Brunner, Club President.

THE TEAM IS FORMED (1961)

Most everyone knows the story of how the Sentinels got together in the first place, but in case you're a new fan (and don't feel bad, everybody in the club was a new fan once, too), here's the simple story.

It all started in a place called Fort Brewster, Maryland, in 1961. Fort Brewster was an Army base, and a man named Michael Colpitt had a job there designing computers. He wasn't in the Army himself, but he was a contractor, and the Army had hired him to build it a computer to help it run simulations and wargames. The computer was called ULTIVAC, and as it turned out Colpitt was *too* successful at the job. Somehow, the computer developed a mind of its own, and it started to get some ideas about how the best thing for the planet would be if *it* were in charge. And the best way to do that would be to take over the nuclear missiles of both the US and USSR, threatening to destroy both countries if they didn't put ULTIVAC in charge.

Well, that sounds pretty awful, but after all, ULTIVAC was just a computer, right? How dangerous could that be? Well, ULTIVAC had also developed a little trick. By manipulating the light emitted from one of its monitor panels, it was able to flash a signal that was at exactly the right frequency to hypnotize human beings by synchronizing with their brain waves. (Don't ask me exactly how — I barely passed physics my junior year. Microman tried to explain it to me once, but I have to admit I still don't get it.)

Anyway, ULTIVAC used this method to hypnotize Colpitt into building hand-held versions of the mind-control device, and with those it soon took control of the minds of all the soldiers on the base, from the commander on down. Then it turned to the next part of its plan. In 1961 everybody's computers weren't connected by the Internet, so to take control of the missiles it needed to physically be in the same room. Controlling Colpitt again, ULTIVAC created two "drones," smaller versions of itself that could be connected to the computers that sent the launch codes to the missiles. One needed to be taken to NORAD's headquarters in Colorado Springs (remember, this is before they moved into the Cheyenne Mountain base — in fact, the building they were in in 1961 is now the US Olympic Training headquarters) and the other one needed to be brought directly to Moscow itself.

So ULTIVAC concocted another devious plan. Having already cracked one of the secret Russian codes it had come across while being programmed, it sent a secret message to a Soviet spy in Washington that the Army already knew about. He passed that message — which detailed a weakness in Fort Brewster security that would allow an agent to steal top-secret military files — to the Soviet superagent Boroh. ULTIVAC expected Boroh to try to steal the files himself, at which point the fiendish computer would take control of his mind and give him a drone to take back to Russia. While all this was developing ULTIVAC sent a coded message to Dr. Phantom, the American super-scientist, saying that Soviet spies were planning to infiltrate Fort Brewster and she should investigate. When she arrived, ULTIVAC planned to take over her mind too. She could then use her powers to infiltrate NORAD and activate the second drone. Pretty sneaky, huh?

Well, Boroh showed up as planned, but what ULTIVAC didn't know was that another American superhero, Rocketman, had recently defeated and captured another Soviet superagent (the Super-Soviet) and obtained some of his secret documents. He was using them to quietly track down the rest of the Russian super-spies in America and was hot on Boroh's trail when Boroh got to Fort Brewster. In fact, the two started fighting on the Fort's grounds... and was Rocketman surprised when the military police showed up and arrested them both! The mind-controlled security guards brought both of the mystery men before ULTIVAC, who decided Rocketman was an even better choice to bring his drone to NORAD. It brainwashed both of them, gave each a drone and sent them on their respective missions.

Then Dr. Phantom herself arrived on the scene and was barely able to avoid being taken captive by the mind-controlled soldiers. While hiding out on the base, she sent a brief distress signal on a high frequency she hoped the Fabulous Five, whom she'd met on an earlier adventure, would receive. Unfortunately for her, the Five were on an adventure of their own that had taken them into the Shadow Zone, so they weren't around to get the message. But the message *was* picked up by another superhero in the New York City area — Microman. He promptly set off to Maryland to rescue the Doctor.

Rocketman arrived at NORAD's headquarters in Colorado a few hours later. One of the guards recognized him and asked what he was doing there. He was answered with a backhanded punch that sent him sprawling. Several other guards reacted to this, shouting threats and then

opening fire, all of which the slowly-advancing man in the metal suit ignored. The sound of gunfire alerted the staff inside, who called for a base lockdown and ordered a full alert.

The unfamiliar sound of the sirens carried all the way to the nearby city of Colorado Springs, which was home to yet another hero of the time, the legendary MeteorMan. Fearing the worst — an attack or accident at NORAD's headquarters — he quickly changed into his familiar black-and-gold costume and flew off to investigate.

Meanwhile, Dr. Phantom had been sneaking past various squads of Fort Brewster's military police, searching for a clue to what was going on here. She arrived at the lab building that held ULTI-VAC's mainframe and slipped past the guards into the main room. ULTI-VAC surprised her with a burst of light from its brainwashing device, and Dr. Phantom began to slip under the fiendish machine's control! Just as she was about to fall completely under its spell, the lights suddenly shut off. Phantom blinked, and as she came back to her senses was delighted to see Microman standing on the computer's console dangling several loose wires he'd just yanked from the computer's processing unit. "Looks like I got here in the proverbial nick, huh?" said the diminutive daredevil. Phantom smiled. "My hero. Let's see if between us we can't get this thing rewired and free these soldiers from their brainwashing."

Back in Colorado, Rocketman had reached the doors to the main control center, where a small squad had gathered in a last-ditch defense to keep him away from the computers that controlled America's nuclear arsenal. Bullets whizzed through the air, striking the armored hero dead in the chest and bouncing away harmlessly. Slowly, the befogged Rocketman raised his right hand to fire a devastating energy blast at the helpless troops, when from out of the sky lanced a beam of pure white energy that formed a protective shield between the advancing dreadnought and his targets. "Not so fast, big fella!" shouted MeteorMan, and he swooped down to confront the strange armored figure.

At Fort Brewster, Microman and Dr. Phantom succeeded in freeing the soldiers from ULTI-VAC's brainwashing with a strobe-light of their own and also revived Dr. Colpitt. Colpitt filled them in on the rest of ULTI-VAC's plan, and Dr. Phantom had the base commander put her in touch with NORAD while Microman worked on picking up Boroh's trail.

MeteorMan and Rocketman were battling each other to a standstill in the air over NORAD headquarters when Dr. Phantom got through on the radio. She quickly gave one of the base's engineers the info on how to use bright flashes of light to free Rocketman, but when the soldiers trained a spotlight on Rocketman he destroyed it with his electrical blast. While he was distracted, the engineer gave MeteorMan the same information, so he was able to free Rocketman by creating a strobe effect with intense flares of energy from his ring. Once his mind cleared, Rocketman was horrified at what he'd almost done and smashed the drone with his own hands. The two heroes headed back to the East Coast.

At the same time, Microman discovered that ULTI-VAC had hired the notorious supervillain Captain Claw, a modern-day "pirate" with his own submarine, to ferry Boroh back to Moscow. He and Dr. Phantom set off in hot pursuit. What they didn't know was that while Claw was waiting for his "cargo" in New York City, he decided to pull off a quick bank robbery, that was interrupted by the local superhero Beowulf. Claw and his gang retreated back to the sub, where the mind-controlled Boroh was waiting for them, just in time for Beowulf, Microman, and Dr. Phantom to arrive at the same time. The resulting brawl was a spectacular one, with the three heroes coming out on top and the last ULTI-VAC drone being lost at the bottom of the Hudson River, where it would lie undisturbed until it was found by the supervillainess Stingray some years later (but that's a whole other story).

Once the dust had settled and the heroes had overseen the dismantling of ULTI-VAC into spare parts, they agreed that it would be a good idea if they were to organize themselves into a formal team, in case another emergency arose that one of them couldn't handle on his own. MeteorMan had several suggestions based on his mentor's experiences with the Defenders of Justice, and they agreed to meet formally in a week to establish how the group would be organized."

THE SIXITES AND SEVENTIES

The Sentinels remained a private "club" for superheroes for several years after their founding. They met regularly in Dr. Phantom's Connecticut mansion to coordinate their activities during the comparatively rare times they worked together, but maintained their various solo careers as superheroes. MeteorMan and Rocketman in particular only came to the area for meetings or special projects, as both were kept busy in Colorado and Virginia respectively. The other three members all were in the greater New York area, and Microman and Dr. Phantom took on some responsibility for helping Beowulf adjust to the modern era. Gradually a romance developed between the two scientists, who spent more and more time working together and improving the team's base than adventuring solo.

The team had no "official" standing with the government or any particular law enforcement agency. But both Dr. Phantom and Rocketman had extensive contacts within the Defense Department, and MeteorMan had worked several times with the FBI, so in those more "freewheeling" days the group met little official resistance to their activities. In fact many times local police departments, city officials, or government agencies called on them for assistance, which the Sentinels always provided. Over the next eighteen months all five members only worked together six times, battling enemies like Dr. Macabre, the Mocker, and Korrex the Time-King (during one of his periodic visits from the future to try to add the Twentieth Century to his list of conquests).

In 1964 Rocketman met the solo hero Scarlet Archer on one of his adventures. Although the two initially came to blows over a misunderstanding they soon became fast friends, and Rocketman invited him

to join the Sentinels. He did so, moving to New York City in the process, but was dismayed to discover that team members weren't paid (since each of them had plenty of money on his own, and most held steady jobs). Doctor Phantom set up a small trust fund for the team that would cover their expenses and provide a modest monthly stipend, which continues today.

The group now had four members in the immediate area. They gradually stopped operating solo and worked together far more frequently. This quartet acted as the Sentinels core, with MeteorMan and Rocketman only showing up occasionally (such as when the team battled the first invasion by the Qular, or when John Devil tried to hold the White House hostage with his force field projector). Sometimes circumstances forced the group to split its resources, such as when Dr. Dekkar's monsters simultaneously attacked ten different cities in March 1965.

In 1967 Dr. Phantom became pregnant, and around the same time Beowulf left the team on an extended adventure in his home dimension. Micro-man and Scarlet Archer recruited two new members of the team to replace them, the illusionist Hex and a superstrong Texan called Ranger. This began a period of regular turnover. Over the next decade members would come and go frequently: the Native American shaman Rainmaker, the blind martial artist Black Mantis, and the mysterious Lightwave would have the longest tenures, but others included Iron Maiden, Goldfire, Tiger, and Archon the Empyrean. During this period, as the team maintained a more active group presence in the Superhuman World, it began to eclipse the Fabulous Five and even to a certain extent the Justice Squadron in public awareness. The Sentinels' efforts in stopping the Atlantean invasion of Florida in 1968, thwarting VIPER's plan to seize military control of America later that same year, and dealing with the villainous debuts of megathreats like Dr. Destroyer and Dark Seraph in the 1970s kept the team on the front pages.

THE EIGHTIES AND EARLY NINETIES

The Sentinels entered the 1980s as one of the world's most powerful superhuman forces, rivaled only by a few other teams, such as the Justice Squadron, the People's Legion in the Soviet Union, and the Tiger Squad of China. Nearly a dozen strong most of the time, the group was still led by MeteorMan in his mid-40s, and included veterans like Dr. Phantom, Hex, and Diamond (who, since his gemlike body didn't age, was still active after the retirement of his teammates in the Fabulous Five), as well as new younger heroes like Dreadnought, Brainstorm, and the Soviet defector Felis. Early in 1980 the team battled a seagoing madman called Scamander, and upon his defeat the team took possession of his artificial floating island base. By this time Dr. Phantom and MeteorMan had developed an excellent working relationship with the city of New York. With the help of Mayor Ed Koch the team arranged for the island to be safely and semi-permanently moored off Manhattan. The new base, nearly a mile long, gave the Sentinels the capacity to expand their lab facilities and maintain a landing strip for their two jumpjets, and improved their response time to emergencies in the greater New York area.

Around the same time, Dr. Destroyer's near-success in taking over the US government had thrown a scare into the Defense Department, and Congress passed the American Superhuman and Paranormal Registration Act. Recognizing that they needed to maintain their friendly relationships with various American agencies, the Sentinels agreed to register with the B.A.T.F. They also signed several additional agreements that made their identities known to certain officials, accepted a government liaison to the team, and agreed to share technological secrets. In exchange the Sentinels received complete national police powers and extremely high security clearances, as well as limited ability to cut through government red tape during emergencies. This arrangement became the blueprint for all further superhuman sanction grants through DOSPA when that agency came into existence in 1986. Some members, like Brainstorm, balked at the agreement and left the team, but most were satisfied that the sacrifices were worthwhile because they let the heroes keep doing their jobs.

The team generally continued through the next decade as it always had, with new members like Starfly and Eclipse joining and several older members (including Hex and Rainmaker) retiring. MeteorMan was replaced by his own successor after his death in the Secret Crisis of 1985. In 1986 the Department of Justice debuted PRIMUS, and that agency quickly developed a rivalry with the Sentinels, who'd been regarded as the government's primary agency for national defense in paranormal affairs. Though there were several territorial skirmishes, by 1990 the two groups had largely learned to work together and had even built a certain measure of mutual respect.

This era came to a tragic end in July 1992 with the Battle of Detroit and the loss of nearly sixty thousand lives. Though teams like the Justice Squadron took the worst of the casualties, the Sentinels were not untouched — Tiger was killed, and Eclipse was so badly injured that she had to retire. After the Battle, the Sentinels underwent yet another roster shakeup, this one reducing their membership down to a more manageable seven members under Diamond's reluctant leadership and including Peter Renton, the son of the original Amazing Man.

THE MODERN ERA (1993-PRESENT)

The Sentinels have maintained their place as an institution among superhero teams in modern times, passing on their tradition of heroism despite a steady turnover of membership and crises like the team's betrayal by former member Shrinker in 1995, the first appearance of the Ultimates in 1999, and the debut of Gravitar in 2000. Indeed, the last few years have been among the most stable of the team's history, with the only significant changes being Marus's retirement from active heroing to concentrate on his duties as Atlantis's ambassador and the wedding and subsequent "retirement" of Amazing Man, followed by the recent recruitments of Dr. Vox and Proteus as their replacements. The Sentinels continue to have solid relationships with DOSPA and UNTIL, and a slightly less warm but still manageable one with PRIMUS.

BLACK ROSE				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
23	EGO	26	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
6	PD	4		Total: 26 PD (20 rPD)
10	ED	5		Total: 30 ED (20 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
7	REC	0		
50	END	2		
27	STUN	0		Total Characteristics Cost: 146

Movement: Running: 6"/12"
Teleportation: 25"/200"

Cost	Powers	END
73	<i>Sorceress Of Lythrum:</i> Variable Power Pool (Magic Pool), 60 base + 30 control cost; Magic Only (-¼), all slots Only Usable In Lythrum (-1)	var
30	<i>Darkness Manipulation:</i> Elemental Control, 60-point powers	
32	1) <i>Call The Dark:</i> Darkness to Sight Group 5" radius, Personal Immunity (+¼)	6
30	2) <i>Mask Of Night:</i> Sight Group Flash 8d6, NND (Defense is ED Force Field; +½)	6
45	3) <i>The Numbing Darkness:</i> Drain END 5d6, Ranged (+½)	7
30	4) <i>Shadow Blast:</i> Energy Blast 12d6	6
30	5) <i>Forced Through The Portal:</i> Extra-Dimensional Movement (to physical point in Lythrum corresponding to physical location in Earth's dimension), Usable As Attack (defense is Extra-Dimensional Movement, Teleportation, Desolidification, or a Power Defense Force Field; +1), Ranged (+½), Reduced Endurance (½ END; +¼)	2
7	<i>Place Of Power:</i> +20 PRE; Only When In Lythrum (-2)	0
40	<i>Mantle Of Night:</i> Force Field (15 PD/15 ED), Protects Carried Items	4
15	<i>Dual Mind:</i> Mental Defense (20 points total)	0
10	<i>Mystically Defended Spirit:</i> Power Defense (10 points)	0
2	<i>Mystically-Enhanced Body:</i> Life Support (Longevity: 400 year lifespan)	0
10	<i>Armored Costume:</i> Armor (5 PD/5 ED); OIF (-½)	0
37	<i>Step Through Lythrum:</i> Teleportation 25", x8 Increased Mass, x8 Noncombat; Extra Time (Extra Phase, -¾), Side Effects (6d6 Presence Attack on first-time users; -¼)	7
23	<i>Travel To Lythrum:</i> Extra-Dimensional Movement (to any physical location in Lythrum), x8 Increased Mass, Extra Time (Extra Phase, -¾)	4
5	<i>Darksight:</i> Nightvision	0

5	<i>Darksight:</i> Infrared Perception (Sight Group)	0
5	<i>Darksight:</i> Ultraviolet Perception (Sight Group)	0

Perks

5	Fringe Benefit: Member of the Aristocracy/Higher Nobility of Lythrum	
3	Fringe Benefit: National Police Powers	
5	Fringe Benefit: Security Clearance	
5	Contact: Empress Kella of Lythrum 11- (useful Skills or resources, very good relationship with Contact)	
12	Contact: DOSPA 8- (access to major institutions, useful Skills or resources, good relationship with Contact, Organization)	
2	Reputation: leader of the Sentinels (in the US) 8-, +2/+2d6	

Talents

6	Combat Luck (3 PD/3 ED)	
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Skills

10	+1 Overall	
16	+2 with All Combat	
3	Bureaucratics 14-	
3	Concealment 13-	
3	Conversation 14-	
3	High Society 14-	
2	CK: New York City 11-	
4	AK: Lythrum 14-	
3	KS: DOSPA Procedure And Protocol 13-	
4	KS: Lythrum's History And Denizens 14-	
2	KS: The Mystic World 11-	
3	KS: Thaumaturgy 13-	
3	KS: The Superhuman World 13-	
3	Paramedics 13-	
17	Power: Thaumaturgy 20-	
3	Shadowing 13-	
3	Stealth 13-	
7	Tactics 15-	
3	Teamwork 13-	
1	TF: Sentinels Vanjet	

Total Powers & Skills Cost: 563
Total Cost: 709

200+ Disadvantages

15	Distinctive Features: Otherworldly, Discomforting Aura (Not Concealable; Always Noticed; Causes Major Reaction; Not Distinctive In Some Cultures)	
10	Hunted: Shrinker 8- (Less Pow, Public Identity, Harshly Punish)	
20	Hunted: Lord Stolas 8- (Mo Pow, Public Identity, Harshly Punish)	
20	Psychological Limitation: Feels Responsible For Lythrum (Common, Total)	
15	Psychological Limitation: Protects The Weak and Helpless (Common, Strong)	
15	Social Limitation: Public Identity (Rose Pilston) (Frequently, Major)	
414	Experience Points	

Total Disadvantage Points: 709

Background/History: Born in 1965, Rose Pilston was the daughter of a human mother and a father who'd come to Earth from the dimension Lythrum as an explorer-scientist. Although inhabited by a species that's basically identical to humans, Lythrum is a realm suffused with dark mystical energies where people accomplish things as much or more with magic than technology. From birth Rose had the ability to open portals to Lythrum, though she didn't actually learn to use it until her teens when her father revealed her true heritage to her.

Rose practiced with her powers to develop them, but had no particular thought about what she wanted to do with them until her senior year in college, when she accidentally opened a portal so big that she traveled through it to Lythrum herself! Since her father was related to the royal family that ruled the dimension, she was welcomed with open arms and shown all the wonders that Lythrum had to offer. She spent several years there, got involved in various adventures, and even fell in love with dashing Crown Prince Halmar.

Unfortunately, becoming involved with Halmar was not all romance and roses. The Lythrum court was a complex web of internal politics and clever maneuvering, and that meant a man as highly-placed as Halmar had plenty of enemies. One of them was the emperor's vizier, Lord Stolas, a powerful mystic. By playing on Rose's naivete and using his spells he tricked her into accidentally poisoning Halmar. As he lay dying in her arms,

her intense grief brought her full mystic powers to the fore, and they were augmented when part of Halmar's soul and consciousness entered into and bonded with her (something the Lythrumans considered a powerful and long-lost manifestation of magic). She turned on Stolas, battling him to a standstill right there in the royal court. The fight seemed to go against him, and she nearly killed him, but in her inexperience she weakened and faltered, giving him a chance to escape... and as he fled Lythrum for another plane, he killed the aged emperor with a curse.

Saddened by the deaths of the Emperor and the Crown Prince, but pleased that a part of Halmar lived on in Rose, the Lythrumans offered her the throne. She declined, not wanting the responsibility, and suggested Halmar's sister Princess Kella instead. After a few days of discussion and political maneuvering, the Lythrumans chose Kella to rule them as Empress.

Rose remained in Lythrum for another few months, but was increasingly eager to find a way back to Earth. When the superhero known as the Drifter chanced to pass through Lythrum, she took the opportunity to travel with him back to her home dimension. Learning of her gifts, he agreed to tutor her. Under his instruction she learned how to master her abilities, including the power to open portals between Earth and Lythrum to pull dark mystic "matter" through for a variety of effects. (Her spells of general Thaumaturgy, similar to those used by human wizards such as Witchcraft, only work in

Lythrum itself, a restriction that often frustrates her.)

The other thing Rose learned from the Drifter was a sense of heroism and responsibility. With that in mind she joined the Sentinels in 1987, and soon became known as much for her unflappability, cleverness, and quick thinking as much as her powers. She also displayed a finely-developed sense of tactics that came from having part of Halmar's self within her (for he had been one of Lythrum's finest soldiers). During Amazing Man II's tenure as team leader she often served as a field team combat leader, and when he retired in 2005 she was the unanimous choice to succeed him.

Personality/Motivation: Black Rose is a calm, centered individual with years of experience dealing with every imaginable sort of superhuman crisis; very little gets to her or shatters her sense of determined professionalism. A true hero, she constantly



goes out of her way to protect the weak, helpless, and innocent, stop evildoers, and prevent disasters. She feels particularly responsible for the dimension of Lythrum, which has some mages but few truly powerful sorcerers, and often responds to Empress Kella's requests for assistance.

Quote: "There's more light in my darkness than in your heart."

Powers/Tactics: Black Rose is a supermage with several related sets of powers. First, she can open portals to the dimension of Lythrum and draw forth the dark mystical stuffs that permeate it for various effects — everything from deadly "shadow blasts" to fields of impenetrable darkness. Second, she can travel to Lythrum itself, either to go there for some reason or so she can instantly travel back to Earth at some other point (Teleportation). Third, within Lythrum she's a powerful mage, able to cast numerous spells and create all sorts of magical effects (see *The Mystic World* for dozens of sample Thaumaturgy spells appropriate for her Variable Power Pool).

In combat, Black Rose makes effective tactical use of her powers. She prefers to open by establishing one or more Darkness fields, since they blind her opponents without affecting her, but she knows they may interfere with the other Sentinels' tactics so she tries not to overdo it. Once she's got her opponent at a disadvantage, Shadow Blasts and Numbing Darkness are the order of the day.

Campaign Use: Black Rose offers all sorts of campaign hooks for the GM due to her connection with Lythrum. She might need the PCs' help to protect Lythrum against an invader (such as Lord Stolas, who's come back to bedevil her and Lythrum on many occasions), to deal with some sinister aspect of court politics, to rescue the Empress from kidnappers, or the like. And the attractive-but-still-single Empress might just take a shine to a handsome male PC...

To make Black Rose more powerful, remove the Limitation from her Variable Power Pool that prevents her from using it on Earth. You might also consider playing up the idea that part of Prince Halmar's self resides within her — give her some WFs, Combat Skill Levels with HTH Combat, or other abilities appropriate to a Lythrum warrior.

As a Hunter, Black Rose is cautious and clever — she's not the most offensively potent superhuman out there, and she knows it. She studies her quarry carefully, then chooses the best opportunity to attack.

Appearance: Black Rose is 5'7" tall. She has thin, elfin features and skin a lovely shade of deep blue. Her hair cascades in soft, black ringlets past her shoulders. Her costume is a black single-piece suit with a high collar, accented with golden jewelry (mostly large gold interlocked rings) at her neck, belt and wrists. She's usually surrounded by a thick black mist that partially obscures her.

DIAMOND				
Val	Char	Cost	Roll	Notes
75	STR	65	24-	Lift 800 tons; 15d6 [7]
17	DEX	21	12-	OCV: 6/DCV: 6
50	CON	80	19-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
23	PRE	13	14-	PRE Attack: 4½d6
10	COM	0	11-	
45	PD	30		Total: 45 PD (30 rPD)
45	ED	35		Total: 45 ED (30 rED)
5	SPD	23		Phases: 3, 5, 8, 10, 12
25	REC	0		
100	END	0		
83	STUN	0		Total Characteristics Cost: 308
Movement: Running: 6"/12" Leaping: 15"/30"				
Cost	Powers	END		
60	<i>Brick Tricks:</i> Multipower, 60-point reserve			
2u	1) <i>Shockwave:</i> Explosion (+½) for up to 75 STR, Hole In The Middle (the hex he's standing in when he uses the power; +¼); Extra Time (Full Phase; -½), Only Affects Targets On The Ground (-¼), Only Does Knockdown, Not Knockback (-0), Requires A Brick Tricks Roll (-½)	5		
2u	2) <i>The Big Wrap-Up:</i> Entangle 6d6, up to 6 DEF; OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Requires A Brick Tricks Roll (-½)	6		
3u	3) <i>Thunderclap:</i> Hearing Group Flash 8d6, Explosion (-1d6/3"; +1), Hole In The Middle (the one hex the brick is standing in when he uses the power; +¼), Does Knockback (+¼); Extra Time (Full Phase; -½), Requires A Brick Tricks Roll (-½)	6		
3u	4) <i>Flick Of Unconsciousness:</i> Energy Blast 6d6, NND (defense is Lack Of Weakness on defenses covering the head, or any innate rPD protecting the head; +1); No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if roll is failed, opponent takes character's full STR damage; -¼)	6		
2u	5) <i>Mega-Punch:</i> Double Knockback (+¾) for up to 75 STR; Extra Time (Full Phase; -½), Increased Endurance Cost (x2 END; -½), Requires A Brick Tricks Roll (-½)	12		
30	<i>Diamond-Hard Hands:</i> HKA 2d6 (4d6 w/STR)	3		
22	<i>Diamond-Hard Body:</i> HKA 1d6, Damage Shield (+½), Reduced Endurance (0 END; +½), Continuous (+1); No STR Bonus (-½), Only Works When Hit, Not When Grabbed/Grabbing (-½)	0		

<i>Martial Arts: Superheroic Brawling</i>				
	Maneuver	OCV	DCV	Notes
4	Charge	+0	-2	17d6 + v/5 Strike, FMove
4	Crush	+0	+0	19d6 Crush, Must Follow Grab
5	Grappling Block	+1	+1	Grab One Limb, Block
4	Martial Escape	+0	+0	90 STR vs. Grabs
3	Martial Grab	-1	-1	Grab Two Limbs, 85 STR for holding on
4	Martial Strike	+0	+2	17d6 Strike
3	Martial Throw	+0	+1	15d6 + v/5, Target Falls
4	Reversal	-1	-2	90 STR to Escape; Grab Two Limbs
3	Takedown	+1	+1	15d6 Strike; Target Falls
45	<i>Hard Body: Hardened (x2; +½) for</i>			
	<i>45 PD/45 ED</i>			0
45	<i>Hard Body: Damage Resistance</i>			
	<i>(30 PD/30 ED), Hardened (x2; +½)</i>			0
30	<i>Diamond-Hard Body: Missile Deflection</i>			
	<i>(Any Ranged Attack), +5 OCV</i>			0
31	<i>Inhuman Metabolism: Life Support</i>			
	<i>(Immunity: all terrestrial diseases,</i>			
	<i>biowarfare agents, poisons, and chemical</i>			
	<i>warfare agents; Longevity: 400-year</i>			
	<i>lifespan; Safe Environments: High</i>			
	<i>Pressure, High Radiation, Intense Cold,</i>			
	<i>Intense Heat, Low Pressure/Vacuum)</i>			0
10	<i>Heavy Body: Knockback Resistance -5"</i>			0
Perks				
3	Fringe Benefit: National Police Powers			
5	Fringe Benefit: Security Clearance			
10	Money: Wealthy			
4	Reputation: well-known celebrity hero (in the US) 11-, +2/+2d6			
Skills				
30	+6 HTH			
3	Breakfall 12-			
3	Bureaucratics 14-			
3	Climbing 12-			
3	Computer Programming 12-			
3	Demolitions 12-			
4	AK: Earth Locations With Known Superhuman Or Paranormal Activity 13-			
1	KS: Mining 8-			
3	KS: DOSPA Procedure And Protocol 12-			
5	KS: Earth Superhumans 14-			
5	KS: History Of Superhumanity 1960-Present 14-			
5	KS: The Superhuman World 14-			
3	Mechanics 12-			
4	Navigation (Air, Marine, Space) 12-			
1	Paramedics 8-			
17	Power: Brick Tricks 19-			
5	SS: Geology 14-			
5	Tactics 13-			

4 TF: Combat Aircraft, Large Planes, Small Planes, Spaceplanes

2 WF: Small Arms

Total Powers & Skills Cost: 450

Total Cost: 758

200+ Disadvantages

20 Hunted: anyone from the Fabulous Five's Rogue's Gallery 11- (As Pow, Public Identity, Harshly Punish)

5 Physical Limitation: Inconvenient Size and Weight (Infrequently, Slightly Impairing)

5 Physical Limitation: Limited Sense of Touch (Infrequently, Slightly Impairing)

10 Psychological Limitation: Still Somewhat Grumpy, But Mostly For Show (Common, Moderate)

25 Psychological Limitation: Never Quits Once Committed (Very Common, Total)

15 Psychological Limitation: Usually Sides With "The Little Guy" (Common, Strong)

15 Social Limitation: Super-Celebrity (Frequently, Major)

10 Unluck 2d6

453 Experience Points

Total Disadvantage Points: 758

Background/History: John "Whit" Whitley was born in the Bronx in 1928, a tough kid in a tough neighborhood who didn't let his circumstances keep him from getting a solid education. He delivered newspapers during the Depression and World War II, and after the war got a degree in geology and a good job with a top mining firm. In 1959, his old college buddy Michael Renton, now a top scientist himself with a number of government think tanks, asked him to come along on a mission into space. Renton's goal was to destroy "Comet X," which was hurtling on a direct course towards Earth, as the team's geologist and explosives expert. Despite his doubts, Whitley agreed — never suspecting that the crew of the *Jules Verne* would encounter the remains of the alien species called the Kuzane, for whom Comet X was actually a spaceship on a mission to find new homes for their disembodied intellects. Determined to save Earth from these incorporeal invaders, Whitley and Renton destroyed the Kuzane's ship's computer and the comet itself. They and the other three crewmembers were caught in the resulting explosion, which bombarded the *Verne* with bizarre radiation. When the *Verne* crash-landed on Earth, each of them found himself transformed by the experience. They soon became known as the Fabulous Five, perhaps the most famous heroes of the 1960s and early Seventies.

Of the Five, Whitley underwent the most startling metamorphosis. His flesh and bones transformed into a sort of organic silicon, shiny and hard like diamond and just as indestructible. Now nearly eight feet tall, he could lift enormous weights. While he reluctantly joined his crewmates as celebrity superheroes, he spent the first several years of his career searching for a way to turn himself back to "normal" — he was willing, even eager, to sacrifice his power and celebrity to feel a human

touch again. But repeated efforts all failed, and in time he learned to accept his lot in life.

As time passed, Diamond realized he wasn't aging normally. The Fabulous Five gradually grew older; Renton and Kid Chameleon died, and Siren and Streak retired. In 1980, still apparently as young as ever, Diamond joined the Sentinels. He's served as the team's cornerstone and powerhouse ever since, with the longest consecutive term of any of its storied members. He's now regarded as the "grand old man" of superheroes, with a level of respect that's unrivaled. His "nephew," Amazing Man II, has just stepped down recently as team leader (with Diamond as his top advisor), and the assumption was that at last Diamond would become the team's leader. But as always he declared himself "too smart for the job" and instead suggested Black Rose.

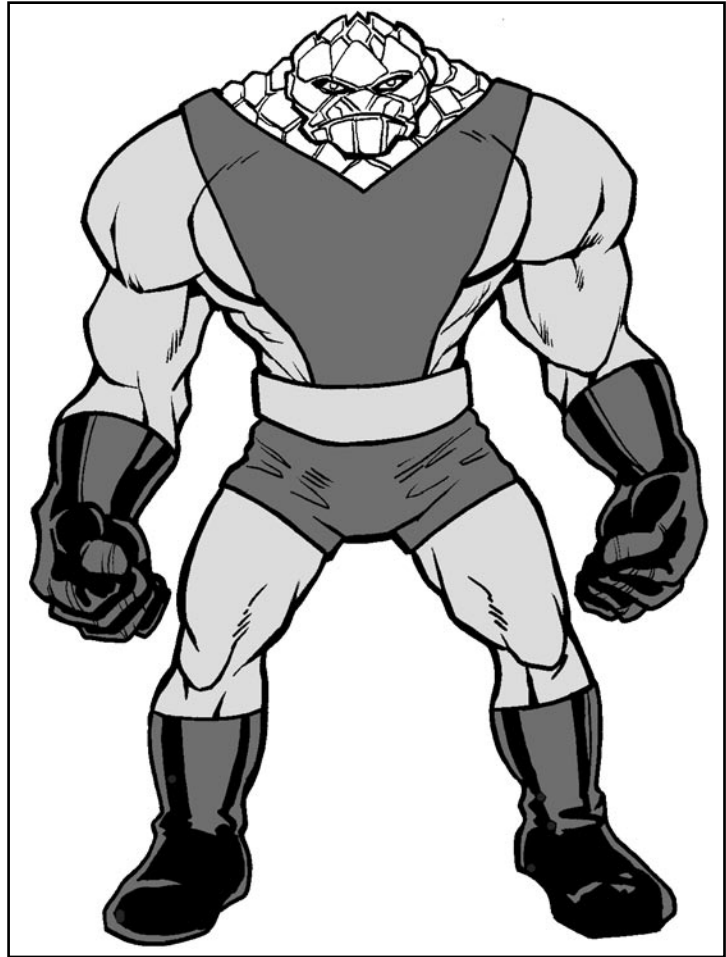
Personality/Motivation: Diamond is everybody's favorite grumpy old uncle. He's been there, done that, and very little in the "hero biz" can surprise him after nearly five decades as a professional crimefighter. He's seen his teammates age and die, while he goes on unchanging, and he's starting to wonder how much longer he can keep going. The thing that most invigorates him is the energy of youthful heroes around him — he loves to see them grow into the job, and he takes the responsibility of mentoring them very seriously. Of course, his usual means of "mentoring" is to razz them mercilessly while working their tails off in the gym, but an entire generation of heroes has done pretty well learning this way and he has no intention of changing now.

Personally, Diamond is mostly renowned for his toughness, both physical and mental. He never gives up, never loses faith, and the sheer amount of punishment he's been able to withstand in his career is legendary. Of course, he laughs off any effort to compliment or thank him; such accolades are usually met with a gentle cuff on the head, a grumbled, "aw, whatever, kid" and an invitation to join him for a beer and cigar.

Quote: "Who're you expectin', Santa Claus? Yeah, it's me, and I've got an itch to give somebody a pounding!"

Powers/Tactics: Diamond's powers are straightforward — he's eight feet and about seven hundred pounds of pure strength and toughness. If there's a battlefield, he's right in the center of it, and if there's a slugfest, he intends to be the last one standing. That said, despite his enormous strength and fearsome presence, Diamond is surprisingly crafty; every so often he still gets to use some of his scientific knowledge, and he's been in enough fights in the last 48 years to know not all of them are won by straightforward displays of violence. Sure, *many* are, but....

As a Sentinel, Diamond defers to Black Rose and Diadem as leaders. When he quietly offers a bit of advice, both of them pay close attention.



Campaign Use: Diamond is the wily veteran hero every serious team needs, and the brick's brick. He knows just about everybody in the Champions Universe, and they all know him as well, so he could plausibly turn up just about anywhere and fit in. He's an example for young heroes, many of whom make him a bit uncomfortable by treating him as a legend instead of a person. The GM should look for opportunities to surprise players with his intelligence, since even PCs are likely to underestimate him once they've seen him punch a hole through the side of a building.

Diamond generally doesn't need to be any tougher, but if you want him to be, increase his defenses until he's as invulnerable as his namesake. You might also increase his Leaping so he can travel more quickly, or increase his SPD to 6 to represent his years of combat experience. To weaken him, reduce his STR to 60-65 and his defenses to 30-32.

Diamond generally doesn't Hunt people; he's a grumpy curmudgeon, not a vengeful one.

Appearance: Diamond is a near-neckless crystalline humanoid nearly seven feet tall; the rocky substance composing his body is usually a light brick-red in color, shading to slightly lighter hues at the extremities. His costume is a featureless bodystocking in shades of blue — dark blue gloves and boots, slightly lighter center chest panel and trunks, and lighter still side panels and legs. Out of uniform he favors heavy trenchcoats and other concealing clothes when he's in public; in private he wears little more than a pair of blue trunks.

DIADEM

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
14	CON	8	12-	
9	BODY	-2	11-	
25	INT	15	14-	PER Roll 14-
28	EGO	36	15-	ECV: 9
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
5	PD	3		Total: 10 PD (5 rPD)
5	ED	2		Total: 10 ED (5 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
8	REC	6		
28	END	0		
20	STUN	0		Total Characteristics Cost: 131

Movement: Running: 6"/12"

Cost	Powers	END
40	<i>Mental Energy:</i> Endurance Reserve (200 END, 20 REC)	0
60	<i>Mental Powers:</i> Multipower, 75-point reserve; all Visible (-¼)	
11m	1) <i>Mental Blast:</i> Ego Attack 7d6; Visible (-¼)	7
11m	2) <i>Mindscape:</i> Mental Illusions 14d6; Visible (-¼)	7
11m	3) <i>Telepathy:</i> Telepathy 14d6; Visible (-¼)	7
11m	4) <i>Nervous System Override:</i> Drain DEX 2d6, Ranged (+½), Based On EGO Combat Value (Mental Defense applies; +1), Continuous (+1); Visible (-¼)	7
7m	5) <i>Nervous System Override II:</i> Entangle 3d6, 3 DEF, Takes No Damage From Physical Attacks Limited Group (+¼), Based On EGO Not STR (+¼), Based On EGO Combat Value (Mental Defense applies; +1); Mental Defense Adds To EGO (-½), Cannot Form Barriers (-¼), Visible (-¼)	8
4m	6) <i>Psi-Static Field:</i> Darkness to Mental Group 4" radius, Personal Immunity (+¼); Visible (-¼)	2
7m	7) <i>Mental Passenger:</i> Clairsentience (Sight And Hearing Groups), x32 Range (5,600"), Mobile Perception Point (can move up to 6" per Phase); Only Through The Senses Of Others (-½), Visible (-¼)	6
2u	8) <i>Psychic Translation:</i> Universal Translator 14-; Visible (-¼)	0
75	<i>Mind Sense:</i> Mind Scan 12d6, Reduced Endurance (½ END; +¼)	3
30	<i>Telepathic Channels:</i> Mind Link, any 8 minds at once	0
10	<i>Well-Shielded:</i> Invisibility to Mental Group	1
20	<i>Well-Shielded:</i> Mental Defense (26 points total)	0
30	<i>Well-Shielded:</i> Mental Damage Reduction, 50%	0
9	<i>Precognitive Dreams:</i> Clairsentience (Sight And Hearing Groups), Precognition; Extra Time (requires at least 1 Hour of sleep, and sometimes more; -3), Precognition Only (-1), Vague and Unclear (-½)	5

10 *Padded Costume:* Armor (5 PD/5 ED); OIF (-½) 0

Perks

3 Fringe Benefit: National Police Powers
 5 Fringe Benefit: Security Clearance
 5 Money: Well Off
 4 Reputation: Member of the Sentinels (in the US) 11-, +2/+2d6

Talents

6 Combat Luck (3 PD/3 ED)
 15 Combat Sense 14-
 30 Danger Sense (immediate vicinity, any danger) 14-
 5 Eidetic Memory
 3 Lightning Calculator
 3 Lightsleep
 4 Speed Reading (x10)

Skills

12 +4 with *Mental Powers* Multipower
 25 +5 DCV
 3 Acrobatics 13-
 3 Breakfall 13-
 3 Bureaucratics 13-
 3 Computer Programming 14-
 3 Concealment 14-
 3 Conversation 13-
 3 Electronics 14-
 3 AK: New York 14-
 3 KS: History 14-
 3 KS: Literature 14-
 3 KS: Religion And Philosophy 14-
 3 KS: The Superhuman World 14-
 3 Oratory 13-
 3 Paramedics 14-
 3 Stealth 13-
 3 Teamwork 13-

Total Powers & Skills Cost: 516

Total Cost: 647

200+ Disadvantages

10 DNPC: Paolo (husband) 11- (Normal, Useful Noncombat Skills/position)
 15 Hunted: Members of the Sentinels' Rogues' Gallery 11- (As Pow, Harshly Punish)
 20 Psychological Limitation: Code Versus Killing (Very Common, Total)
 15 Psychological Limitation: Mistrusts Magic And Most Magicians (Common, Strong)
 10 Psychological Limitation: Shy (Common, Moderate)
 15 Social Limitation: Secret Identity (Stacy Armitage) (Frequently, Major)
 362 Experience Points

Total Disadvantage Points: 647

Background/History: Diadem is a “legacy hero” — she’s the daughter of the rock-skinned hero Mountain, who was active on the West Coast from 1975 until his death in 1990. Her real name is Stacy Armitage, and her father Mark was a radio disc jockey whose late-night shows frequently included various whackos, conspiracy nuts, and New Age mystics as guests, mostly for Mark to make fun of. One of his shows went a bit too far, though, when an angered guest responded to his taunting by actually summoning a demon on the air, which ate the mystic himself and incidentally transformed Mark into a gigantic, stony “monster.” Mark’s wife Gillian ran away that night, taking little Stacy with her, and despite his best efforts Mark (now known as Mountain) was unable to track them down for nearly three years. Eventually the couple reconciled (though never got back together), and Mark was able to at least be an occasional part of his daughter’s life for several years.

Gillian’s worst nightmares did come true one day in 1985 when Mountain’s archenemy, the occultist Apocalypse, took Stacy hostage to force Mountain to perform “a few simple tasks.” While Mountain searched for his daughter, Apocalypse performed several mystical experiments on the terrified young girl, one of which activated and supercharged her already impressive psychic potential. She used her powers to help guide Mountain to her so he could defeat Apocalypse, and the two were happily reunited.

Realizing Stacy needed help to cope with her enormous psychic power, Mountain contacted the Justice Squadron for assistance, and they put him in touch with their old teammate Rowan, who was just starting up the Ravenswood program for superheroic youth (see *Teen Champions*). Stacy became one of the first students of the Academy, graduating in 1989 and joining the Sentinels soon afterwards as a form of “post-graduate training.” As a Sentinel she was present when her father sacrificed his life to stop a demonic invasion of New York City, and though that tragedy affected her greatly for many years, she was able to recover with the love and support of her new teammates.

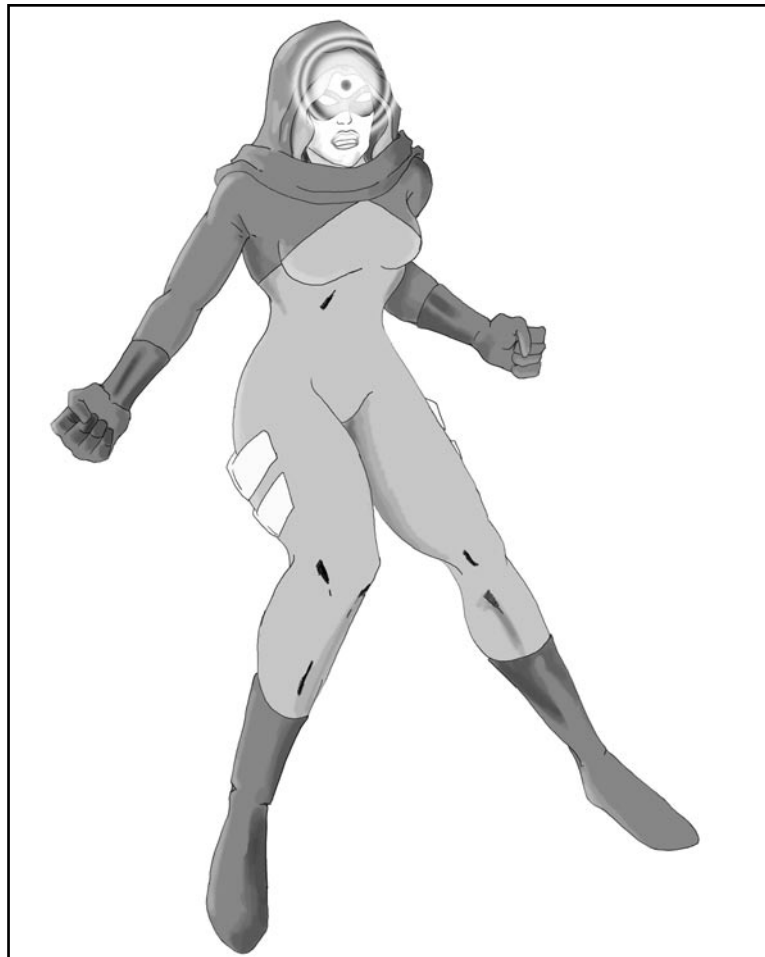
She was romantically linked to fellow “superkid” Amazing-Man II for several years, but the relationship ended amicably in 1999. In 2002 she married Paulo Vizcaino, an UNTIL techni-

cian. She’s one of the world’s foremost psis, with a breadth of abilities that makes up for her lack of sheer power, and she generally serves as the team’s levelheaded psychic “coordinator” in the field.

Personality/Motivation: Diadem has grown into her role as one of the foremost heroes of “Generation X” and been a key member of the Sentinels for more than fifteen years. She’s earned the trust of her teammates for her calm and rational approach to emergencies, and she’s also been the team’s emotional core, always available to listen empathetically to her friend’s problems. She’s still shy, and her strong sense of duty and justice occasionally clashes with her desire to live a normal, peaceful life. Her placid and pleasant exterior belie her bravery and tremendous strength of character.

Diadem’s experiences with her father and Apocalypse left her with a strong distrust of magic and its practitioners. It’s taken her a long time to get over that attitude where Black Rose and Bravo are concerned. It’s not that she questions magic’s existence or usefulness... but she’s certain that at some point using it will backfire tragically.

Diadem’s been trying for years to have a baby, and only her closest friends know how difficult that effort has been for her and Paolo. If they succeed she’d probably retire from active heroing rather than put a child through the same sort of trauma she herself experienced.



Quote: “Can everybody hear me okay? All right, Diamond and Proteus will hold the line, while Rose and Vox teleport behind the creatures, and... hey, where’d Bravo go?”

Powers/Tactics: Diadem is a powerful mentalist. Though her power is dwarfed by, say, Menton, there are few others who combine her breadth of ability with her sheer force of will. When she uses her powers, most of them manifest a purple glow in the center of her forehead, as though a shining gem had been placed there and reflected light in all directions (hence the codename “Diadem”). With practice she’s learned to dampen the glow when she uses her Mind Link.

Apart from her ability to link her teammates psychically (perhaps her most commonly-used power), she’s also a formidable mind-reader, can overwhelm her enemies with blasts of psionic energy, or shut down selected brain functions temporarily to cause clumsiness or paralysis in her opponents.

Despite her vast powers, Diadem has relatively little defense against physical or energy attacks. Her telepathic senses are attuned to sense when somebody is about to attack her and how (in game terms, her Combat Skill Levels with DCV), but in general she tries very hard to stay off the battlefield and out of range when the Sentinels go into a melee, or at least to quickly find cover and use her powers to snipe. Her Danger Sense, Stealth, and Concealment are also helpful in this regard. If she’s absolutely needed front and center during a conflict, Diamond usually volunteers to provide physical cover for her.

Campaign Use: Diadem rarely works as a solo hero; PCs will usually only encounter her with the Sentinels. Her mistrust of magic and magicians can lead to interesting roleplaying, though she’s not usually open or aggressive about her feelings.

To make Diadem more powerful, you can do several things. First, you can expand the range of her mental attacks by giving her more abilities, including other forms of powers she already has but with Advantages (such as a smaller Ego Attack that’s Continuous). Second, you can give her some telekinetic powers as well. Third, either as part of a telekinetic power suite or as a gadget you can significantly increase her defense so she’s not so vulnerable in battle.

Diadem doesn’t Hunt characters except as part of the Sentinels, in which case she follows whatever plan Black Rose comes up with.

Appearance: Diadem is 5’3” tall, with long brown hair parted in the middle and a hint of freckles around her nose. She wears a brown hooded cloak over a utilitarian jumpsuit in varying shades of brown, and her hood shows enough of her face that she also wears a brown domino mask to hide her features. When she uses her powers, a purple glow emanates from her forehead, giving the appearance that she’s wearing a magnificent jewel there.

BRAVO

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
30	DEX	60	15-	OCV: 10/DCV: 10
26	CON	32	14-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
8	PD	4		Total: 23 PD (18 rPD)
9	ED	4		Total: 24 ED (18 rED)
7	SPD	30		Phases: 2, 4, 6, 7, 9, 11, 12
9	REC	0		
52	END	0		
38	STUN	0		Total Characteristics Cost: 178

Movement: Running: 9”/18”
Swimming: 3”/6”
Swinging: 8”/16”

Cost	Powers	END
30	<i>Magic Sword:</i> Multipower, 60-point reserve; all slots OAF (-1)	
3u	1) <i>Blade:</i> HKA 2d6 (2½d6 w/STR), Armor Piercing (+½), Affects Desolidified (+½); OAF (-1)	6
1u	2) <i>Flat Or Hilt:</i> HA +4d6, Affects Desolidified (+½); OAF (-1), Hand-To-Hand Attack (-½)	3
7	<i>Main Gauche:</i> Multipower, 15-point reserve; all slots OAF (-1)	
1u	1) <i>Blade:</i> HKA 1d6-1 (1d6+1 w/STR), Reduced Endurance (0 END; +½); OAF (-1)	0
1u	2) <i>Hilt:</i> HA +2d6, Reduced Endurance (½ END; +¼); OAF (-1), Hand-To-Hand Attack (-½)	1
1u	3) <i>Parry:</i> +3 OCV with Martial Block; OAF (-1)	

Martial Arts: Fencing

Maneuver	OCV	DCV	Notes
4 Cut	+0	+2	Weapon +2 DC Strike
4 Disarm	-1	+1	Disarm; 30 STR to Disarm roll
4 Lunge	+2	-2	Weapon +v/5; FMove
4 Parry	+2	+2	Block, Abort
5 Takeaway	+0	+0	Grab Weapon, 30 STR to take weapon away
5 Thrust	+1	+3	Weapon Strike
16			<i>Enchanted Rope:</i> Multipower, 40-point reserve; all slots OAF (-1), Lockout (-½)
1u			1) <i>Swingline:</i> Swinging 8”; OAF (-1), Lockout (can’t use any other slot in the same Phase when this slot is used; -½)
1u			2) <i>Tangler:</i> Entangle 4d6, 4 DEF; OAF (-1), Lockout (can’t use any other slot in the same Phase when this slot is used; -½), 1 Recoverable Charge (-1¼) [1 rc]

- 1u 3) *Moves Of Its Own Accord*: Telekinesis (20 STR); OAF (-1), Limited Range (8"; -¼), Lockout (can't use any other slot in the same Phase when this slot is used; -½) 4
- 3 *Naturally Tough*: Damage Resistance (3 PD/3 ED) 0
- 30 *Magical Cloak And Costume*: Armor (15 PD/15 ED); OIF (-½) 0
- 16 *Lucky Charm*: Luck 4d6; IIF (-¼) 0

Perks

- 46 Vehicle: the *Griffon*
- 3 Fringe Benefit: National Police Powers
- 5 Fringe Benefit: Security Clearance
- 2 Reputation: Member of the Sentinels (in the US) 8-, +2/+2d6

Talents

- 6 Combat Luck (3 PD/3 ED)

Skills

- 15 +5 with Fencing
- 3 Acrobatics 15-
- 3 Acting 13-
- 3 Breakfall 15-
- 3 Concealment 13-
- 3 Contortionist 15-
- 3 Conversation 13-
- 10 Defense Maneuver IV
- 4 Gambling (Card Games, Dice Games) 13-
- 3 High Society 13-
- 3 AK: Faerie 13-
- 2 AK: Seas Of Earth 11-
- 4 Navigation (Dimensional, Marine, Space) 13-
- 3 Oratory 13-
- 3 Paramedics 13-
- 3 PS: Poet 13-
- 3 PS: Lutist 15-
- 3 Seduction 13-
- 3 Stealth 15-
- 3 Tactics 13-
- 5 TF: Equines, Large Rowed Boats, Large Wind-Powered Boats, Small Wind-Powered Boats, Sentinels Vanjet

Total Powers & Skills Cost: 285

Total Cost: 463

200+ Disadvantages

- 15 DNPC: girlfriend of the month 11- (Normal)
- 15 Hunted: Members of the Sentinels' Rogues' Gallery 11- (As Pow, Harshly Punish)
- 5 Physical Limitation: Unfamiliar With Earth History And Culture (But Learning) (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Chivalrous (Common, Strong)
- 20 Psychological Limitation: Showoff (Very Common, Strong)
- 5 Rivalry: Professional, with other swordsmen and swashbuckler types
- 188 Experience Points

Total Disadvantage Points: 463

Background/History: The man known as Bravo on Earth is actually a native of the Lands of Faerie, the mystical realm beyond Earth's own dimension that is home to beings of hman legend and myth (see *The Mystic World* for more information about Faerie). More particularly, he was a denizen of one of the realms molded by European fairy tales, complete with beautiful princesses, swashbuckling adventurers, ogres, giants, and talking animals. He remembers his own youth there, but the passing of time in that realm is a far stranger thing than it is on Earth, so he has no idea of his precise age. Like many adventurers, he was an orphan, raised by a wicked witch who treated him cruelly until he tricked her and escaped by leaving a disguised broomstick in his bed. Traveling the endless lands of Faerie he passed from one adventure to another, always relying on his quick sword and quicker wits to escape peril while wooing an endless series of fair maidens.

In the year 2000 by human reckoning, the Sentinels traveled from Earth to Faerie by mischance and spent some weeks trying to find their way back home. Bravo (for that was one of the many names he went by) helped them with a small matter involving a hideous troll and an evil queen who secretly was actually a dragon, and he was struck by their bravery, their unique abilities, and the absolutely fascinating stories they told him of their own lands. Thus, the only boon he asked of them was to be allowed to join them for a time and visit this wondrous world of giant steel buildings, horseless carriages, and strange magic. With his help they found an old wise woman who was able to return them to Earth (only, of course, after they'd done her a series of favors) and Bravo happily went with them.

Since then, Bravo has been on his greatest adventure yet. The land called New York in fact far surpassed even his wildest imaginings when it came to mystery and adventure, and he's had a tremendously enjoyable time of it righting wrongs, aiding the poor and downhearted, and romancing women of all varieties. He has no particular desire to return to his homeland anytime soon, though he's happy to leave the matter to fate. As long as there are fearsome foes and grave injustices to be met (and this world seems to have no end of either), he's quite content to fight by the side of his newfound friends.

Personality/Motivation: Bravo is, to put it simply, a caricature come to life. According to current mystical theory, he's an archetype given human form, the dashing and handsome hero of a thousand and one tales, always ready with a quip or a flourishing blade. He's Robin Hood, Zorro, or the Scarlet Pimpernel, exactly as such heroes have been imagined by humans for decades or even centuries. That said, he's also a genuinely human person, capable of true emotion and full of wonder about the world around him. Although he's not fully acquainted with Earth culture by any means, seven years here have given him enough experience to pass as an ordinary human — he's figured out how things like



phones, banks, and airplanes work (though democratic politics still seems to do nothing but frustrate him). He hasn't yet lost one bit of his passion for excitement, adventure and novelty, though, and his biggest weakness as a superheroic teammate is his easy boredom with peace and quiet. If there's no adventure to be found in his immediate vicinity, well, then, he'll go stir some up, be it a barroom brawl that ends with his opponents becoming his drinking buddies, a sojourn at a dance club from which he returns with three or four lovely coeds, or in the best-case scenario a bank robbery to thwart. He's become very emotionally attached to each of his teammates, and would gladly risk his own life for theirs. Diamond points out that Bravo would also risk his life for a mug of ale, which is only slightly unfair.

Quote: "Zounds! That's a big fellow. Ah well, m'lady, we'll have to continue this conversation another time. My friends need me!"

Powers/Tactics: Bravo's agility and swiftness are borderline supernatural, and he's a master fencer with an unorthodox style. Most of his other abilities come from the array of magical items he acquired during his travels in Faerie. His sword is extremely light and sharp and has the ability to cut ghosts and other immaterial beings as easily as it does solid ones. His cloak and other clothes protect him as well as the strongest plate mail without slowing him down in the slightest. His

cloak is fastened by a silver pendant shaped like an oak leaf; it's a gift from a former lover, and he claims it's a lucky charm.

Beyond those relatively simple enchanted items, he owns an unbreakable coil of rope that moves of its own accord, climbing up walls or through small spaces like a snake and even occasionally leaping at an opponent to snare him in its tendrils. Bravo treats the rope like a pet, occasionally even arguing with it (when Bravo is mad at it, it "sulks" in the corner until he forgives it, at which point it dances with joy). He also owns a magical ship that made the journey here from Faerie with him, the *Griffon* (see below).

Campaign Use: Bravo makes excellent comic relief as an NPC when a campaign has gotten too serious and the players need to feel like heroes again. His enthusiasm is infectious, and he's guaranteed to start something anytime the story starts to slow down.

Also, his home realm is an excellent source of stories and conflict; see the GM's Vault for a particularly nasty menace from his home town, but pretty much any other figure of fairy tales could turn up looking for revenge, a favor, or just to reminisce about good times.

To make Bravo more powerful, give him more enchanted items — seven-league boots, a cap of invisibility, a belt of giant's strength, you name it. A pet falcon from Faerie might also be appropriate. To weaken him, reduce his DEX to 26 and his SPD to 6.

Bravo isn't much of a Hunter — he's not that kind of serious. He's more likely to remember a particular foe and always seek that foe out during battles, rather than constantly pursue a villain and attempt to catch him.

Appearance: Bravo is a tall, muscular young man with brown hair in unruly curls, stunning blue eyes, a brown neatly-maintained goatee, and always a hint of laughter in his expression. His costume is rather like a fairy-tale pirate's, with a red vest over black leather (and a fairly deep neckline to show off his manly chest hair), high-cut cavalier's boots, and a belt with scabbards for both his sword and dagger as well as a coiled length of thin rope. He wears oversized leather falconer's gloves and has a silver charm in the shape of a flower around his neck. His left ear is pierced with a large gold ring.

THE GRIFFON

Val	Char	Cost	Notes
12	Size	60	16" x 8"; 400 tons; -12 KB; -8 DCV
70	STR	0	Lift 400 tons; 14d6 [7]
10	DEX	0	OCV: 3/DCV: 3
22	BODY	0	
7	DEF	15	
4	SPD	20	Phases: 3, 6, 9, 12

Total Characteristics Cost: 95

Movement: Ground: 0"/0"
Swimming: 5"/10"
Flight: 20"/80"
Teleportation: 1 km to 500,000 LY

Abilities & Equipment

Cost	Powers	END
3	<i>Magical Sailing:</i> Swimming +8" (10" total); Surface Only (-1), Limited Maneuverability (-½)	0
30	<i>Magical Flying Ship:</i> Flight 20", x4 Noncombat; Limited Maneuverability (-½)	0
12	<i>Can Travel Anywhere In One Night:</i> Teleportation 5", Safe Blind Teleport (+¼), MegaScale (1" = 100,000 lightyears, can be scaled down to 1" = 1 km; +5); Extra Time (1 Day; -4)	0
8	<i>Can Travel Anywhere In One Night:</i> Extra-Dimensional Movement (any physical location in any dimension); Extra Time (1 Day, -4)	0
17	<i>Cannons:</i> RKA 3d6, Increased Maximum Range (1,125"; +¼); OIF Bulky (-1), Extra Time (Extra Phase, -¾), Limited Arc Of Fire (180 degrees; Only on Same Horizontal Level; -½) 6	
5	<i>Cannons:</i> One more Cannon	6
5	<i>Lucky Ship:</i> Luck 1d6	0
26	<i>Large Boat's Anchor:</i> +70 STR, Reduced Endurance (0 END; +½); (Partial Coverage; -2), OIF Bulky (-1)	

Skills

30	<i>She Knows Where She's Going:</i> Navigation (Air, Astral, Dimensional, Hyperspace, Land, Marine, Space) 20-
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Total Abilities & Equipment Cost: 136

Total Vehicle Cost: 231

Value Disadvantages

None

Total Disadvantages Points: 0

Total Cost: 231/5 = 46

Description: The *Griffon* is a magical sailing vessel from Faerie. It's equally at home at sea or floating through the air (in fact, it's become a fairly common sight above the streets of Manhattan in the last few years). It has a sort of magical sentience, much like Bravo's rope — it behaves more like a pet than anything else, though it's fully capable of steering itself and making similar decisions without him. It also has a particularly wonderful magical gift: as Bravo puts it, the *Griffon* can travel *anywhere* in a single night (or day), no matter how far away the destination might be, or even what dimension it's in. While underway in this manner, passengers can't interact with anything off the ship — the *Griffon* seems to be sailing through an orange fog that only clears when a day's travel has passed (if possible, the ship prefers to end its voyages at dawn or sunset, so the GM may adjust the travel time accordingly as long as it's not too far off from 1 Day). Leaving the ship while it's a-sail this way is a singularly bad idea — even Bravo has no idea where somebody "lost overboard" would wind up.

How Bravo acquired the *Griffon* is a bit of a running joke among the Sentinels. Bravo frequently promises to tell them the story, which he claims is a breathtaking tale of derring-do full of adventure, heartbreak, loss, and triumph, but he's always interrupted just before he can get to any details.

DR. VOX

Val	Char	Cost	Roll	Notes
11	STR	1	11-	Lift 117 kg; 2d6 [1]
19	DEX	27	13-	OCV: 6/DCV: 6
17	CON	14	12-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
13	PRE	3	12-	PRE Attack: 2½d6
14	COM	2	12-	
4	PD	2		Total: 23 PD (19 rPD)
8	ED	5		Total: 29 ED (21 rED)
5	SPD	21		Phases: 3, 5, 8, 10, 12
5	REC	0		
34	END	0		
25	STUN	0		Total Characteristics Cost: 93

Movement: Running: 6"/12"
Flight: 20"/40"

Cost	Powers	END
40	<i>Pure Sonic Power:</i> Endurance Reserve (200 END, 20 REC)	0
75	<i>Sonic Manipulation:</i> Multipower, 75-point reserve	
6u	1) <i>Focused Sonic Blast:</i> Energy Blast 12d6, Personal Immunity (+¼); Does Not Work In A Vacuum (-¼)	7
4u	2) <i>Sonic Cone:</i> Energy Blast 6d6, Reduced Endurance (½ END; +¼), Personal Immunity (+¼), Area Of Effect (10" Cone; +1); No Range (-½), Does Not Work In A Vacuum (-¼)	3
6u	3) <i>Infrasonic Assault:</i> Energy Blast 7d6, No Normal Defense (defense is Hearing Group Flash Defense, being deaf, or lacking human-type ears; +1); Does Not Work In A Vacuum (-¼)	7
6u	4) <i>Deafening Attack:</i> Hearing Group Flash 16d6, Reduced Endurance (½ END; +¼), Personal Immunity (+¼); Does Not Work In A Vacuum (-¼)	3
4u	5) <i>Deafening Cone:</i> Hearing Group Flash 11d6, Personal Immunity (+¼), Area Of Effect (9" Cone; +1); No Range (-½), Does Not Work In A Vacuum (-¼)	7
3u	6) <i>Sound Effects I:</i> Hearing Group Images, -4 to PER Rolls, Increased Size (16" radius; +1); Does Not Work In A Vacuum (-¼)	3
3u	7) <i>Sound Effects II:</i> Hearing Group Images, +4 to PER Rolls, Increased Size (16" radius; +1); Does Not Work In A Vacuum (-¼)	3
7u	8) <i>Feedback:</i> Dispel Sonic Powers 20d6, any Sonic power one at a time (+¼)	7
4u	9) <i>Zone Of Silence:</i> Darkness to Hearing Group 6" radius, Personal Immunity (+¼)	4
24	<i>Sonic Screen:</i> Force Field (10 PD/10 ED), Reduced Endurance (0 END; +½); Does Not Work In A Vacuum (-¼)	0
14	<i>Armored Costume:</i> Armor (6 PD/8 ED); OIF (-½)	0
15	<i>Enhanced Hearing:</i> Hearing Group Flash Defense (15 points)	0

40	<i>Protection From Sonics:</i> Energy Damage Reduction, Resistant, 75%; Only Works Against Limited Type Of Attack (sonics; -½)	0
9	<i>Sonic Point Defense:</i> Missile Deflection (all physical attacks); Costs Endurance (-½), Does Not Work In A Vacuum (-¼)	1
20	<i>Personal Silence:</i> Invisibility to Hearing Group, No Fringe	2
32	<i>Riding The Soundwaves:</i> Flight 20"; Does Not Work In A Vacuum (-¼)	4
20	<i>Sonar:</i> Active Sonar (Hearing Group), Increased Arc Of Perception (360 Degrees)	0
3	<i>Enhanced Hearing:</i> Ultrasonic Perception (Hearing Group)	0
8	<i>Enhanced Hearing:</i> +4 to PER Rolls with Hearing Group	0
10	<i>Enhanced Hearing:</i> Microscopic (x100) with Hearing Group	0
12	<i>Enhanced Hearing:</i> +8 versus Range Modifier for Hearing Group	0
20	<i>Enhanced Hearing:</i> Targeting for Hearing Group	0

Perks

3	Fringe Benefit: National Police Powers
5	Fringe Benefit: Security Clearance
1	Fringe Benefit: License to Practice Medicine
5	Money: Well Off

Talents

6	Combat Luck (3 PD/3 ED)
3	Perfect Pitch

Skills

12	+4 with <i>Sonic Manipulation</i> Multipower
3	Breakfall 13-
3	Bureaucratics 12-
3	Computer Programming 13-
3	Electronics 13-
3	High Society 12-
3	Forensic Medicine 13-
3	KS: Anatomy 13-
3	KS: Medicine 13-
3	Mimicry 13-
3	Paramedics 13-
3	PS: Doctor 13-
4	SS: Medicine 14-
6	SS: Sonics 16-
2	Systems Operation 13-; Medical Systems Only (-½)
5	Ventriloquism 14-

Total Powers & Skills Cost: 470**Total Cost: 563****200+ Disadvantages**

15	Hunted: Howler 8- (As Pow, Public ID, Harshly Punish)
15	Psychological Limitation: Fascinated By Superhumans, Aliens In Particular (Common, Strong)
15	Psychological Limitation: Hippocratic Oath; Must Try To Save All Lives (Common, Strong)
10	Psychological Limitation: Takes Superheroing Seriously; Is Somewhat Humorless (Common, Moderate)

- 15 Social Limitation: Public Identity (Kay Churchwell) (Frequently; Major)
 293 Experience Points

Total Disadvantage Points: 563

Background/History: Kay Churchwell, nee Pressley, was born in 1970 in upstate New York. She attended medical school at NYU, graduating in 1996. That same year she married her fiancé John Churchwell, an architect with a prestigious city firm. They had a daughter Lily in 1998, by which time Kay had taken a post with Mercy Hospital in Manhattan.

A brilliant doctor and diagnostician, Kay was called upon to help Howler in 2002 when the notorious supervillainess went into a mysterious coma after battling the Sentinels in downtown Manhattan following a botched jewelry store robbery. While studying her patient, Churchwell was exposed to a sudden burst of radiation given off by Howler's Hzeel-technology amulet (unknown to anyone at the time, the result of the amulet detecting the incursion of a Hzeel scoutship entering the outer reaches of Earth's solar system). The radiation worked mutagenic changes on Churchwell as it had on Howler, giving the young doctor sonic powers.

While dealing with this remarkable change in her life, Dr. Churchwell was swept into a running superhuman battle when the Hzeel attempted to kidnap Howler out of the hospital, which led to a series of confrontations involving the Sentinels and the War Machine, whose technology had also been detected and targeted for retrieval. Churchwell not only survived the ensuing craziness, but made several friends among the Sentinels.

When she finally returned to Earth, Kay at first tried to resume her medical career with a new specialization in superhuman medicine and speculative biology. Despite being involved in several interesting cases, she continued to feel bored and unchallenged. In 2005, when Marus left the Sentinels to concentrate on his duties for Atlantis, Diadem nominated her for membership. She happily accepted, adopting the superheroic moniker "Dr. Vox" after rejecting several sillier suggestions from Diamond and Bravo.

Personality/Motivation: Doctor Vox is first and foremost a doctor at heart, despite her newfound love of superhuman adventure. She has a passionate curiosity about the unknown and a deep commitment to helping other people, and finds that superheroics and medicine satisfy those sides of herself equally well.

Since her encounter with the Hzeel she's become fascinated by aliens. The prospect of interacting with beings from other worlds will provoke her into rare displays of emotion (she usually tries to maintain a professional reserve around her often more flamboyant teammates). She gets along well with the other Sentinels, especially Diadem, though her reserved nature makes her the occasional butt of Bravo's jokes.

For the most part she regards her transformation as an unmixed blessing, though she worries about the effect her newfound celebrity is having on her family. Her husband has been supportive of her new career, though he's had to endure gibes from his coworkers about his famous wife and the occasional intrusions into their privacy from tabloid reporters. The Churchwells maintain a lovely house on Long Island where they're trying to raise Lily as normally as possible, though she's finally reaching the age where she really understands how dangerous and exciting her mother's job actually is.

Kay has also had to deal with the physical requirements of being a superheroine — though she's always maintained an active physical lifestyle, since gaining her powers she's realized she needs to spend long hours in the gym to keep up with her teammates physically, and wonders how much longer she'll be able to perform at that level. She's considered asking one of her powered armor-wearing or gadget-building acquaintances about outfitting her with something that will allow her to keep up as she approaches forty.



Quote: “He’s gone into cardiac arrest! At least I think so... anyone know how many hearts a Perseid has, anyway?”

Powers/Tactics: Doctor Vox can generate sound at a wide range of frequencies, and also manipulate ambient sound. She can create many useful effects, from focused blasts of destructive energy to infrasonic vibrations that cause incapacitating headaches, as well as simply deafen opponents with high-decibel screeches. She can also project a field of “solid” sonic energy in a standing wave around herself to deflect incoming attacks, and even project pure sonic energy behind herself to fly through the air at high speeds. This variety of abilities makes useful in combat — she can effectively target either single or multiple opponents with attacks that many aren’t prepared for.

Though she’s relatively new to the world of superhuman combat and doesn’t have the breadth of tactical experience that some of her teammates do, Dr. Vox is a quick study and has been training with Diamond to get better. She’s also become the team’s general scientific expert since Amazing Man’s departure.

Campaign Use: Doctor Vox is still a licensed doctor and could get involved in any storyline that needs someone with medical skills, like a plague outbreak or dying alien. Her connection to the Hzeel makes her a target for them any time they show up. Her newfound celebrity status might lead to storyline hooks, especially if her husband or daughter are put in danger. (They’re not bought as DNPCs because the family has taken steps to isolate itself from the Superhuman World, but they can easily function in that role if you need them to.)

To make Dr. Vox more powerful, give her an augmentation suit or other gadgets that enhance her physical abilities, or maybe even give her a Variable Power Pool for gadgets as she becomes more scientifically adept at fields outside the world of medicine. To weaken her, increase the END cost of her powers (and the size of her Endurance Reserve) so she has to be careful about when and how she uses her abilities.

Doctor Vox has never Hunted anyone, and has no plans to start.

Appearance: Dr. Vox is a black woman in her mid-30s with a medium build, brown eyes and close-cropped curly hair. Her bodysuit is dark blue with metallic highlights at the arms, legs, ribs, gloves, and boots, and she wears oversized clear goggles.

PROTEUS

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1600 kg; 6d6 [3]
26	DEX	48	14-	OCV: 9/DCV: 9
28	CON	36	15-	
20	BODY	20	13-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
20	PD	14		Total: 30 PD (20 rPD)
15	ED	9		Total: 25 ED (20 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
12	REC	0		
56	END	0		
49	STUN	0		Total Characteristics Cost: 199

Movement: Running: 16”/32”
Leaping: 16”/32”
Gliding: 12”/24”

Cost	Powers	END
25	<i>Malleable Body:</i> Elemental Control, 50-point powers	
71	1) <i>Morphing:</i> Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, any shape), Cellular, Imitation, Makeover, Reduced Endurance (0 END; +½)	0
37	2) <i>Stretching:</i> Stretching 10”, Reduced Endurance (½ END; +¼)	2
9	3) <i>Stretching Or Flattening:</i> Desolidification (affected by any attack), Reduced Endurance (½ END; +¼); Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1), Extra Time (Full Phase to activate, -¼)	2
28	4) <i>Bouncing Ball Attack:</i> Energy Blast 6d6, Area Of Effect (12” Radius; +¼), Selective (+¼); No Range (-½), Only In Enclosed Areas (-½)	8
11	5) <i>Bodily Wraparound:</i> Entangle 6d6, 6 DEF; Feedback (-1), Lockout (-½), No Range (-½), Cannot Form Barriers (-¼)	6
30	<i>Minor Shapeshifting Effects:</i> Multipower, 30-point reserve	
3m	1) <i>Bone-Blade Hands:</i> HKA 1d6 (2d6 w/STR)	1
4m	2) <i>Shifts His Mass Into His Fists:</i> HA +4d6, Area Of Effect (One Hex; +½); Hand-To-Hand Attack (-½)	3
2m	3) <i>Slingshot Arms:</i> +20 STR; No Figured Characteristics (-½), Extra Time (Full Phase, -½), Only For Throwing (-½)	2
5m	4) <i>Armoring Up:</i> Armor (10 PD/10 ED); Costs Endurance (to activate; -¼)	3
3m	5) <i>Flexible Dodging:</i> +4 DCV; Costs Endurance (-½)	2
4m	6) <i>Long Legs:</i> Running +10” (16” total)	2
2m	7) <i>Springy Legs:</i> Leaping +10” (16” forward, 8” upward)	1
2m	8) <i>Glider Wings:</i> Gliding 12”	0
1m	9) <i>More Limbs:</i> Extra Limbs (any number); Costs Endurance (to activate; -¼)	1
3m	10) <i>Pillow Body:</i> Breakfall 19-, Usable By Other (+¼); Costs Endurance (to activate; -¼)	2

2m	11) <i>Suction Cup Limbs</i> : Clinging (normal STR)	0
10	<i>Malleable Body</i> : Damage Resistance (10 PD/10 ED)	0
30	<i>Malleable Body</i> : Physical Damage Reduction, Resistant, 50%	0
11	<i>Malleable Body</i> : Healing BODY 1d6, Can Heal Limbs, Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn [Post-Segment 12]; -¼), Self Only (-½)	0
20	<i>Malleable Body</i> : Life Support (Immunity: all terrestrial poisons, chemical warfare agents, diseases, and biowarfare agents)	0

Perks

3	Fringe Benefit: National Police Powers
5	Fringe Benefit: Security Clearance

Talents

3	Ambidexterity (only suffers a -2 Off Hand penalty)
4	Double-Jointed

Skills

10	+2 HTH
9	+3 with Acting, Contortionist, and Disguise
2	+1 with DEX Rolls
3	Acrobatics 14-
3	Acting 13-
3	Breakfall 14-
3	Climbing 14-
3	Combat Driving 14-
3	Concealment 13-
3	Contortionist 14-
3	Conversation 13-
5	Defense Maneuver II
7	Disguise 15-
3	CK: Seattle 13-
2	Lockpicking 14-; Mechanical Locks Only (-¼)
7	Power: Stretching Tricks 15-
3	PS: Cab Driver 13-
3	Security Systems 13-
3	Shadowing 13-
9	Sleight Of Hand 17-
3	Stealth 14-
3	Streetwise 13-
2	TF: Common Motorized Ground Vehicles

Total Powers & Skills Cost: 423**Total Cost: 622****200+ Disadvantages**

10	Hunted: The Ultimates 8- (As Pow, Harshly Punish)
10	Hunted: Rodney Covington 8- (As Pow, Harshly Punish)
5	Physical Limitation: Long-Term Memory Loss (See Text) (Infrequently, Slightly Impairing)
15	Psychological Limitation: Code Versus Killing (Common, Strong)
25	Psychological Limitation: Self-Sacrificing- Wants to Help Everybody (Very Common, Total)
5	Psychological Limitation: Quietly Nosy- Likes To Know Everything That's Going On (Uncommon, Moderate)
5	Unluck 1d6
347	Experience Points

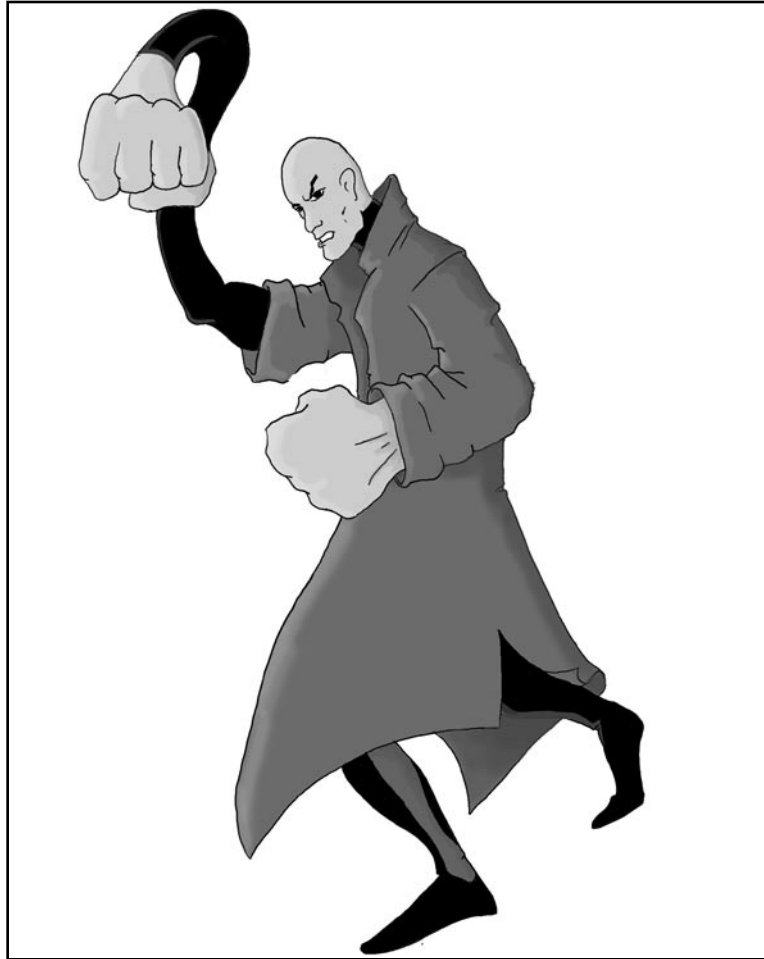
Total Disadvantage Points: 622

Background/History: Robert Covington was born in Kansas, the older of two brothers and heirs to a chemical processing firm started by their father in the mid-1960s. Robert and his brother Rodney took over the company in 1990 after their parents died in a car accident. From the beginning, Robert was the more serious brother, concentrating on the administrative duties and keeping the company running, while Rodney, who was charming and intelligent but had no interest in working at a desk, handled the sales and schmoozed the clients.

One night in 1994, while running the numbers for the company, Robert realized Rodney had somehow secretly been siphoning off cash. He confronted his brother about it in one of the labs that evening, away from the other employees. Rodney lied for a little while, but eventually confessed that he'd gotten into some deep gambling debts to some Kansas City mobsters and had been stealing from the company for years. He pleaded with Robert not to turn him in, as he was sure he could "figure something out" to fix the situation, but Robert was disgusted by his brother's behavior and refused. "Then you're leaving me no choice," said Rodney, and drew a gun from his pocket.

Robert was shocked for a moment, but then closed with his little brother and the two began to fight for the gun. During their brawl, several shelves of industrial chemicals and solvents crashed down around them, soaking them both in a foul-smelling and slippery mix. As they rolled on the floor, Rodney regained control of the gun for a moment, and shot his older brother squarely in the forehead. Gasping in fear and wiping the stinging chemicals from his eyes, he loaded his brother's body into the back of his SUV, drove to the nearby Missouri River, and dumped the body in.

But appearances aside, Robert was not in fact dead. Somehow the chemicals he'd been bathed in had transformed him on a molecular level, allowing his body to repair itself while he floated comatose down river for hundreds of miles. Unfortunately, the bullet lodged in his head caused his regeneration to go somewhat awry, leaving him an amnesiac. He came to in a forest in rural Missouri, with no idea who or where he was or how he'd gotten there. But he



quickly discovered that he had the remarkable ability to change and manipulate his own shape.

Still unaware of his own name, Robert dubbed himself Proteus and became a drifter, traveling from town to town across the Midwest, taking odd jobs and never staying in any one town too long. Time and again he wound up using his powers to help people. But a combination of bad luck and his own near-paralyzing but unnamable fear that there was still someone *out to get him* kept him from making any real friends or settling down.

Eventually he made his way to Seattle, where he took a job as a taxi driver and fell in with a small band of equally-odd metahumans who were fighting an undercover war against the local VIPER Nest. Enjoying being able to help people as a superhero, Proteus stayed there until 2000, when one of his friends pointed out a newspaper article about what seemed to be a shapeshifting serial killer active near Kansas City. Remembering that he'd emerged from a river not far from there, Proteus thought this might be a clue to his own origins and decided to investigate.

After he arrived in KC, several locations seemed to spark some fragments of memory for Proteus. Taking that as a good sign he continued to dig until he found the Covington Chemical Company, which had been run for the last six years by Robert Covington, ever since the mysterious disappearance of his no-good brother Rodney! For several awful days Proteus feared that he in fact was Rodney, but he captured the shapeshifting killer when it attacked a young lady who had befriended

Proteus and discovered that *it* was Rodney, who'd also received shapeshifting powers from their mutual chemical bath, and who had been living as Robert ever since to dodge his creditors. Most of Robert's memories returned during their ensuing battle, in which Proteus defeated Rodney (who was later sent to Stronghold by the authorities).

Proteus returned to Seattle and resumed his superheroic career there a happier and more stable man. He was so successful there (and impressed Amazing Man so much when they wound up working together in 2003 against Mechanon) that he was invited to join the Sentinels, which he did in 2006. He currently lives on Sentinel Island and has begun exploring New York City, which he's so far utterly enamored with.

Personality/Motivation: Proteus is a deep guy, rarely revealing everything that he's thinking while carefully paying attention to everything — a habit he developed to help cover his amnesia but which has stayed with him even though he's now partially cured. He still doesn't remember most of his childhood, and has trouble sometimes hanging on to recently-learned facts or numbers. But he almost always retains at least the gist of anything he concentrates on, and he carries around several little notebooks for jotting down reminders to himself. He's incurably nosy, but never pushy — he tends to pick up gossip and other information simply by hanging around in the background and letting everyone forget he's still in the room.

Proteus is a standup, heroic guy, honest to a fault and a complete gentleman. If anything, he's a bit of a pushover when it comes to sad tales, beautiful women, crying children, and lame puppy dogs, and he'll work himself to the bone trying to help anyone who asks him (and a lot of people who won't).

Quote: "Please, let me help. It doesn't have to happen like this, really."

Powers/Tactics: Proteus is a master shapeshifter, able to stretch and deform his body for a variety of effects. He's quite good at disguising himself as specific people, and even better at "generic" types like postmen or random bystanders so he can disappear into a crowd. His flexibility and physical coordination are also remarkable, allowing him to even dodge bullets by contorting out of the way.

In combat, Proteus is a surprisingly effective frontline fighter when he needs to be — he can expand his fists to massive size or bounce around the battlefield like a rubber ball. But he's truly in his element as a sneaky scout who breaks into secret bases or gathers information while disguised. He's a creative, lateral thinker who enjoys coming up with new uses for his powers.

Campaign Use: Apart from his value as a sneaky Sentinel, the GM can also introduce Proteus at an earlier point in his career, while he's still amnesiac and drifting rootlessly from town to town. The PCs might then get caught up in the ongoing search for his mysterious past or wind up in conflict with his nasty brother (for whom you can use the same character sheet).

To make Proteus more powerful, convert his Power Frameworks into one large Variable Power Pool, Cosmic (+2) for shapeshifting and stretching effects (see *The Ultimate Metamorph* for dozens of power ideas beyond the ones listed above). To make him less powerful, reduce his STR to 20 and SPD to 5.

Aside from his brother, Proteus doesn't Hunt people.

Appearance: Proteus currently appears as a thin, bald white man in his early twenties with features that seem vaguely multiethnic. He usually wears a trenchcoat over a simple black bodysuit with green stripes running down the sides from shoulder to ankle — the coat doesn't stretch with him, but the suit does. To weaken him, impose END costs (or greater ones) on his powers so they're not so easy to use, and reduce his Primary Characteristics above 20 to around 20-22.

Aside from his brother, Proteus has never Hunted anyone. If he had to, he'd use all his sneaky tricks and investigative techniques to get close to his quarry and attack from surprise during a moment of vulnerability, thus minimizing the chance of anyone getting badly hurt.

SENTINEL ISLAND

The Sentinels maintain their headquarters on Sentinel Island, an artificial structure anchored off the coast of New York City, anchored between Ellis Island and Liberty State Park. Originally the team maintained an informal headquarters at Dr. Phantom's Connecticut mansion, but as the Sentinels became more of a true team and less of a collection of individual heroes who sometimes worked together, that arrangement became increasingly inconvenient.

Fate took a favorable hand in 1980, when the Sentinels battled a supervillain named Scamander who had declared himself "King of the Seas" and intended to wage war on both Atlantis and the land nations of Earth to back up his claim from the security of an artificial island fortress he'd built. After a long and grueling series of encounters the Sentinels defeated him and he seemingly perished (no trace of his body was ever found following the explosions, but he's never appeared since that time). His island remained mostly intact, so the Sentinels claimed it, repaired it, renovated it as needed, and made it their new headquarters.

That version of Sentinel Island lasted until 1987, when it was badly damaged in a battle with Mechanon and, despite the heroes' best efforts, sank. Rather than attempt to salvage it, the Sentinels decided to build an all-new Sentinel Island. That structure, completed in 1989 and thoroughly renovated several times since then, remains their headquarters to this day.

LAYOUT

Sentinel Island largely consists of two "layers" — the "underside" and the "topside." The underside is the utilitarian portion of the base, consisting of a concrete layer honeycombed with float and ballast stations, power plants, temporary containment cells for supervillains, hangars for various team vehicles, storage chambers, and other such workaday facilities. There's even an ocean entrance for submarines and aquatic heroes like Marus.

The topside is what most people think of when they think of "Sentinel Island." A thick layer of earth and topsoil was put on the underside and then carefully sculpted to give the impression of a true natural environment. Most of it is well-manicured lawns and fields, but there are copses of trees, a few hills, and a small but delightful beach along part of the northern shore. Most of the Island's main facilities are located topside in buildings erected on the soil. These include: Sentinel Hall, where the team conducts meetings, press conferences, receptions, and similar functions (it also includes a trophy room, lounge, and dining room); the control tower, from which the Sentinels and their staff can monitor the Island's operation and steer it if necessary (their World Crisis Monitoring Room is also located here); residential quarters for the Sentinels themselves (including several guest rooms, a less formal dining area, a library, and a patio/sundeck); a training room/gymnasium; and a building of medical facilities and science

laboratories. All in all it's a very pleasant place to live... despite the occasional alien invasion, attempted takeover by supervillains, or extradimensional attack.

STAFF

The Sentinels can't run the entire Island (or their entire operation in general) by themselves — they have a support staff of two to three dozen individuals who help keep the place running smoothly. These range from highly specialized technicians and mechanics to general maintenance and cleaning personnel. Each has undergone extensive security checks and received basic training in how to respond to various crises.

First among equals on the Island's staff is Agatha Anderson, invariably referred to as "Mrs. Anderson" by everyone who knows her. A feisty 63 years old, she's the Chief Cook and oversees the staff of maids, butlers, secretaries, and other personnel who deal with the Sentinels' personal comfort and business. Besides being a top-notch chef, she's known for her insightful advice and sometimes (politely) nosy manner; no one's better at "mothering" the Sentinels and their friends than Mrs. Anderson. One of her specialties is setting superheroes up on dates, though these rarely seem to work out as well as she eternally hopes.

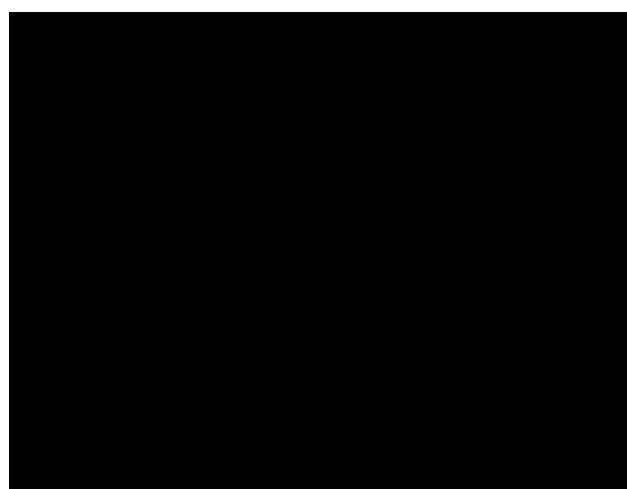
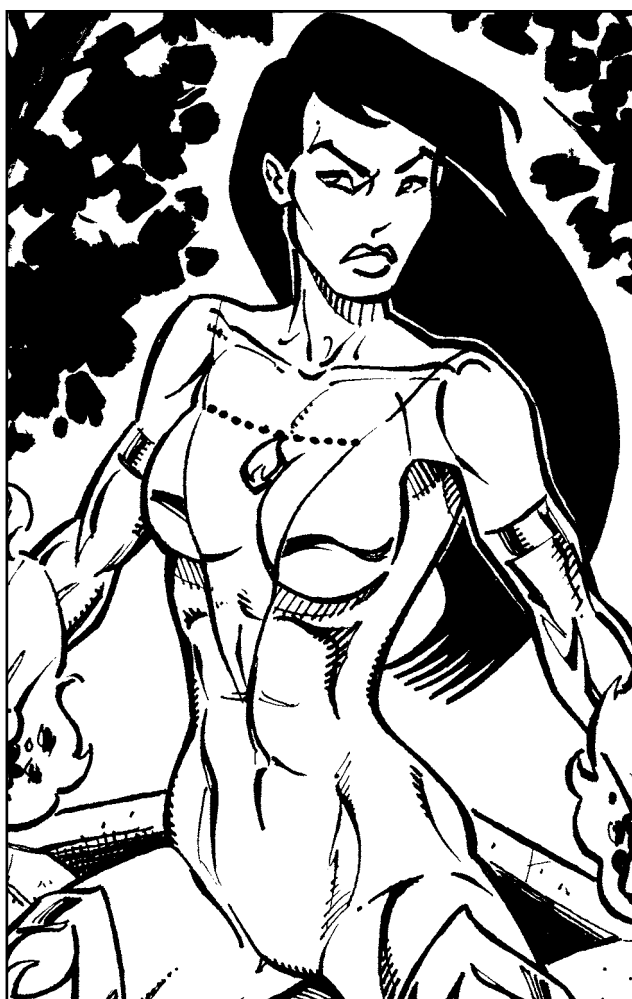
While the Sentinels are the primary line of defense for the Island, they also have a security staff led by Gerard Armstrong, a retired Army colonel. He's as no-nonsense as anyone who's so highly-

regarded in his line of work, but he has a friendly manner and way of getting his point across that disarms people who tend to be difficult or want to quarrel. In emergencies, he and his staff wear light powered armor suits that help them resist attacks and the effects of fire, and which even provide underwater breathing capabilities for up to an hour.

The Sentinels employ a number of talented scientists and technicians. The youngest (and perhaps smartest) among them is Jeremy Ingalls, an 18 year-old computer whiz who originally came to the Sentinels' attention when he successfully cracked into their computers in 2003. Rather than prosecute him, they hired him as a computer security specialist to make sure no one ever did something like that again. While he often tends to get flustered around his famous superpowered employers, particularly the heroines, no one's better than he at maintaining the Island's information systems.

To ensure that relations with the United States government and its agencies remain smooth and as effective as possible, the Sentinels have a full-time DOSPA liaison, Patrick Kelly. Kelly is a former NASA astronaut who retired from the program after an accident during a 1999 mission in outer space cost him the use of his left eye (details of the accident are classified, and he definitely doesn't like to talk about it). His eyepatch gives him a rather sinister look, but in fact he's amicable, dedicated to his job, and as helpful to the Sentinels as he can be while still following his boss's orders.

chapter four:



THE JUSTICE SQUADRON

THE JUSTICE SQUADRON



New York's other major superhero team is the Justice Squadron, which has had a friendly rivalry with the Sentinels that spans more than forty years. Unlike the Sentinels, the JS has maintained a remarkably stable membership, with retiring members frequently replaced by their hand-picked successors. "The Sentinels are a team, but the Squadron is a family," Brawler once said, and that distinction still stands today.

THE WAR YEARS (1942-1946)

The original Justice Squadron was founded in the early days of 1942, not long after America's entry into World War II. A better-known super-team, the Defenders of Justice, placed itself under the command of the US government through Project Rainbow in the weeks following Pearl Harbor. When the DoJ became aware of the magical spells protecting Axis territory from Allied superhumans, it divided itself into two teams: the Defenders, made up of the superhuman members of the original team with a few new additions, who would protect the homefront and were primarily located on the East Coast; and the Freedom Battalion, who were nonpowered crimefighters and mystery men that could operate in the overseas theaters of the war.

The Justice Squadron, a third team, had no official standing with the government at first (though its members were given special sanction and limited government approval in 1944). It was located primarily on the West Coast and consisted of superheroes who were ineligible for the draft for various reasons. Assembled by the mysterious Drifter, the original team included Brawler, a nonpowered two-fisted crimefighter from Los Angeles who had been inspired by the legends of the Black Mask, and who was already too old for the military at 37 in 1942; Tomahawk, a teenage hero from the Timasjomi tribe, who was originally from Wisconsin and wielded mystical weapons given to him by his tribe's shaman; Vita-Man, a Los Angeles-based pharmacist whose childhood sickness had left him wheelchair-bound ordinarily but had developed special vitamins that gave him superhuman abilities for short periods of time; and Skygirl, who had received her power to cancel the effects of gravity on herself or others from an accident in her father's laboratory near San Francisco.

The five heroes maintained active solo careers as superheroes during the war, only gathering together as a team when the Drifter needed their assistance with a major threat (such as the attempted invasion of California by Lemurians in late 1942, or the emergence of the monstrous Mardoom-Thah from his tomb beneath the Antarctic ice in 1944). After the war was over, like many costumed heroes Brawler, Vita-Man and Skygirl retired from active costumed activities, while Tomahawk and the Drifter remained active in secret, primarily by battling occult menaces.

VANGUARD REFORMS THE TEAM (1962-1979)

In 1959, explorer and anthropologist Jeffrey Sinclair discovered a mysterious Tibetan palace containing a strange golden statue that transformed him into the powerhouse superhero Vanguard. After several years of solo activity, Vanguard and the Drifter teamed up to battle a splinter coven of the Circle of the Scarlet Moon, and they found their working partnership to be particularly effective. Vanguard appreciated the Drifter's greater awareness of the scope of the Mystic World, while the Drifter could only marvel at some of the amazing feats Vanguard was capable of. They worked together several times after that. In 1962 when Bram McFarlan trapped the Drifter in another dimension to keep him from interfering with his efforts to revive the demonic Mardoom-Thah, the Drifter managed to get an astral message to Vanguard asking him to recruit the former members of the Justice Squadron to help save the world.

Vanguard found Tomahawk, now an active adult superhero in Wisconsin, and the two went in search of the other former members of the team. Unfortunately, Skygirl had died in a car accident some years earlier, and Vita-Man was far too sick to participate in any further adventures. However, Vita-Man's niece Cassie was able to use some of his discoveries to become a second Skygirl and joined the team, along with Brawler's own son who'd long been training for a career as a masked crimefighter. After the four heroes freed the Drifter and reimprisoned the monster they decided to remain together as a new Justice Squadron.

In 1964 the team underwent a bit of a change in direction, since both the enigmatic Drifter and Vanguard had very busy solo careers as heroes and weren't regularly available for meetings or any sort of long-term strategic planning. Brawler II wanted to make the team more like the Fabulous Five or the Sentinels and

mildly resented the popular opinion that his team was nothing more than “Vanguard’s pals.” He recruited two new members, a young Finnish mutant named Rowan with force-manipulation powers, and a flashy scientist called Starburst with a suite of light powers. He also set up a regular headquarters in a mansion in Brooklyn Heights. Though the Drifter and Vanguard remained members and frequently worked with the team to handle particularly large menaces (something the team faced with greater frequency than either the Sentinels or the Fabulous Five), the team also actively pursued villains like Dr. Macabre or the Destroyers and regularly opposed the plans of VIPER.

The team added its eighth and ninth members in 1967. The brilliant inventor William Carr aided them on a mission and found he liked adventuring. He built himself a suit of powered armor and christened himself Digitak. Later that year a teenage mutant named Juanita Heredia, who could shape-shift into the form of a giant jungle cat, helped the team on a mission in Peru and joined under the name of Ocelot.

The Justice Squadron was one of America’s premier hero teams throughout the 1970s, maintaining a friendly rivalry with both the Sentinels and the Fabulous Five (who the JS began to eclipse once the original members became less active). Tragically, the young heroine Ocelot was killed during the team’s first encounter with the menacing Dr. Destroyer in 1975. Rowan left the team in 1979 when she began to have difficulty controlling her powers, and eventually started the Ravenswood Academy for superhuman youngsters (see *Teen Champions*). The original Tomahawk also stepped down after his fiftieth birthday, passing his weapons on to a young man from his tribe who’d been trained and prepared by the shamans. Brawler developed superpowers of his own on a mission in Siberia when he was exposed to bizarre radiation at the hands of Spektr (page 141) and gained superhuman strength. As the group continued to grow in skill and power, it concentrated more on the ever-increasing number of large-scale menaces to Earth instead of pursuing costumed bank robbers, and Vanguard and the Drifter both spent more time actively working with the team.

THE MODERN SQUADRON (1980-PRESENT)

As the 1980s dawned, Starburst retired and was replaced on the team by Crusader, a masked vigilante who had some knowledge of the occult. Unlike the Sentinels, who seemed to change their roster every few months, the Justice Squadron were closer friends and had a less formal team structure (perhaps one of the reasons government officials largely stayed out of their affairs). By the late Eighties, as they passed more than a quarter-century of working together, both Brawler and Skygirl retired to less stressful lives. The former was replaced by his own son, a mutant with far greater strength than either of his predecessors. Skygirl’s place on the team was taken by Goblin (a mystical shapechanger from an alternate Earth ruled by demons). The team’s roster was reduced by one in 1987, when Crusader was killed by Takofanes during the Archlich’s initial destructive rampage across the Midwest.

Unfortunately, that loss was just a prelude to greater tragedies in the 1992 Battle of Detroit. Both Goblin and Vanguard were among the casualties of that fateful day, the former directly at the hands of Dr. Destroyer and the latter while smashing the swarm of deadly asteroids the master villain intended to use as horrible weapons. Digitak was badly injured in battle against Grond and had to retire, passing his technology on to his own daughter Electron. The Justice Squadron was badly shaken by their losses, but eventually recovered and began anew under the leadership of Tomahawk II and Brawler III. The roster was bolstered with the addition of Blink, one of the first graduates of Ravenswood Academy, in 1993.

In 1996 the team accepted as a new member the fiery Flashover, daughter of one of the team’s oldest enemies and herself a reformed supercriminal, though this caused considerable stir in the press. The resulting lineup (Brawler, Tomahawk, the Drifter, Electron, Blink, and Flashover) became the longest stable lineup the team had ever seen, lasting nearly a decade until Electron married Amazing Man II in 2005 and left to help found the Goodman Institute (see Chapter Five). In her place, the Squadron recruited another one of Rowan’s former students with a questionable past, the cosmically-powered Superstar.

Today the Justice Squadron is widely regarded as one of the most powerful superteams in the world. The mere presence of the Drifter alone practically qualifies the team for that distinction, and when you combine his mystic might with the enormous strength of Brawler, the raw fiery power of Flashover, and the cleverness and talents of the other members you have a nearly unbeatable combination... as the JS’s enemies have often found to their chagrin.

BLINK

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
18	COM	4	13-	
6	PD	3		Total: 21 PD (15 rPD)
5	ED	2		Total: 20 ED (15 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
6	REC	0		
30	END	0		
25	STUN	0		Total Characteristics Cost: 80

Movement: Running: 6"/12"
Teleportation: 30"/60"

Cost	Powers	END
45	<i>Teleportation Power:</i> Endurance Reserve (200 END, 25 REC)	0
90	<i>Exoteleportation:</i> Multipower, 90-point reserve	
3u	1) <i>Self-Teleportation:</i> Teleportation 30"; Increased Endurance Cost (x3 END; -1)	18
9u	2) <i>Basic Exoteleportation:</i> Teleportation 30"; x16 Noncombat, x8 Increased Mass; Cannot Use Slot Unless He Carries At Least x2 Increased Mass (-0)	9
3u	3) <i>Long-Range Exoteleportation:</i> Teleportation 10"; x8 Increased Mass, MegaScale (1" = 1 km; +¼); Cannot Use Slot Unless He Carries At Least x2 Increased Mass (-0), Increased Endurance Cost (x2 END; -½)	8
1	<i>Safe House:</i> Fixed Location (JS HQ in NYC)	0
137	<i>Exoteleportation Abilities:</i> Multipower, 137-point reserve	
27m	1) <i>Exoteleportation Attack:</i> Teleportation 20"; x4 Increased Mass, Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Power Defense; +1), Ranged (+½), Reduced Endurance (½ END; +¼); Increased Endurance Cost (x2 END when power is used against living matter; -0)	6
12m	2) <i>Exoteleported Missiles:</i> RKA 2d6, NND (defense is Teleportation, Extra-Dimensional Movement, or Power Defense; +1), Does BODY (+1); OIF (small objects of opportunity; -½)	9
6m	3) <i>Dropped Objects:</i> Energy Blast 8d6, Indirect (always from above target; +¼); OIF (heavy blunt objects of opportunity; -½), Limited Range (50"; -¼)	5
2u	4) <i>Exoteleportation Point Defense:</i> Missile Deflection (all physical missiles), Range (+1); Costs Endurance (-½)	3

58	<i>Exoteleported Arsenal:</i> Variable Power Pool (Gadget Pool), 50 base + 25 control cost; all slots OAF (-1), Very Limited Class Of Powers (only gadgets, weapons, or other items he keeps in JS HQ; -1), Requires A Teleportation Tricks Roll (-1 per 20 Active Points; -¼)	var
10	<i>Armored Costume:</i> Armor (5 PD/5 ED); OIF (-½)	0
36	<i>Force Field Belt:</i> Force Field (10 PD/10 ED), Protects Carried Items, Reduced Endurance (0 END; +½); IIF (-¼)	0
6	<i>Squadron Communicator:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Perks

3	Fringe Benefit: National Police Powers
5	Fringe Benefit: Security Clearance

Skills

8	+4 with Exoteleport
9	Targeting Skill Levels: +6 versus Size penalties with Exoteleportation Attack
3	Acrobatics 13-
3	Breakfall 13-
3	Computer Programming 12-
3	Deduction 12-
3	Electronics 12-
3	Inventor 12-
3	Mechanics 12-
15	Power: Teleportation Tricks 18-
3	Shadowing 12-
3	Stealth 13-
3	Tactics 12-
3	Teamwork 13-

Total Powers & Skills Cost: 518

Total Cost: 598

200+ Disadvantages

15	Hunted: JS Rogues' Gallery 8- (As Pow, Public Identity, Harshly Punish)
20	Psychological Limitation: Code Versus Killing (Very Common, Strong)
15	Psychological Limitation: Enjoys The Lime-light (Common, Strong)
10	Reputation: Wealthy Celebrity Hero, 11-
15	Social Limitation: Public Identity (Craig Nguyen) (Frequently, Major)
323	Experience Points

Total Disadvantage Points: 598

Background/History: Craig Nguyen is a half-American, half-Vietnamese man who was born in 1965 to parents who were UNTIL agents who met while on duty in the Philippines. His childhood was a fairly normal one (though the family moved a lot), but that changed in 1981 when he manifested the power to teleport. At first he could only teleport other people or objects, not himself. At the time UNITY did not yet exist, so his parents weren't sure what to do about teaching him to use his powers. Fortunately, the retired superheroine and educator-in-training Rowan (see *Teen Champions*) heard about him and arranged to meet with the Nguyens.

As a result of that meeting she began working with Craig to train him. When she founded Ravenswood Academy, he attended, graduating as part of the Academy's first class in 1982.

During his time with Rowan and the Academy Craig learned how to use his teleportation powers only on himself, but his real strength still lay in teleporting other people and objects (either separately or along with himself). Recognizing that this ability made him ideally suited to working with a team of superheroes, in 1993 she introduced him to the Justice Squadron, which accepted him as a provisional member. The relationship worked out beautifully, and he's been a mainstay of the team ever since.

Personality/Motivation: Blink is one of the most upstanding members of the JS. He was raised by professional super-crime "cops," and thus spent all of his life on the periphery of the Superhuman World. He absorbed its ethos and beliefs wholeheartedly — he's a hero because he thinks it's right and proper that people with superpowers use them to benefit humanity rather than hurt it. He's as "simple," and as profound, as that.

But he's not all duty, duty, duty — he knows how to have fun too. He's got a clever, puckish sense of humor that appeals to almost everyone. He's a bit of a showoff, enjoying the chance to display his powers and steal the limelight a little. He's even more inclined to do this when there are pretty girls to show off too; despite a string of romances he has yet to find Miss Right... though he never stops looking.

Quote: "OK, time to take a trip!"

Powers/Tactics: Blink's powers revolve around what he refers to as exoteleportation — the ability to teleport other people and objects. He can teleport only himself, though he can only do this for relatively short distances and finds it tiring. It's much easier for him to teleport objects or other people — even if he travels with the other people or objects. The JS has worked out a wide variety of combat tactics that utilize Blink's powers to the fullest, and he's always on the lookout for new ways to use them creatively.

Besides exoteleporting people and things just to move them, he can use his powers in several specialized ways. For example, he can teleport physical missiles away from himself or others, or can teleport small objects into people to inflict grievous wounds. Even better, he's something of a gadgeteer and can teleport weapons and other devices from his lab at JS headquarters right into his hands. (The GM should define what devices are available to him for any given fight, if necessary; generally he can't reconfigure his Gadget VPP in the field.)

Since Electron's retirement, Blink has served as the JS's resident computer expert, scientist, and tinkerer/engineer. He's nowhere near as skilled in those fields as she was, but he gets by just fine most of the time.



Campaign Use: For campaigns with PC teams that lack either (a) a gadgeteer, or (b) means of rapid travel, Blink makes an excellent NPC teammate or acquaintance. He's usually happy to drop whatever he's doing to help out his friends in the Superhuman World.

To make Blink tougher, remove the restrictions on his powers so that he can teleport easily whether he carries other objects or just goes by himself. You could also give him more "Teleporation tricks" (see *The UNTIL Superpowers Databases* or *The Ultimate Speedster* for dozens of examples). To weaken him, reduce his SPD to 4 and his Endurance Reserve to 100 END, 10 REC.

Blink doesn't Hunt people except as part of a Squadron mission, in which case he follows orders.

Appearance: Blink is an Asian male, 5'6" tall; he's in his mid thirties and has short black hair and a thin build. He wears a blue bodysuit with red fingerless gloves and knee-high boots; on his chest is a red design of six arrows pointing symmetrically outwards from a central circle. Over this he usually wears a dark blue leather jacket. He usually carries some interesting piece of technology from Justice Squadron headquarters.

BRAWLER III

Val	Char	Cost	Roll	Notes
80	STR	70	25-	Lift 1.6ktons; 16d6 [8]
16	DEX	18	12-	OCV: 5/DCV: 5
40	CON	60	17-	
30	BODY	40	15-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
25	PRE	15	14-	PRE Attack: 5d6
14	COM	2	12-	
35	PD	19		Total: 35 PD (35 rPD)
30	ED	22		Total: 30 ED (30 rED)
5	SPD	24		Phases: 3, 5, 8, 10, 12
24	REC	0		
80	END	0		
90	STUN	0		Total Characteristics Cost: 275

Movement: Running: 6"/12"
Leaping: 16"/32"

Cost Powers **END**

Martial Arts: Brawling

Maneuver	OCV	DCV	Notes	END
4 Martial Block	+2	+2	Block, Abort	
4 Martial Escape	+0	+0	95 STR vs. Grabs	
3 Martial Grab	-1	-1	Grab Two Limbs, 90 STR for holding on	
3 Martial Throw	+0	+1	16d6 + v/5, Target Falls	
20 <i>Efficient Strength:</i>			Reduced Endurance (½ END; +¼) for 80 STR	0
33 <i>Radiation-Charged Body:</i>			Damage Resistance (35 PD/30 ED)	0
30 <i>Sturdy:</i>			Physical Damage Reduction, Resistant, 50%	0
15 <i>Sturdy:</i>			Energy Damage Reduction, Resistant, 25%	0
10 <i>Tough Skin:</i>			Lack Of Weakness (-10) for Normal Defenses	0
8 <i>Tremendously Heavy:</i>			Knockback Resistance -4"	0
1 <i>Enormous Lungs:</i>			Life Support (Extended Breathing: 1 END per Turn)	0
5 <i>Sturdy:</i>			Life Support (Safe Environments: High Pressure, High Radiation, Low Pressure/Vacuum)	0
5 <i>Fast Healer:</i>			Healing 1 BODY, Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (Regeneration, 1 BODY per Hour; -2¼), Self Only (-½)	0
6 <i>Squadron Communicator:</i>			HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Perks

3	Fringe Benefit: National Police Powers
5	Fringe Benefit: Security Clearance
4	Reputation: One Of The World's Strongest Heroes (A large group) 11-, +2/+2d6
5	Money: Well Off

Talents

5 Resistance (5 points)

Skills

25	+5 HTH
3	Breakfall 12-
3	Climbing 12-
3	Combat Piloting 12-
3	Demolitions 12-
2	AK: New York And Environs 11-
3	KS: DOSPA Procedures 12-
4	KS: History And Enemies Of The Justice Squadron 13-
1	Language: Spanish (basic conversation; English is Native)
2	Navigation (Air) 12-
3	Paramedics 12-
15	Power: Brick Tricks 18-
3	Tactics 12-
3	Teamwork 12-
3	TF: Combat Aircraft, Large Planes, Small Planes, Spaceplanes

Total Powers & Skills Cost: 245

Total Cost: 520

200+ Disadvantages

15	DNPC: Mom 11- (Incompetent; Useful Noncombat Position or Skills)
5	Physical Limitation: Large (almost eight feet tall and weighs about 700 kg) (Infrequently, Slightly Impairing)
5	Physical Limitation: Oversized/Clumsy Fingers (-2 to appropriate DEX Rolls) (Infrequently, Slightly Impairing)
20	Hunted: JS Rogues' Gallery 11- (As Pow, Public Identity, Harshly Punish)
20	Psychological Limitation: Code Versus Killing (Very Common, Strong)
20	Psychological Limitation: Devoted To Being A Hero And Doing Good (Common, Total)
10	Psychological Limitation: Chivalrous Towards (And Occasionally Clumsy Around) Women (Common, Moderate)
5	Rivalry: Professional, with other bricks
15	Social Limitation: Public Identity (Doug Ashmore) (Frequently, Major)
205	Experience Points

Total Disadvantage Points: 520

Background/History: Doug Ashmore prepared himself all his life to be a superhero. His grandfather, Walter, was the original Brawler, a two-fisted masked adventurer who began his career in the 1920s. Inspired by the legends of the Black Masks, the first Brawler used his wits and his skill at fisticuffs to battle crime on the streets of Los Angeles until the outbreak of World War II, when he helped found the original Justice Squadron along with the Drifter. Walter's son Ronald inherited the name and mask in 1960 and joined the team's second iteration when it started in 1962. In 1965, Ronald was exposed to a strange form of radiation while battling in a mad scientist's lab; he spent several weeks in the hospital being treated for burns, but when he emerged he discovered

his strength had increased to superhuman levels. Ronald was quite concerned when his wife Frances became pregnant the next year, but their son Douglas seemed to be a perfectly healthy boy.

Douglas grew up among the various members of the Justice Squadron, and despite his parent's efforts to give him a "normal" childhood he was always fascinated by the exploits of his father and father's friends. When he hit puberty he began a growth spurt that soon proved to be extraordinary — by the time he was sixteen he was nearly seven feet tall and already as strong as his father. In 1985 Ronald gave him permission to adopt the Brawler name and costume and replace him on the team.

As Brawler III, Doug has been one of the Justice Squadron's mainstays for twenty years. His large size and friendly demeanor have made him one of the country's most recognizable and popular celebrity superheroes, a role he takes extremely seriously. For many years he was romantically linked with Electron, the team's beautiful gadgeteer, but in the late Nineties they grew apart (Electron eventually fell in love with Amazing Man II of the Sentinels, whom she married him in 2005). His father died of cancer in 1997, but his mother remains a well-known celebrity in her own right, having written several books about her husband and some of the Squadron's most interesting adventures.

Personality/Motivation: Brawler is living the exact role he's prepared for all of his life. Being a superhero is everything he expected, and he's only a little bit sorry now that he never tried anything else. He occasionally expresses desires to have a "normal" life, but he's not entirely sure what that would entail, and he's never really taken any of the opportunities that have come along to try it out. After all, there's always another villain to chase after or another alien invasion to thwart... and even if there isn't the headquarters needs some repairs or DOSPA needs some paperwork filled out.

Brawler is a good soldier slightly miscast as "team leader." In the field he usually defers to the advice of Tomahawk or the Drifter, but the younger heroes definitely look to him for guidance, and nobody on the team is more concerned about the Squadron as a group. Brawler makes sure the members get along together and train together. He does a lot of the work to maintain the



team's good image, so the others tend to defer to him pretty much everywhere outside of combat. The Drifter's rarely around during downtime, and Tomahawk's emotional reserve and cynicism don't lend themselves to creating a "team atmosphere," so if it wasn't for Brawler the group would probably eventually fall apart. The younger members of the team have gotten used to having Brawler around as a sounding board for advice (Flashover and Superstar in particular go to him for help on dealing with the probing questions about their pasts they get from the press). Brawler's also surprisingly good at the bureaucratic side of leadership, maintaining good relationships with DOSPA, PRIMUS, and UNTIL.

Brawler believes strongly in the Boy Scout-ish "heroic code" as handed down by his family. He's also very aware of his role as a celebrity, frequently taking time out to film public service announcements, visit sick kids in hospitals, and do other good works for charity without making a big deal out of it.

One of Brawler's primary weaknesses is his relationships with women he finds attractive. He's rarely "dated," and spent most of his early adult years in a long-term relationship with Electron that was never really destined to work out. He's not misogynist or even particularly sexist, but instead is shy (sometimes overpoweringly so) around women he finds attractive and liable not to think too clearly when one is involved.

Quote: “I’ve fought for justice my entire life, and we’re not giving up now!”

Powers/Tactics: Brawler is one of the first heroes that comes to the average person’s mind when the term “brick” is used. He’s incredibly powerful, nearly impossible to hurt, and fairly talented in hand-to-hand combat despite his imposing bulk.

Brawler’s had extensive training and experience, but he’s often poor at improvising in completely new situations or thinking creatively in combat. He tends to lead with his chin, trusting in his own ability to soak up damage to open up opportunities for his teammates; after all, every shot wasted on him is one that isn’t aimed at his more fragile friends. He enjoys the rare times he’s able to cut loose on opponents in his own strength class, since so much of the time he has to try hard not to accidentally injure anyone or break valuable equipment.

Campaign Use: In combat, Brawler is as basic as they come, and can handily fill the niche of brick wherever needed. There are much greater opportunities for stories involving his own insecurities, whether they come from his responsibility to the legacies of the team or his predecessors, or his own personal relationships. It’s easy to underestimate Brawler and his importance to the rest of the team — without his sturdy backbone, the Justice Squadron might collapse under the weight of its history and celebrity.

To make Brawler a tougher opponent, give him a Multipower of “brick tricks” (see *The Ultimate Brick* for dozens of examples). He can do a few such tricks now just using his *Power Skill*, but buying them lets him use them more consistently and easily. To weaken him, reduce his STR to 70 and his defenses slightly as well.

Brawler only Hunts people as part of the JS; he follows whatever plan or procedure the team devises.

Appearance: Brawler II stands about 7’8” (and is nearly that wide) and weighs over 1,500 pounds. He’s heavily muscled, broad-shouldered, and barrel-chested, with a squarish head and nearly no neck to speak of. He wears a red bodysuit with metallic highlights on the biceps, legs and belt, and white boots and gloves. His cowl covers his whole head like a wrestler’s mask.

THE DRIFTER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
25	INT	15	14-	PER Roll 14-
26	EGO	32	14-	ECV: 9
33	PRE	23	16-	PRE Attack: 6½d6
10	COM	0	11-	
8	PD	6		Total: 23 PD (15 rPD)
8	ED	4		Total: 23 ED (15 rED)
5	SPD	26		Phases: 3, 5, 8, 10, 12
6	REC	0		
36	END	0		
29	STUN	0		Total Characteristics Cost: 144

Movement: Running: 6”/12”
Teleportation: 25”/1,600”

Cost	Powers	END
60	<i>Mystic Power:</i> Endurance Reserve (300 END, 30 REC)	0
375	<i>Thaumaturgical Powers:</i> Variable Power Pool, 150 base + 75 control cost, Cosmic (+2)	var
90	<i>Mystic Wards:</i> Force Field (15 PD/15 ED/15 Mental Defense/15 Power Defense), Reduced Endurance (0 END; +½)	0
60	<i>Mystic Fortitude:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
50	<i>Mystic Fortitude:</i> Life Support: Total (including Longevity: Immortality)	0
7	<i>Mystic Fortitude:</i> Healing BODY 1d6, Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (Regeneration, 1 BODY per Turn [Post-Segment 12]; -¼), Self Only (-½)	0
75	<i>Instantaneous Travel:</i> Teleportation 25”, x64 Noncombat	7
45	<i>Walking Through Realities:</i> Extra-Dimensional Movement (any physical location in any dimension)	4
9	<i>Oracular Dreams:</i> Clairsentience (Hearing And Sight Groups), Precognition, Reduced Endurance (0 END; +½); Extra Time (minimum of 1 Hour spent sleeping, and often longer; -3), No Conscious Control (-2), Only Through Dreams (-1), Precognition Only (-1)	0
15	<i>See The Arcane:</i> Detect Magic 14- (Sight Group), Discriminatory, Analyze	0

Perks

3	Fringe Benefit: National Police Powers
5	Fringe Benefit: Security Clearance
3	Well-Connected
2	1) The Witness 8- (very useful Skills or resources)
17	2) The Trismegistus Council 11- (extremely useful Skills or resources, significant Contacts of its own, Organization)
25	3) 25 more points’ worth of Contacts and Favors in the Mystic World

Talents

- 46 *Mystic Guardian Of Earth*: Danger Sense (any location, any danger, sense) 18-
 24 *Gift Of Tongues*: Universal Translator 18-

Skills

- 18 +6 with *Thaumaturgical Powers* VPP
 3 Acting 16-
 3 Analyze Magic 14-
 3 Concealment 14-
 3 Conversation 16-
 5 Cramming
 2 Cryptography 14-; Translation Only (-½)
 3 AK: Earth 14-
 2 AK: Faerie 11-
 11 Navigation (Astral, Dimensional) 18-
 3 Oratory 16-
 3 Persuasion 16-
 3 Shadowing 14-
 3 Stealth 12-
 3 Trading 16-
 3 Scholar
 6 1) KS: Arcane And Occult Lore 18-
 2 2) KS: Dimension Lords And Cosmic Entities 14-
 2 3) KS: History 14-
 6 4) KS: The Mystic World 18-
 1 5) KS: The Superhuman World 11-
 4 6) KS: Thaumaturgy 16-

Total Powers & Skills Cost: 1,003

Total Cost: 1,147

200+ Disadvantages

- 20 Distinctive Features: discomfiting aura (Not Concealable; Causes Major Reaction [discomfort, nervousness, “the creeps”])
 15 Hunted: Circle Of the Scarlet Moon 8- (As Pow, NCI, Harshly Punish)
 20 Hunted: DEMON 11- (As Pow, NCI, Harshly Punish)
 15 Hunted: Various Evil Cosmic Entities 8- (Mo Pow, Harshly Punish)
 5 Physical Limitation: Cannot Disguise Himself (Infrequently, Slightly Impairing)
 20 Psychological Limitation: Tries to Prevent The Disasters And Evil He Foresees (Common, Total)
 10 Psychological Limitation: Manipulative; Not Above Playing On Other’s Weaknesses For The Greater Good (Common, Moderate)
 842 Experience Points

Total Disadvantage Points: 1,147

Background/History: The Drifter — a name widely thought to be short for “the Astral Planes Drifter,” though that belief didn’t become common until the mid-Seventies as a play on the movie title *High Plains Drifter* — is a strange mystic hero with an equally strange past. Jonathan Keyes was an up-and-coming prosecutor in the New York City District Attorney’s office in 1938 with a bright future ahead. He was working night and day amassing evidence for his biggest case ever, in which he planned to finally bring down notorious mob boss Matteo Camorra. But Camorra learned what Keyes was

doing and decided to make an example of him. He framed the young lawyer for various crimes, including suborning false testimony and embezzling government funds. And he did such a good job of it Keyes was found guilty and disbarred. His friends turned their backs on him in disgust, and Keyes, who’d always drank a little too much anyway, slipped into chronic alcoholism and depression. He soon lost his fancy apartment and wound up living in a rat-infested flop-house in the Bowery.

One night Keyes was sleeping off a bender in an alleyway near the docks when the sounds of a fight awakened him.

He saw a mugging taking place — two young toughs were beating the old fisherman and taking his meager earnings for the night. Keyes tried to intervene and protect the old man, but the thugs overpowered him as well and one of them stabbed him in the heart with a knife. As Keyes fell to the ground in a small pool of his own blood, the crooks ran off.

Keyes awoke to find himself in a misty landscape, a dark wood obscured by fog. Standing next to him was a being, who alternately seemed to look like an old bearded man in a robe, a beautiful young woman, or an enormous owl each time the dim moonlight caught him. His mysterious companion spoke to him, retelling his life story and commiserating over the misfortunes that had befallen him. “You lost your faith in the world, Jonathan, your faith in justice, law, and fairness. Would you like an opportunity to set it all right, to restore the balance?” Keyes, thinking this was some sort of dying dream, laughed a little and said, “More than anything.” “Done, then,” answered the being, who raised its hands/wings and disappeared into a choking mist that made Keyes cough. “You will return to the world, changed forever and yet unchanging, for as long as you have the will to fight for what is *right*.”

When the mist cleared, Keyes was back in the alley behind the fishery. He felt somehow stronger, more *alive* than he’d ever felt before. His mind was filled with knowledge and wisdom, his body with mystic power. Eerie visions passed before his



eyes, and secrets he was barely conscious of until he concentrated on them flitted through his brain. He struck the alley wall experimentally, and was strangely reassured by the pain.

He returned to his rooms and tried to change out of his ratty overcoat and bloodstained shirt... but no matter what other clothes he put on, they transformed before his eyes back into what he'd been wearing when he died. The wound on his chest remained too, no longer bleeding but still there as a reminder of his strange encounter.

Keyes used his remarkable new abilities over the next several weeks, first to bring to justice the two thugs that had “killed” him and then to dismantle the Camorra organization piece by piece, finally confronting Camorra himself in his penthouse apartment. He narrowly avoided the mobster's mad rush with a knife, causing Camorra to plunge over the railing to his death. But Keyes soon realized there was more to his abilities than just fighting crooks on the streets. He was somehow attuned to the world, particularly its mystic side, and could sense where he was needed. He began appearing mysteriously to those in peril, helping them and thwarting the evil that attacked them. More than one would-be victim later told reporters about “that drifter who saved me”... and thus the Drifter got a name.

When World War II broke out, the Drifter found himself regularly in conflict with various mystics working for the Axis powers. Despite the fact that he preferred (and still prefers) to work alone most of the time, he joined the Justice Squadron to protect the American homefront from enemy activities. During this time he became friends with the original Brawler and Tomahawk, and when the war ended and the team broke up the three remained friends.

In the years after the war, few costumed superheroes were active. The Drifter continued to operate, but behind the scenes, in the shadows where his enemies also lurked. He studied more and more of the secrets of the arcane, becoming an accomplished thaumaturge and traveling extensively throughout the dimensions. In 1961 he met the young superhero Vanguard when both were pursuing a pack of werewolves, and they struck up a friendship. A few months later, Bram MacFarlane captured the Drifter and tried to siphon his potent mystical energies off to use himself. Vanguard assembled a new Justice Squadron to rescue his old friend, and when it was all over the Drifter joined the team himself. For the next thirty years, until Vanguard's death in the Battle of Detroit, the two heroes remained the core of the Squadron.

Today the Drifter continues to be one Earth's foremost mystical defenders. Though he rarely participates in the day-to-day activities of the team, they're always his first choice when he requires allies to help him deal with a major threat, and he's always available for the team to call on themselves when they encounter a magical problem. He's on good terms with other mystical agents for good, whether groups like the Trismegistus Council or individual heroes like Witchcraft and Robert Caliburn. Some have suggested he should be the next Archmage.

Personality/Motivation: The Drifter is a powerful force for good in the world — one of Earth's mightiest mystics, and a man (some would say “being”) of bravery, learning, and wisdom to boot. Although he seems to enjoy being enigmatic just to frustrate those around them, and is in human terms somewhat distant and detached (not to mention, as Flashover puts it, “spooky”), the other JSers know he's a true friend and rely on him and his advice extensively.

In addition to being “deliberately mysterious,” the Drifter can also be pushy and manipulative — if he thinks something needs to be done, he doesn't care if people do it because they're asked or because he tricks them into it. All that matters is that it gets done. He's always focused on the “big picture” of protecting humanity and defeating evil, and seems to care little for the “small problems” of everyday life (such as maintaining a Secret Identity, keeping dates with spouses or girlfriends, or the like... something the other JSers and more than a few solo heroes have learned to their chagrin when he showed up out of nowhere to insist on their help).

Despite all that he's learned over the last sixty years as a student of the occult and traveler among dimensions, the Drifter still doesn't know who it was that first returned him from beyond death and gave him his original powers. He suspects that it was some Lord of the Outer Planes, perhaps a manifestation of Justice, though it's possible he was bonded with some spirit who seeks to right wrongs. Ultimately it's not important; what matters is that he has a role to play in the destiny of the world and intends to do so to the best of his ability.

Quote: “I dreamed last night of fire and darkness. You're going to have to come with me.”

Powers/Tactics: The Drifter is one of the most powerful good-aligned mystics on Earth; some people even think he could give Takofanes a run for his money (an assertion the Drifter rightly denies, though the two have yet to clash). See *The Mystic World* for dozens of thaumaturgy spells he can cast with his Variable Power Pool. He's also superhumanly physically tough as a result of having died and come back to life, but otherwise is similar to an ordinary human physically in most ways.

The power the Drifter's best known for is his ability to “walk through realities” — in other words, travel among the dimensions. Sometimes he does this to enable instantaneous travel over distances of up to about 3 kilometers (Teleportation), at other times he moves from one plane to another for longer periods of time (Extra-Dimensional Movement). (If necessary for plot purposes, the GM should let him use his VPP to apply naked Adders and Advantages to these powers, such as Increased Mass or MegaScale.) Among other things, these two abilities allow him to “appear out of nowhere” to warn someone or request another hero's help.

The Drifter frequently has precognitive dreams, and also has a powerful mystic sense for impending danger. These abilities allow him the time to gather small groups of heroes to oppose the threat — usually that means the Justice Squad-

ron, but sometimes his visions guide him to other heroes, or he considers another team more appropriate for opposing a particular foe.

Despite his awesome power, the Drifter is restricted in a few ways. First, in the interest of maintaining cosmic balance, he prefers not to use more than 60-75 Active Points in any given VPP slot. He can use as much as he wants, up to the full 150, but he tends to do that only when it's absolutely necessary. Too much use of powerful magic could strain the fabric of reality too much. Second, the Drifter cannot disguise himself in any way, mystic or mundane. Any clothes he puts on transform themselves into the same threadbare overcoat, white shirt with small bloodstain, grey pants, and scuffed shoes that he wears; mundane disguises slough off him right away; illusions unravel or shatter.

Campaign Use: The Drifter is a plot device *par excellence*. His mystic powers could get him involved in almost anything or with anyone, his power to perceive dangers and threats gives him a reason to warn people, and his manipulative attitude means he's more than willing to meddle with someone if that meddling's warranted by a greater good. He's also a superb source of information about All Things Mystic (and not a bad one about All Things Everything Else, either). To keep him from overshadowing your PCs you may need to weaken him through such classic standbys as "mystic static" or "got hit in the head and can't concentrate enough to use all his powers." But one thing's for sure: when the Drifter turns up, there's trouble brewing somewhere.

The Drifter probably doesn't need to be any more powerful, but if necessary you can increase the size of his Variable Power Pool, or give him more commonly-used abilities outside the VPP (don't buy them in Power Frameworks so he can use the VPP to augment them if necessary). To weaken him, reduce the VPP to appropriate levels, and/or get rid of some or all of the *Cosmic* (+2) Advantage so it's harder to use.

The Drifter doesn't exactly Hunt people. If he senses a danger he'll show up to deal with it, either by himself or with the help of the JS or other heroes he's dragooned into service, but he doesn't spend his time tracking his enemies down. He's more reactive than proactive most of the time.

Appearance: The Drifter is a plain-looking white man, apparently in his late thirties, with close-cropped brown hair and piercing blue eyes. He's 5'10" tall with a slender but not athletic build. He wears a slightly threadbare and dusty brown overcoat over a white button-down workshirt and pants, and scuffed black walking shoes. The shirt has a bloodstain directly over his heart — it's small enough to cover up with the coat, but noticeable if he's not trying to hide it. He has a remarkable facility for blending into crowds.

FLASHOVER

Val	Char	Cost	Roll	Notes
9	STR	-1	11-	Lift 87.1kg; 1½d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
14	CON	8	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
17	PRE	7	12-	PRE Attack: 3d6
20	COM	5	13-	
3	PD	1		Total: 3 PD (0 rPD)
7	ED	4		Total: 7 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
5	REC	0		
28	END	0		
22	STUN	0		Total Characteristics Cost: 82

Movement: Running: 6"/12"
Leaping: 1½"/3"
Flight: 20"/80"

Cost	Powers	END
64	<i>Fiery Form:</i> HKA 2d6, Continuous (+1), Damage Shield (does damage in HTH combat; +¾), Reduced Endurance (0 END; +½), Persistent (+½); No STR Bonus (-½), Only In Heroic Identity (-¼)	0
60	<i>Fire Creation And Manipulation:</i> Multipower, 75-point reserve; all slots Only In Heroic Identity (-¼)	
6u	1) <i>Fiery Blast I:</i> Energy Blast 12d6, Reduced Endurance (½ END; +¼); Only In Heroic Identity (-¼)	3
6u	2) <i>Fiery Blast II:</i> RKA 4d6, Reduced Endurance (½ END; +¼); Only In Heroic Identity (-¼)	3
6u	3) <i>Fiery Blast III:</i> Energy Blast 15d6; Only In Heroic Identity (-¼)	7
6u	4) <i>Fireball:</i> Energy Blast 10d6, Explosion (+½); Only In Heroic Identity (-¼)	7
6u	5) <i>Dehydrating Heat:</i> Energy Blast 7d6, NND (defense is Life Support [Safe Environment: Intense Heat] or having fire powers; +1); Only In Heroic Identity (-¼)	7
6u	6) <i>Extinguish Fires:</i> Dispel Fire 20d6, any one Fire power at a time (+¼); Only In Heroic Identity (-¼)	7
6u	7) <i>Flashover I:</i> Sight Group Flash 12d6, Reduced Endurance (½ END; +¼); Only In Heroic Identity (-¼)	3
5u	8) <i>Flashover II:</i> Sight Group Flash 6d6, Area Of Effect (4" Radius; +1), Reduced Endurance (½ END; +¼); Only In Heroic Identity (-¼)	3
17	<i>Spark:</i> RKA 1 point, Area Of Effect (One Hex Accurate; +½), Continuous (+1), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (fire stops burning when it runs out of fuel or oxygen, or someone extinguishes the flames; +½); Limited Range (30"; -¼)	0

- 24 *Fiery Form Powers*: Elemental Control, 60-point powers; all slots Only In Heroic Identity (-¼)
- 24 1) *Fiery Flight*: Flight 20", Reduced Endurance (0 END; +½); Only In Heroic Identity (-¼)
- 24 2) *Fiery Mantle*: Force Field (16 PD/24 ED), Reduced Endurance (0 END; +½); Only In Heroic Identity (-¼)
- 36 3) *Fiery Wall*: Force Wall (0 PD/10 ED), Transparent (physical; +½), Reduced Endurance (½ END; +¼); Only In Heroic Identity (-¼) **plus** RKA 1d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (½ END; +¼); Only In Heroic Identity (-¼), No Knockback (-¼), Linked (-½)
- 14 *Fiery Form*: +6 DEX; Only In Heroic Identity (-¼)
- 8 *Fiery Form*: +1 SPD; Only In Heroic Identity (-¼)
- 8 *Fiery Form*: +20 END, Only In Heroic Identity (-¼)
- 3 *Fiery Form*: Life Support (Safe Environments: Intense Cold, Intense Heat); Only In Heroic Identity (-¼)
- 10 *Fiery Eyes*: Sight Group Flash Defense (10 points)
- 5 *Fiery Eyes*: Infrared Perception (Sight Group)
- 10 *Armored Costume*: Armor (5 PD/5 ED); OIF (-½)
- 6 *Squadron Communicator*: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)

Perks

- 3 Fringe Benefit: National Police Powers
- 5 Fringe Benefit: Security Clearance

Skills

- 15 +5 with *Fire Creation And Manipulation* Multipower
- 3 Acrobatics 13- (14-)
- 3 Breakfall 13- (14-)
- 3 Bribery 12-
- 3 Concealment 13-
- 2 KS: DOSPA Procedures 11-
- 3 KS: Supervillains Of The Seventies and Eighties 13-
- 2 Language: French (fluent conversation; English is Native)
- 3 Lockpicking 13- (14-)
- 11 Power: Fire Tricks 17-
- 2 SS: Chemistry 11-
- 1 Security Systems 8-
- 3 Seduction 12-
- 3 Shadowing 13-
- 3 Stealth 13- (14-)
- 3 Streetwise 12-
- 2 Survival (Urban) 13-

Total Powers & Skills Cost: 433

Total Cost: 515

200+ Disadvantages

- 10 Accidental Change: changes out of Heroic Identity when immersed in water or exposed to large amounts of fire suppressant 11- (Uncommon)
- 0 20 Hunted: JS Rogues' Gallery 11- (As Pow, Public Identity, Harshly Punish)
- 0 20 Hunted: Teleios 8- (Mo Pow, NCI, Public Identity, Mildly Punish)
- 15 Hunted: Hurricane 8- (As Pow, Public Identity, Harshly Punish)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 15 Psychological Limitation: Protects The Weak And Innocent (Common, Strong)
- 5 Reputation: reformed villainess, 8-
- 4 15 Social Limitation: Public Identity (Danielle Beaudoin) (Frequently, Major)
- 0 200 Experience Points

Total Disadvantage Points: 515

Background/History: Danielle Beaudoin, born 1976, is the daughter of Philip Beaudoin, who as the supervillain Flashover battled the Justice Squadron (and many other heroes) repeatedly in the Seventies and early Eighties. She grew up living with the shame of her father's career and defeats, and often had to move from town to town (sometimes with little or no warning) because of his crimes. After he died during a battle with Digitak (allegedly from heart failure, though she never believed that), she finally settled in Buffalo, New York.

In 1994, Danielle decided it was up to her to avenge her father's "murder" at Digitak's hands. Through some of her father's old underworld friends she got in touch with the villainous mastermind Teleios. In exchange for a variety of distasteful favors, he altered her DNA and physical form to give her powers almost identical to her father's. Now suitably armed, she set out to get revenge...

...but her heart really wasn't in it. She fought the Justice Squadron a few times with other villains, but she lacked the killer instinct, rampant greed, or driving ambition that mark most supervillains. In 1996 she and Brawler were trapped together in a cave-in during one of her encounters with the JS. The lack of oxygen soon caused her powers to flicker out, and lacking any means to fight Brawler she eventually began to talk to him. By the time the rest of the Squadron dug them out, he'd convinced her to turn herself in... and then join the Justice Squadron as a provisional member (an arrangement later formalized by the court as an extensive community service burden put upon her as part of a plea bargain).

The result was a media uproar. The public was astonished that the JS would allow so recently "reformed" a supervillainess to join their team — and privately several of the Squadronites agreed. Flashover had to work hard for years to prove herself, and while there are still some people who look at her askance, her unblemished record of heroism over nearly a decade has won public and superheroic opinion firmly to her side.

Personality/Motivation: Flashover has gone from being a somewhat confused young woman to a tough, confident superheroine. In fact, if anything she's become too confident; she has a tendency to bite off more than she can chew in super-battles, forcing Brawler, the Drifter, or another of her comrades to come to her rescue. In many cases she prefers to use her powers to protect innocent bystanders from the effects of combat; she's got a strong streak of sympathy for the hapless, the underdog, crying children, lost kittens, and anyone else who seems to need a helping hand. (She spends a lot of her spare time doing charity appearances and such.)

Quote: "Time to turn up the heat!"

Powers/Tactics: Flashover can transform her body into a coherent mass of flame. While in this state she can fly by projecting flame from the bottom of her feet, project various blasts and balls of fire to hurt her enemies, and create small walls of flame to protect people. Nearly all of her powers only work when she's in "fiery form." The one thing she can do without being in Fiery Form is create small sparks of flame to set things on fire. Her ability to withstand bright flashes of light and to see heat patterns also apply when she's in ordinary human form.

In combat Flashover prefers to open with one of her trademark blindingly bright bursts of light — preferably against entire groups of foes so the other Squadronites have an advantage against them, but she can also focus the blast on a single person for greater effect. After that she uses whatever sort of fire-bolt best applies, and can even surround a target with a field of withering heat to make him pass out without suffering physical injury.

Campaign Use: The most interesting plot hook that Flashover offers is the shadows of her past coming back to haunt her. Who knows when some old villainous colleague with some sort of hold over her (blackmail, bonds of affection, a favor owed...) might try to convince her to do something against the Squadron's interests?



Flashover isn't the only member of her family with superpowers. Teleios later lured her younger brother Philip, Jr. into his lab and gave him extensive powers of air and wind control. Using the name Hurricane, he's fought Flashover and the Squadron several times; he's powerful enough to take on the entire team, and maybe then some. (See page 134.)

To make Flashover more powerful, remove the *OIHID* Limitation from most of her powers, allowing her to use them whenever she likes. (The Damage Shield and Flight would be two of the exceptions to this.) To weaken her, get rid of the Characteristic boosts she receives in Heroic Identity.

Flashover doesn't Hunt people except as part of a Squadron mission, in which case she follows orders.

Appearance: Flashover is a white woman in her early thirties. In her normal form she has short red hair, blue eyes, and freckles and stands 5'2". Her costume is mostly fire red with gold sleeves and legs and a "fire" motif on the gloves and boots; the neckline is a deep, rather revealing V-shape. She wears no mask. When powered up, she has the same general shape but seems to be made of bright orange fire, and her hair appears to be much longer and leaves a contrail behind her as she flies.

SUPERSTAR

Val	Char	Cost	Roll	Notes
14	STR	4	12-	Lift 175 kg; 2½d6 [1]
21	DEX	33	13-	OCV: 7/DCV: 7
15	CON	10	12-	
11	BODY	2	11-	
10	INT	0	11-	PER Roll 11-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
20	COM	5	13-	
5	PD	2		Total: 35 PD (30 rPD)
8	ED	5		Total: 38 ED (30 rED)
4	SPD	9		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	4		Total Characteristics Cost: 83

Movement: Running: 6"/12"
Flight: 340"/960"

Cost	Powers	END
25	<i>Cosmic Energy Stores:</i> Endurance Reserve (150 END, 10 REC)	0
7	<i>Cosmic Energy Replenishment:</i> +10 REC for Endurance Reserve; Only When In Direct Sun-/Starlight (-½)	0
100	<i>Cosmic Energy Attacks:</i> Multipower, 100-point reserve	
20m	1) <i>Cosmic Blast:</i> Energy Blast 20d6	10
20m	2) <i>Efficient Cosmic Blast:</i> Energy Blast 16d6, Reduced Endurance (½ END; +¼)	4
20m	3) <i>Tuned Energy Blast:</i> Energy Blast 10d6, Variable Advantage (+½ Advantages; +1)	10
19m	4) <i>Energy Bubbles:</i> Telekinesis (50 STR), Affects Porous, Fine Manipulation	9
18m	5) <i>Cosmic Energy Walls:</i> Force Wall (10 PD/10 ED; up to 10" long and 3" tall), Hardened (+¼)	9
2u	6) <i>Protective Cosmic Bubbles:</i> Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing), Usable Simultaneously (up to 8 people at once; +1); Costs Endurance (-½), All Recipients Must Remain Within 4" Of Superstar (-½)	2
87	<i>Cosmic Field:</i> Force Field (30 PD/30 ED), Protects Carried Items, Hardened (+¼)	9
10	<i>Protected Eyes:</i> Sight Group Flash Defense (10 points)	0
80	<i>Cosmic Flight:</i> Flight 30", x32 Noncombat	8
41	<i>Cosmic Sensing:</i> Spatial Awareness (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Telescopic (+8 versus Range Modifier)	0
6	<i>Squadron Communicator:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Perks

3	Fringe Benefit: National Police Powers
5	Fringe Benefit: Security Clearance

Skills

6	+2 with <i>Cosmic Energy Attacks</i> Multipower
3	Conversation 12-
2	CK: Philadelphia 11-
2	KS: Stronghold 11-
2	KS: The Superhuman World 11-
7	Power: Cosmic Energy Tricks 13-
3	Stealth 13-
3	Streetwise 12-
3	Tactics 11-
3	Teamwork 13-

Total Powers & Skills Cost: 497

Total Cost: 580

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Hunted: IHA 8- (Mo Pow, NCI, Public Identity, Harshly Punish)
15	Psychological Limitation: Prone To Moralizing; Wants To Help Kids Avoid His Mistakes (Common, Strong)
15	Psychological Limitation: Black And White Thinker; Never Trusts A "Villain" (Common, Strong)
10	Psychological Limitation: Bit Of A Showoff (Common, Moderate)
5	Reputation: supposedly reformed teen supercriminal, 8-
15	Social Limitation: Public Identity (Gary Stratton) (Frequently, Major)
5	Unluck 1d6
5	Vulnerability: 1½ x Effect from Energy Drains (Uncommon)
275	Experience Points

Total Disadvantage Points: 580

Background/History: Superstar's real name is Gary Stratton. He was born in 1980 in Philadelphia. His mutant powers of cosmic energy manipulation manifested when he was fifteen. By that point he was already a "troubled child" with a long history of delinquent behavior, mostly minor crimes like vandalism and petty robbery. Once he got a grip on his powers, though, he went on a robbery spree that only ended when he was captured by the superheroes Atlas and the Mechanic. He was sentenced to five years in Stronghold, during which time he was visited on several occasions by Rowan (see *Teen Champions*). She felt there was still a chance to turn the young man's life around... and she was right. Gary was very impressed by Rowan and decided to give going straight a shot. He was released early due to good behavior in 1999 and paroled into Rowan's care at the Ravenswood Academy. School wasn't exactly his favorite thing, but he buckled down and graduated in 2001.

After graduation he spent several years as a part-time superhero while working as a student counselor at the Academy. Remembering the success they'd had rehabilitating Flashover and relying on Rowan's recommendation, the members of the Justice Squadron recruited him to replace

Electron when she left the team to marry Amazing Man. And so far they haven't been disappointed; he's a walking testament to a person's ability to turn his life around and become a hero.

Personality/Motivation:

Superstar has adopted the life of a superhero with a reformist's zeal. He's committed to doing the right thing, and he spends a lot of time lecturing young people and trying to keep them from following the same path he did. His three years in Stronghold among some of the nastiest supervillains in the world definitely "scared him straight." He feels most heroes don't fully understand the depths of the depravity they face in today's supervillainy, and therefore he constantly presses the team to take a hard line on any moral quandaries they encounter — offer no quarter, accept no compromise. While his teammates admire his ability and his drive, they worry that he's in danger of going off the deep end on the other side, and hope he can moderate his passions before they get the best of him.

Quote: "Yeah, like I'm going to take the word of a crook like you!"

Powers/Tactics: Superstar is a mutant with the unusual ability to manipulate cosmic energy. Typically such awesome powers are reserved for cosmic heroes and villains (see *Galactic Champions* for many examples), but somehow Superstar's mutant physiology can absorb and channel ambient cosmic energy to project devastating energy bolts, erect defensive shields and walls, move objects telekinetically, fly, and so forth. Rowan and the rest of the JS believe he's only begun to tap his potential, and could in fact become much more powerful with time and experience. (Some of them worry about how he'll handle that, if it happens.)

In combat Superstar is usually one of the JS's frontline fighters. He's got awesome power and he knows it, so he flies straight into battle, blasting and smashing his foes. He needs to learn to pay more attention to defense and clever tactics or more clever opponents will eventually start to get the best of him no matter how powerful he is.



Campaign Use: As a young and somewhat troubled hero, Superstar presents all sorts of story possibilities. The heroes could train him to improve his powers, help him develop more mature and heroic views about crimefighting, investigate why he has such unusual mutant powers, or the like.

To make Superstar more powerful, increase the size of his Endurance Reserve and his Multipower reserve so he can use more powers at greater strength at once; you could also give him slots featuring RKAs, Ranged Drains, AVLDs, and other attacks that involve more powerful or subtle manipulation of cosmic energies. For campaigns that involve spending a lot of time in space, some FTL Travel wouldn't hurt either. To weaken him, reduce his Multipower reserve and slots to about 80 points, and some of his other powers correspondingly.

Superstar doesn't Hunt people except as part of a Squadron mission, in which case he follows orders.

Appearance: Superstar is a young white man in his mid-twenties, 5'10" tall with an athletic build. He has fairly long, stylishly-cut red hair, broad features and a small "soul patch" on his chin. His costume is bright blue and form-fitting, with a large yellow "shooting star" motif taking up most of his left side. He crackles with energy when his power is in use, with small golden sparks shooting from his hands or eyes.

TOMAHAWK II

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
25	DEX	45	14-	OCV: 8/DCV: 8
28	CON	36	15-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
23	PRE	13	14-	PRE Attack: 4½d6
16	COM	3	12-	
15	PD	7		Total: 21 PD (16 rPD)
15	ED	9		Total: 21 ED (16 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
14	REC	0		
56	END	0		
54	STUN	0		Total Characteristics Cost: 214

Movement: Running: 13"/26"
Leaping: 8"/16"
Swimming: 4"/8"

Cost Powers **END**

22	<i>Dawn Fire Tomahawk:</i>	Multipower, 45-point reserve; all slots OAF (-1)		
1u	1) <i>Striking A Blow:</i>	HA +6d6; OAF (-1), Hand-To-Hand Attack (-½)		3
2u	2) <i>Thrown Tomahawk:</i>	Energy Blast 9d6; OAF (-1), Lockout (-½), Range Based On Strength (-¼)		4
	<i>Martial Arts: Grappling</i>			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Choke Hold	-2	+0	Grab One Limb; 2d6 NND
4	Disarm	-1	+1	Disarm; 50 STR to Disarm
4	Escape	+0	+0	55 STR vs. Grabs
5	Flying Dodge	--	+4	Dodge All Attacks, Abort; FMove
5	Kick/ Knee Strike	-2	+1	12d6 Strike
4	Punch	+0	+2	10d6 Strike
3	Throw	+0	+1	8d6 + v/5, Target Falls
10	<i>Tough Body:</i>	Damage Resistance (10 PD/10 ED)		0
9	<i>Armored Costume:</i>	Armor (6 PD/6 ED); OIF (-½), Activation Roll 14- (-½)		
5	<i>Powerful Mind:</i>	Mental Defense (9 points total)		0
5	<i>Quick Recovery:</i>	Sight Group Flash Defense (5 points)		0
5	<i>Superhuman Conditioning:</i>	Life Support (Diminished Eating: once per week; Diminished Sleep: eight hours per week; Longevity: lifespan 200 years; Safe Environment: Intense Cold)		0
14	<i>Runs Like The Wind:</i>	Running +7" (13" total)		1
2	<i>Swims Like A Fish:</i>	Swimming +2" (4" total)		1
9	<i>Aware Of His Surroundings:</i>	+3 to PER Rolls with all Sense Groups		0

5	<i>Eyes Like An Owl:</i>	Nightvision	0
3	<i>Ears Like A Hound:</i>	Ultrasonic Perception (Hearing Group)	0
6	<i>See Like A Hawk:</i>	+4 versus Range Modifier for Sight Group	0
13	<i>Swift Healing:</i>	Healing BODY 2d6, Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (Regeneration, 2 BODY per Minute; -1½), Self Only (-½)	0
6	<i>Squadron Communicator:</i>	HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Perks

3	Fringe Benefit:	National Police Powers
5	Fringe Benefit:	Security Clearance

Talents

3	Absolute Time Sense
3	Bump Of Direction
15	Danger Sense (self only, out of combat, Intuitional) 13-
3	Lightsleep
5	Resistance (5 points)

Skills

32	+4 with All Combat
3	Acrobatics 14-
4	Animal Handler (Bovines, Canines, Equines) 14-
3	Breakfall 14-
3	Climbing 14-
3	Combat Piloting 14-
3	Concealment 13-
3	AK: Wisconsin 13-
3	AK: Earth 13-
1	KS: Arcane And Occult Lore 8-
3	KS: DOSPA Procedures And Rules 13-
2	KS: The Mystic World 11-
3	KS: The Superhuman World 13-
3	Language: Ojibwa (completely fluent; English is Native)
4	Navigation (Air, Land, Marine) 13-
3	Paramedics 13-
3	Shadowing 13-
3	Stealth 14-
2	Survival (Temperate/Subtropical) 13-
3	Tactics 13-
3	Teamwork 14-
3	Tracking 13-
3	TF: Combat Aircraft, Helicopters, Large Planes, Small Planes

Total Powers & Skills Cost: 283**Total Cost: 497****200+ Disadvantages**

15	Hunted: Baykok 8- (Mo Pow, Limited Geographical Area, Public Identity, Harshly Punish)
15	Psychological Limitation: Code Versus Killing (Common, Strong)
20	Psychological Limitation: Protects The Weak And Helpless (Common, Total)
15	Psychological Limitation: Honorable Warrior (Common, Strong)

- 15 Social Limitation: Secret Identity (Thomas Massaway) (Frequently, Major)
 20 Vulnerability: 2 x STUN from non-Chippewa Magic (Common)
 197 Experience Points

Total Disadvantage Points: 497

Background/History: Thomas Massaway was born in 1960 in Wisconsin on the Timasjomi Indian Reservation. He's the second member of his tribe, an obscure offshoot of the Chippewa, to complete the mystical Dawn Fire Ritual in this century. The Ritual is a grueling feat that involves staying awake for an entire week and then traveling to the Higher World (part of Faerie; see *The Mystic World*) to defeat a ravenous skeletal bear and receive the mystical powers and weapons necessary to protect the tribe from its enemies, such as the demonic Baykok (page 130). Several young men of the tribe had attempted the ritual over the years, but they all failed, most not even receiving a vision. Once Massaway returned from the Higher World, though, he was greeted by Saxon Heward, who had been the superhero Tomahawk and a member of the Justice Squadron since World War II.

Heward and the tribe's shaman, Uncle Two Hawks, spent the next two years training Thomas for his role as the tribe's mystical protector. In 1978, Heward formally retired and passed on the Dawn Fire Tomahawk, a remarkable weapon forged in the blood of a demon more than a thousand years ago that was the tribe's symbol. Massaway was attacked by the Baykok that very night, as Uncle Two Hawks had predicted — it was the final sign that he was indeed the chosen champion. Massaway barely survived the encounter and has battled the monster a dozen times since.

Massaway also took his predecessor's place in the Squadron that year and has served with the team ever since. At first, he was resentful of how the Drifter and Vanguard always seemed to be comparing him to their friend Saxon, but eventually time wore their sharp edges down and they became friends.

Personality/Motivation: Tomahawk is a stern (sometimes harsh and uncompromising) man who's thoroughly devoted to his duty. His primary responsibility is to protect the Timasjomi and other Chippewa Indians against malevolent spirits like the Baykok; he considers his job of protecting the whole world with the JS just an extension of that responsibility.

Tomahawk is known for being apparently unemotional, even cold and somewhat cynical on occasion. He feels things deeply, but he prefers not to show it — if his emotions are roused he can be a terrible warrior or a passionate lover. He refuses to kill humans, but holds no such compunction for nonhuman spirits or monsters.

Quote: “There are monsters lurking, within and without the world, and we must stand against them so that ordinary people need never know they truly exist.”

Powers/Tactics: Tomahawk possesses several minor superhuman attributes. He can lift three tons and run as fast as a sports car, has remarkable animal-like senses, sleeps only an hour a night and can heal from injuries much faster than a normal. He's

armed with the Dawn Fire Tomahawk, a mystical weapon with a fiery blade that can deal inflinct devastating injuries in HTH combat and always returns to his hand when thrown.

Tomahawk's years as a superhero have given him a finely-developed sense of super-combat tactics. In battle he often serves as the JS's leader, deferring only to the Drifter in some matters. If necessary he holds back, taking a position from which he can observe the battle and issue orders, rather than mixing it up in the thick of things himself.

Campaign Use:

Aside from his possible use as a friend or Rival to a like-minded hero, Tomahawk serves as a link between your heroes and the various mystical beasts and demons he was given his powers to fight. If a situation comes up where he can't handle the Baykok or some other entity on his own, he may ask the PCs for help.

To make Tomahawk more powerful, give him some additional mystic weapons and artifacts. Possibilities include an enchanted bow or spear, a “ghost horse” that he can ride through the sky, or a medicine pouch that provides Luck. To weaken him, reduce his physical Primary Characteristics to the 20-25 range and his SPD to 5.

Tomahawk is a fierce and tenacious hunter who uses all his skills and powers to come to grips with his quarry. He can track someone for days if necessary due to his diminished need for sleep, so as long as he has a trail or clue to follow he stays on the job.

Appearance: Tomahawk II is a 6'5” Chippewa male who appears to be in his late thirties but is actually about a decade older. He has long black hair kept in a ponytail tied with a leather thong. His costume is a loose-fitting dark-green jersey and pants, with a wide leather belt festooned with pouches and a loop for his tomahawk, and a hood that can be worn up or down. His tomahawk is about 30 inches long and inscribed with mystical fire and solar symbols.



THE JUSTICE SQUADRON MANSION

The Justice Squadron headquarters is located in a mansion in the Brooklyn Heights area of New York City. The building was a hotel in the 1920s, but was converted to the Squadron's use in the early Seventies. Although the nearby buildings look perfectly ordinary, for the sake of civilian safety most of them are actually a part of the JS headquarters — they're connected to the Mansion itself via underground walkways, tunnels, and conduits.

The Mansion is seven stories tall and still looks, on the outside, like a carefully-maintained, elegant 1920s-era building. Inside it's a different story, with the most modern of decor and high-tech furnishings and facilities suitable to one of the world's leading superhero teams.

LAYOUT

The first two floors of the Mansion are devoted to spaces that can be used by the public — a reception area, conference and meeting rooms, a Squadron museum and trophy room, a small press room where the Squadron sometimes holds press conferences, a dining hall for public functions, and even a gift shop selling JS memorabilia (all proceeds go to defray the JS's expenses or to charity). Tours of these two floors, primarily the museum and gift shop, are held four times a day on most days.

The third floor contains offices used by the Squadronites and their human personnel (see below). The fourth and fifth floor contain laboratories, a training room for the Squadron, and some temporary holding cells for villains who are to be turned over to PRIMUS or UNTIL custody. The sixth floor is the residential floor, with rooms for the Squadron, visiting guests, and any personnel who must stay on-site for extended periods. It also includes two small rec rooms for "down time."

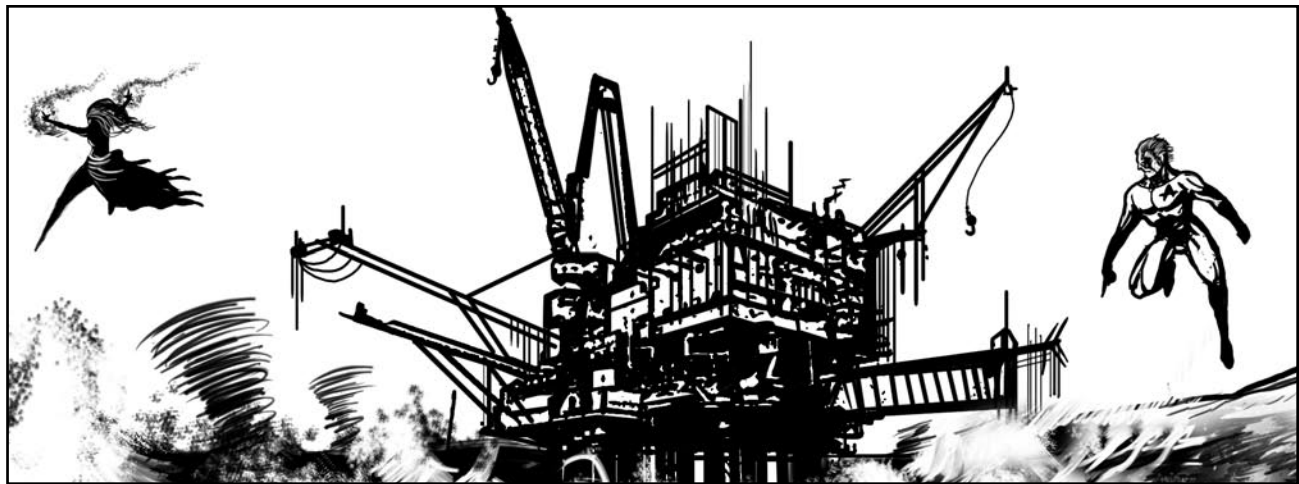
The seventh floor of the old hotel has been converted into a hangar for the Squadron's fleet of three Ultrajets, high-speed flying craft capable of taking the team anywhere in the world or even into outer space. Robot mechanics (see below) keep the Ultrajets in tip-top condition at all times.

The roof of the Mansion was an open air café-style restaurant back in the hotel days, and the team decided to preserve it in more or less the same condition. Now it's a sort of rooftop garden/café where the team and Mansion personnel can eat meals, take a relaxing stroll, or watch the sunset.

STAFF

Compared to other superhero teams, the Justice Squadron has very few human employees — just some accounting, public relations, and legal personnel, for the most part. The other "employees" are all robots built by Digitak years ago, and since maintained and improved by Electron and now Blink. The robots look mostly human, but are obviously robotic.

chapter five:



“IN OTHER WORLD NEWS”

AMERICAN HEROES



There's more to the United States than just New York City, Millennium City, and Vibora Bay. Nearly every major American urban center has at least a few superheroes patrolling it. In many cases those heroes see the value of forming an association of some sort, whether it's a loose friendship whose members exchange phone numbers or a much more formal organization with bylaws, government ties, and DOSPA approval. Here's some information about the American superheroes not covered in the other chapters of this book.

HERO TEAMS

BOSTON: THE NEW PALADINS

Boston's superteam dates back to the early Sixties, although the current membership has no actual connection with the original group (a loosely-associated group of costumed solo heroes operating throughout New England). The current team consists of four teenagers mutated by a secret ARGENT project; they're mentored by the veteran heroine Dr. Eclipse (who has extensive darkness manipulating powers and is a brilliant geneticist herself). Her team consists of Bodyguard (a nigh-indestructible brick), Lux (a light-manipulator), Python (a stretching brick) and Tandem (who can duplicate any power used against her). The team has enjoyed some successes, including a victory over Generation VIPER — but also its share of defeats, largely due to (a) inexperience, and (b) the tactical gaps in their overall power set (for example, other than Lux, none of them can fly or really have any significant movement abilities). The New Paladins have encountered the kids from Ravenswood Academy and consider them semi-friendly rivals.

CALIFORNIA: THE CALIFORNIA PATROL

Southern California was the home of several superteams in the Sixties and Seventies, but the last of these eclectic groups, the Justice Collective, broke up in 1979. For over a decade there were no superteams protecting California outside the Bay Area. That changed in 1991 when several heroes from the Los Angeles and San Diego area, including Downshift (who can create small timewarping effects, speeding up or slowing down time for herself or others) and Firewall (a fire/heat manipulator), decided to create an informal group to respond to threats too big for any of them to handle. Basically they arranged for anyone who wanted to be part of the "network" and who received a vote of approval from the existing mem-

bers to receive a special communicator (disguised to look like a watch) so the other members could contact him whenever necessary.

Over the past decade and a half the California Patrol has achieved several notable successes, though its loose form of organization and frequently-shifting membership has kept it from providing the sort of "coverage" that teams like the Champions and Sentinels can. It's smashed two major DEMON plots, exposed and defeated a San Diego VIPER Nest, battled the Ultimates and the Crimelords on several occasions, and in 2006 got involved in a fight-turned-teamup with China's Tiger Squad when the Patrol traveled to the Far East in an effort to defeat a Chinese organized crime group run by superhumans. In addition to Downshift and Firewall, as of 2007 the members include: Faultline (an earth manipulator); Meteor Man III (wielder of powerful cosmic energy like his more famous forebears); Sequoia (a young woman able to grow over 100 feet tall); the Silicon Kid (a moderately-powerful cyberkinetic, no longer a kid but stuck with the name); and the Zodiac Man (a shapeshifter).

CHICAGO: THE PEACEKEEPERS

Chicago has a relatively large and active superhero community. Its best-known and most powerful heroes are the members of the city's only superteam, *the Peacekeepers*. The team was founded in 1973 by three heroes who got together to fight a gigantic sludge monster that had emerged from Lake Erie and was threatening to destroy the entire city. In the two decades since then the team has undergone numerous changes in membership, including disbanding entirely from 1981-82 and 1997-99. The current lineup, one of the most stable in the teams history, consists of five heroes: Dwarfstar (a brick with gravity powers; the team's leader); Arc (an electricity manipulator and teleporter); Inframan (who can transform himself into electromagnetic energy); Jack Flash (a cocky young speedster); and Zenith (who can render herself and other people or objects intangible).

The Peacekeepers are well-known for their longstanding animosity toward VIPER (for among other reasons, the fact that the snakes killed the team's last leader, the Huntsman). In 2004 the heroes struck VIPER a serious blow, uncovering and destroying one of the Nests in the greater Chicago area and capturing two members of Dragon Branch, Verity (a precognitive) and Whipsnake (a whip-wielding weaponmaster). The former now resides in Stronghold; the latter in a federal penitentiary until VIPER broke him out in 2006.

Additionally, in the past few years the Peacekeepers have fought the Crowns of Krim, ARGENT, and an invading army from a dimension called Keprizoth. The heroes used some Keprizothian advanced technology recovered from the invaders to upgrade some of their own systems.

The Peacekeepers maintain their headquarters in the top floors of the world-famous Kettrick Building. They're formally affiliated with DOSPA and enjoy excellent relations with UNTIL and other authorities.

DENVER: THE ALLIANCE

Based in Denver, this loose confederation of heroes from across the Midwest is held together by the forceful personality of Captain Glory, a formerly fictional comicbook character brought to life by a teen psychic named Peter Filanger in 1994. Peter himself, now in his early twenties, is a member of the team under the code name Contact; he has powers of transmutation and illusion. The other heroes in the Alliance include Crossbow (a marksman and master hunter based in upstate Colorado), Impetus (a kinetic energy manipulator from Lincoln, Nebraska), Mandala (a psychic energy manipulator from Santa Fe), and the Silver Scorpion (a Mormon ex-cop from Salt Lake City enhanced by a drug similar to Cyberline).

HOUSTON: THE HERO CORPS

Houston's primary superteam is also one of the youngest in America, having been founded in 2003 by La Bruma, a Mexican-American heroine able to turn into clouds of mist. She uncovered a plot by the insidious Brain Trust, but realized she couldn't take on the entire villain team by herself. Through a combination of personal charisma and appeal to their heroic ideals she recruited four other heroes to help her: the Green Knight (a swordsman); Feline (a were-cat); Paradox (a telepath); and Sparrowhawk (a teenaged mutant with wings). Together the five of them defeated the Brain Trust's scheme and forced the group to flee Texas altogether to avoid capture by the Texas Rangers. Recognizing the need for a team in the Houston area, La Bruma convinced the others to remain together. In the past three years they've fought the Brain Trust (which wants revenge against them), ARGENT, VIPER, the Ultimates, and various solo villains.

MIAMI: THE WATCH

This collection of low-powered heroes originally banded together to take down the Trujillo crime family in Miami in 1989, but stayed together and received sponsorship from DOSPA to fight crime in the greater Miami area. It often works closely with the DEA to interdict drug smuggling in the Florida and Caribbean region, and has opposed various VIPER schemes on occasion. Sometimes its members travel to Vibora Bay to help the Queen City's heroes cope with major menaces. The team includes Arsenic (an expert markswoman and martial artist), Corsair (who uses a powered armor suit), Jetstream (an amphibious heroine who can telekinetically control both air and water), Mage (a powerful mesmerist), and Voltage (who generates powerful bioelectric charges).

NEW YORK CITY: NOVA

As the home of both the Sentinels and the Justice Squadron, you'd think New York wouldn't really need any other heroes or hero teams — but in fact the city has far more than its share of superhuman menaces, so it's something of a magnet for superheroes. Some of the more prominent solo heroes who call the Big Apple home include Electrotitan (a powered armor wearer), the Brooklyn Avenger (an acrobat and martial artist who primarily protects the borough of Brooklyn), Shadowman (a stealthy, blaster-wielding hero), and Magnetron (a magnetism manipulator).

In the eyes of most New Yorkers, the most exciting event in the New York Superhuman World was the 2006 capture and trial of the teen team Nova. The teens had been on the run from the law for years because one of their members, the mystic air manipulator Arcane, was wanted for the murder of a man named Hyrum Weismann. Despite that the heroes kept up their longstanding conflict with ARGENT... until ARGENT successfully predicted one of their attacks and tipped off the cops. The trial of Nova quickly became a media sensation.

Things looked bad for Arcane and the rest of the team, given the strength of the evidence against them... but then the Sentinels took a hand. Having uncovered some information in their own fight against ARGENT that led them to believe Nova had been set up, the Sentinels decided to dig further. The evidence they uncovered, coupled with telepathy-based testimony provided by Diadem, cleared Arcane of the murder of Weismann and led to the issuance of a warrant for the arrest of various persons now known to be associated with ARGENT (none of whom have ever been captured). The members of Nova were convicted of obstruction of justice and other charges, but at the urging of numerous renowned heroes the governor of New York issued a pardon for those crimes. As of early 2007 the heroes of Nova are free people and legitimate crimefighters... though they continue to fight the good fight their own way, rather than with the flashy costumes and high-tech headquarters of the likes of the Justice Squadron.

PHILADELPHIA: THE LIBERTY LEAGUE

Philadelphia's primary hero team, the Liberty League, has been around since the mid-Seventies thanks to a fairly stable roster and strong ties to DOSPA. It's currently led by the Mechanic, who has no true superhuman powers but wields a wide array of gadgets (he also created the Starracer, the team's remarkable amphibious jet). His team currently includes Atlas (a brick who claims to be the genuine Greek Titan), Blue Flame (a fire-wielding lawyer), Oak (a woman made of solid wood who speaks to plants), Streamline (a teenaged girl able to fly faster than the speed of sound) and Vortex (a powerful telekinetic).

Over the Liberty League's history the team has fought just about every super-menace imaginable, including participating in the Battle of Detroit. The Mechanic and Mechanon in particular are enemies, so the fiendish robot often decides to unleash its schemes in a way that strikes at or inconveniences the League.

SAN FRANCISCO: THE BAY GUARDIANS

San Francisco's best-known super-team is an informal collection of heroes, most of them mystics. They have no particular government authorization or formal relationship with the city's government, but have protected both their city and Earth's dimension from threats (mystical and otherwise) on several occasions. The team's current roster includes Eldritch (an eccentric but powerful supermage), Blacklight (who draws psionic force from emotions and creates "light" or "dark" energy from them), Druid (a mystical plant- and weather-manipulator), Hannibal Grey (a powerful mentalist who can manifest his astral form), Stigma (a healer who wields powerful "blood magics"), and Totem (who mystically gains the powers and abilities of various animal spirits).

The Guardians' most notable adventure over the past few years was undoubtedly the team's conflict with the Devil's Advocates in 2005. The Demonologist decided that gaining control of the many "sites of mystic significance" in the Bay Area could boost his power substantially, so he set out to obtain that control through various means. Sometimes he tried to gain access to them legitimately through purchases or other means, but on a couple of occasions he had to attack and seize a site to make use of it long enough to cast his spells. The Guardians narrowly missed capturing him and the Advocates on several of these occasions, but fortunately at a climactic confrontation in Golden Gate Park were able to defeat the villains and disrupt the Demonologist's spell. The only downside was that protective magics prepared in advance by the Demonologist spirited him and his followers away, preventing their capture.

The Freedom Patrol

San Francisco's other major superteam, the Freedom Patrol, continues its slow slide downhill. A major defeat by ARGENT in 1999 took the wind out of the already-weakened team's sails, and in the past two or three years it's barely been active at all. The team's longtime leader, the flying "brick" Condor, as well as other members like Windshear (an air manipulator) and Retrograde (a limited cyberkinetic), insist that the Freedom Patrol remains in existence, but as far as most observers are concerned it's on life support (at best). It's probably only a matter of time before the remaining members drift off to join the Bay Guardians, the California Patrol, or other groups... or simply go solo or retire.

WASHINGTON, D.C.: THE CAPITAL PATROL

Compared to many major American cities, Washington, D.C. has relatively few superheroes (but also relatively less supercrime). The most active heroes in the District are a loose but effective team that calls itself the Capital Patrol. Led by a martial artist/weaponmaster with low-level super-strength who calls himself the American Avenger, its roster includes FalconMan (a flying hero), Pentagram (a supermage with an "energy projector" emphasis), Monument (a brick), and the Insider (a mentalist).

SOLO HEROES

Not every costumed superhero works with a group. Some are the only superhumans in their geographic area, some simply prefer the solitary life, and a few just don't play well with others. Some of the best-known solo heroes in America include: Cascade, a water manipulator from Seattle with a limited degree of power over other natural phenomena; Fallout, the nuclear-powered hero of Phoenix; Roundhouse, a brick from Kansas City; Straight Arrow, archeress and defender of Baltimore; Surge, a technologically-gifted powered armor wearer from Atlanta; Thunderhead, a weather manipulator from Cincinnati who fights crime all over Ohio; Voodoo Doll, the gorgeous female mystic from New Orleans; and White Shroud, a mysterious, ghostly vigilante who patrols the streets of San Diego by night.

Among the most notable recent debuts was that of Houston's newest superhuman defender, the evangelical Christian hero who calls himself *the Messenger*. First appearing in late 2004 when a bungled bank robbery turned into a heavily-covered hostage crisis, Jack Putnam captured all three of the panicked gunmen alive without a single hostage being harmed. The Houston media were charmed by the young farmer, who took advantage of his sudden celebrity to talk about his personal relationship with Jesus Christ. While he's been criticized by some (and admired by others) for his adept use of the media to spread his evangelical beliefs, few have had anything negative to say about his successful crimefighting career (particularly his victories against several southern US Demonhames) and the help he provides during natural disasters and other emergencies. His beliefs don't seem to have harmed his popularity — Messenger fan clubs have sprung up across Texas, the Southeast, and the Midwest.

THE MESSENGER				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
21	DEX	33	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
16	EGO	12	12-	ECV: 5
21	PRE	11	13-	PRE Attack: 4d6
16	COM	3	12-	
7	PD	4		Total: 36 PD (29 rPD)
8	ED	4		Total: 33 ED (25 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
10	REC	6		
60	END	10		
33	STUN	0		Total Characteristics Cost: 145

Movement: Running: 6"/12"
Flight: 33"/264"

Cost Powers **END**

35	<i>Telekinetic Powers:</i> Elemental Control, 70-point powers	
50	1) <i>Mind Over Matter:</i> Telekinesis (50 STR), Fine Manipulation	8
39	2) <i>Wide-Field Mind Over Matter:</i> Telekinesis (22 STR), Area Of Effect (3" Radius; +1), Selective (+¼)	8
41	3) <i>Repulsion:</i> Energy Blast 8d6, Double Knockback (+¾)	7
36	4) <i>Telekinetic Flight:</i> Flight 33", x8 Noncombat	7
35	5) <i>Field Of Force:</i> Force Field (25 PD/21 ED), Protects Carried Items, Hardened (+¼), Reduced Endurance (½ END; +¼)	3
36	6) <i>Wall Of Force:</i> Force Wall (12 PD/6 ED, up to 6" long and 2" tall), Hardened (+¼)	7
21	<i>Dream Messenger:</i> Clairsentience (Sight and Hearing Groups), Precognition, Reduced Endurance (0 END; +½); Precognition Only (-1), Only Through Dreams (-1), Vague and Unclear (-½)	0
8	<i>Armored Costume:</i> Armor (4 PD/4 ED); OIF (-½)	0

Perks

1	Fringe Benefit: Licensed Minister
1	Fringe Benefit: Right To Marry
5	Money: Well Off
2	Reputation: well-known Christian superhero (among most Americans) 11-, +2/+2d6

Skills

9	+3 with <i>Telekinetic Powers</i> Elemental Control
3	Acrobatics 13-
2	Animal Handler (Equines) 13-
3	Breakfall 13-
3	Conversation 13-
3	High Society 13-
4	KS: Evangelical Christianity 14-
3	AK: Texas 13-
2	Language: Spanish (fluent conversation; English is Native)
9	Oratory 16-

7	Power 15-
3	PS: Preacher 13-
3	PS: Football 13-
3	Riding 13-
3	TF: Common Motorized Ground Vehicles, Agricultural & Construction Vehicles

Total Powers & Skills Cost: 369

Total Cost: 514

200+ Disadvantages

25	Hunted: DEMON 8- (Mo Pow, NCI, Public Identity, Harshly Punish)
25	Psychological Limitation: Evangelical Christian Who's Devoted To Spreading The Word (Very Common, Total)
20	Psychological Limitation: Hates The Sin, Loves The Sinner (Very Common, Strong)
10	Reputation: publicly active evangelist, 11-
15	Social Limitation: Public Identity (Jack Putnam) (Frequently, Major)
219	Experience Points

Total Disadvantage Points: 514

Background/History: Jack Putnam was born in 1979 in a small town in west Texas, the third of six children. Both of his parents (as well as several aunts, uncles, and cousins) worked for a large pecan orchard, and from the time he was in high school Jack worked evenings and weekends running the picking and sorting machines — at least when he wasn't at football practice. Football and church were Jack's two real loves, and when he went undrafted despite helping Texas A&M to a highly successful season as a tight end, he swallowed his disappointment and decided to continue on to seminary school in Houston. There, he met his wife Ellen, a marketing student at the University of Houston, and they married in 2002.

Jack became a full minister in 2004 and obtained a position at a large church outside of Houston. In September of that year he was in an almost-fatal car accident on a rainy night when a truck lost control and skidded sideways, smashing his car into the guardrail. Jack suffered multiple broken bones and was in a coma for three days, during which he underwent surgery twice to relieve pressure in his cranium from internal bleeding.

When Jack came to, all he could remember were strange dreams in which he seemed to be invisible and was walking through the city, seeing terrible sights of people suffering, injured or dying from accidents, being robbed by criminals, or hurt by costumed maniacs with superpowers. As he told Ellen about these awful dreams, she suddenly noticed that the glass of water by Jack's hospital bed had risen into the air under its own power. Paralyzed with fright, she pointed it out to Jack, who stared at the glass for several seconds before it slowly lowered itself back to the table without spilling a drop.

"Ellen," said Jack, "I think something's happened to me."

Over the next several weeks Jack experimented with his newfound powers. He became convinced God had both caused the accident in the first place and then given him these powers for a reason: to help other people and alleviate some of the suffering he'd



APPEARANCE:

The Messenger stands about 6'3" with a broad, athletic build, blonde hair, and almost always a friendly, welcoming smile. His costume is a simple royal blue spandex suit with gold trim, with a white cape that has a stiff flare at the shoulders to give it the suggestion of angelic wings.

seen in his visions. Ellen was unsure, but eventually agreed, and the two began to discuss how best to put his abilities to work. In November Jack had another vague and unsettling dream — he saw the Farmer's First National Bank in Houston, with several people lying on the floor, a few crying, and a young man in a ski mask waving a gun and clearly panicking. He got out of bed and flew to Houston, where he used his powers to disarm the robber and defuse the situation, which he later learned had begun several minutes *after* he woke up from his dream.

The Houston bank crisis made Jack a celebrity overnight, and Ellen began to use her marketing skills to manage his career. For the last two years the Messenger has been one of Houston's most public and successful superheroes, and the church he preaches at regularly has grown so quickly that it's built a second building to hold the overflow.

Personality/Motivation: Jack's fundamentalist Christian beliefs affect everything he does as the Messenger. He genuinely believes his powers are a gift from God that let him do good and help the unfortunate. In exchange God wants him to spread the word about accepting His son as everyone's Savior. He fights crime where necessary, particularly in the case of DEMON (which seems to have targeted him personally), but he's generally happy to leave that sort of thing to the police and only pitch in when they genuinely need his help. He prefers to use his powers in a more direct way, helping build houses for the

poor, rescue people from accidents and catastrophes, and protect people from floods, tornadoes, and other natural disasters (which he believes God sends as tests for himself and others). He's a genuinely good guy, though his beliefs have made him a bit intolerant of those who haven't accepted Christ as their Savior or who practice un-Godly beliefs, such as homosexuality or paganism. In those cases, he tries to follow the command to love the sinner while hating the sin, but he also won't reduce his efforts to change their misguided ways.

Quote: "No, ma'am. Its not about me. Its about Him, and all I'm here to do is give these people a hand and hopefully show some of them the way."

Powers/Tactics: The Messenger's primary powers are telekinetic. He can fly at impressive speeds, create walls of telekinetic force or mentally move heavy objects with surprising grace. He hasn't spent a lot of time fighting supervillains, except for various DEMON Morbanes, so he hasn't developed a wide range of tactics yet... but he's a quick study and will easily pick up ideas like using his telekinesis to throw one of his opponents into another or to deposit them someplace they can't easily escape from (like the top of a tower). He's played enough football to understand the importance of working with teammates, and is perfectly willing to use his powers to back up someone else's play.

The Messenger also has precognitive dreams. He has little ability to control these visions, which tend to be unclear in their subject matter but usually are at least specific about where he needs to be, if not exactly when and why. He's tried to force these dreams to happen, with mixed success. His wife has suggested that he consider taking sleeping pills when he needs some specific spiritual guidance, but so far he's resisted that.

Campaign Use: The Messenger makes an interesting NPC in campaigns that have already established the existence of ultimate, personified evil in the universe — if what DEMON or other villains claim to have contact with isn't Satan, then what exactly is it, and what is the nature and purpose of God in such a setting? He can create interesting friction with some characters due to his combination of general goodwill and specific intolerance; he's such a nice guy that his condemnation of sodomy, drinking, gambling, paganism, and other "immoral behavior" on the parts of other superheroes can present a different face than most comics' traditional hypocritical, sermonizing preachers.

To make the Messenger more powerful, you have a couple of options. First, you can increase the power of his existing telekinetic abilities, and/or add to his suite of powers (see the *Telekinetic Powers* sections of *The UNTIL Superpowers Databases* for dozens of possibilities). Second, playing off his precognitive dreams you could give him non-telekinetic mental powers, be they more precognitive powers (again, see *The UNTIL Superpowers Databases* for suggestions) or more general psionic powers.

The Messenger doesn't Hunt anyone; that's just not in him.

ORGANIZATIONS



Superheroes aren't the only ones working to make the world a safer, better place. "Ordinary" people have formed several organizations with the same goals, and they've been plenty active in recent years.

UNTIL

The United Nations Tribunal on International Law never stands still, because supercrime doesn't either. In the past five years it's experienced several developments and launched a number of important new projects.

INTERNAL POLITICS

Secretary-General Daniel Calderon was re-elected for a second term in 2007, though his strong support of UNTIL was used against him by opponents who preferred other candidates and claimed that the super-police organization was "reckless, dangerous, and an unwarranted extension of United Nations power." Calderon has shrugged off those criticisms and remains firmly in UNTIL's camp. The agency's largely positive and successful record during his term has amply repaid his "patronage" in his eyes.

For the past year or two there've been rumblings on the UNTIL grapevine that Secretary-Marshal Eckhardt intends to resign very soon to enjoy a hopefully peaceful retirement. These rumors claim that everyone from Field Marshal Ben-Israel, to Mentiatic, to Patty "Siren" Renton, to various Regional and Branch Commanders have the "inside track" to fill the position after Eckhardt leaves.



UNITY

UNITY was slightly weakened in 2005 with the semi-retirement of Mentiatic. Richard Burns decided he'd rather devote his considerable brainpower to challenges other than the superhuman. Since then he's consulted with numerous UNTIL scientific projects (including Manticore; see below) and spent a lot of time improving UNTIL's general logistics. He's done a tremendous job on the latter task, upgrading the general efficiency of UNTIL's activities by as much as 35% in some fields according to agency estimates. However, some in the Diplomatic and Administrative Corps worry that UNTIL's becoming *too* dependent on him; with so much information and ideas locked in his head, they're concerned about how UNTIL would function if he were killed... or worse, kidnapped by an enemy.

As of early 2007, UNITY has made no move to replace Mentiatic on a permanent basis. It's soldiered on without him, relying on reservists when necessary. Quasar and the other members seem to be waiting for someone who's "just the right fit," powers- and personality-wise, to joining them.

THE HIGH GUARD

Despite a deadly (and totally unprovoked) attack by Firewing in mid-2005, the GATEWAY space station has remained active and a vital part of Earth's astronomical research efforts. A second station, AVALON, came online as scheduled in 2006. It orbits geosynchronously over the Atlantic Ocean, roughly opposite GATEWAY to improve UNTIL's ability to detect incoming alien invaders and similar threats. UNTIL plans to complete its third space station, ASGARD, in mid-2009.

THE LOW GUARD

UNTIL's super-prison, the Guardhouse, has become nearly full over the past several years due to the successes of UNTIL and various allied superhero teams. In 2005 UNTIL requested and received a budgetary allocation to expand the facility, increasing the number of cells by nearly fifty percent. Construction began in October 2006 and should be complete sometime in early 2008... barring disasters or other complications.

PROJECT HERMES

In response to increased activity on the part of DEMON in recent years (see page 100), Project Hermes has focused even more of its resources on that evil cult. On several occasions astute research and intelligence-gathering have allowed UNTIL agents to get to the scene of a crime or ritual in

time to put a stop to DEMON's literally fiendish plans. Unfortunately, Hermes's successes have not come without a price — in late 2005 Major Violette Boudreau, commander of the Project, was killed by a DEMON Morbane during one of these raids. Her replacement, Major Jacques Roger Gandolfo-Monk of Spain, has ably carried on the fight; he's a charismatic and learned man who's become immensely popular among Project personnel.

PROJECT MIND GAME

Project Mind Game has done well over the past five years. First, one of its existing members, 1st Lieutenant Isabella Maronni, has experienced a significant growth in her powers. In addition to her telepathy, which has become quite strong, she's developed a suite of other telepathic powers (such as mental control) and precognitive abilities. And Mind Game researchers think she still has plenty of room to grow psionically.

Second, Mind Game has added two new members, one in late 2004 and one in mid-2006. The former is 1st Lieutenant Frank Loose of the United States. Lieutenant Loose has limited telekinetic transformation powers — he can manipulate objects on the subatomic level to change them. So far he can only do this slowly and with much effort, but Project scientists hope his powers will develop and grow with practice. The second is 1st Lieutenant Andraya Koluani of Zambia, who can mentally scan for people and objects all over the Earth with great accuracy. Since she came on board no one associated with the Project has ever had any trouble finding his car keys.

THE MANTICORE PROJECT

After the loss of what's now known as the Ankylosaur armor in 1995 brought a halt to most of UNTIL's efforts to develop practical powered armor for large numbers of agents; the brass have had to content themselves with a few dozen Peacekeeper suits. But the re-acquisition of the Ankylosaur armor when that villain was finally captured in 2004 has kick-started the effort once more, leading to the creation of the new *Manticore Project*. Using the Ankylosaur armor as a springboard, UNTIL technicians led by Captain Robert Rothenberg have been laboring to build a new suit of armor codenamed "Manticore." In addition to general improvements over the original, the chief difference between the two is that instead of containing a grenade launcher, the "tail" assembly is a sophisticated energy blaster.

While the Manticore armor remains relatively expensive at this stage, Captain Rothenberg and his staff are confident that they can reduce the price substantially once they've finished their research, development, and testing and locked down a final design. In fact, they say they'll be able to manufacture a Manticore suit for less than a current Peacekeeper suit... a claim many UNTIL higher-ups consider dubious at best.

MANTICORE ARMOR

Val	Char	Cost	Roll	Notes
+30	STR	15#	+6	Lift varies; +6d6 [+3]
+11	DEX	16#	+2	OCV: +4/DCV: +4
+15	CON	15#	+3	
+10	PRE	7*	+2	PRE Attack: +2d6

Total Characteristic Cost: 53

*: OIF (battle armor; -½)

#: OIF (as above) plus No Figured Characteristics (-½)

Movement: Running: +12"

Leaping: +20"

Cost	Powers	END
40	<i>Internal Batteries:</i> Endurance Reserve (300 END, 30 REC); OIF (-½)	
50	<i>Manticore Tail Blaster:</i> Multipower, 75-point powers; all OIF (battle armor; -½)	
1u	1) <i>Tail:</i> +35 STR; OIF (-½), Only With Extra Limb (-1), No Figured Characteristics (-½)	3
5u	2) <i>Blaster:</i> Energy Blast 15d6; OIF (-½)	
4u	3) <i>Focused Beam:</i> RKA 3d6, Armor Piercing (+½); OIF (-½)	7
5u	4) <i>Modulated Beam:</i> Energy Blast 10d6, Variable Special Effects (+½); OIF (-½)	
5u	5) <i>Autofire Mode:</i> Energy Blast 10d6, Autofire (5 shots; +½); OIF (-½)	7
5u	6) <i>Wide-Angle Beam:</i> Energy Blast 10d6, Area Of Effect (One Hex; +½); OIF (-½)	7
5u	7) <i>Flare Beam:</i> Sight Group Flash 15d6; OIF (-½)	
5u	8) <i>Expanded Flare Beam:</i> Sight Group Flash 7d6, Area Of Effect (4" Radius; +1); OIF (-½)	
5u	9) <i>Ennervating Beam:</i> Energy Blast 7d6, NND (defense is Power Defense; +1); OIF (-½)	
33	<i>Right Shoulder-Mounted Grenades:</i> Energy Blast 12d6, Explosion (+½); OIF (-½), 3 Charges (-1¼)	[3]
5	<i>Left Shoulder-Mounted Grenades:</i> Another set of grenades (total of two)	[3]
34	<i>Right Gauntlet-Mounted Tangleweb Launcher:</i> Multipower, 60-point reserve; all OIF (-½), 12 Charges for entire reserve (-¼)	[12]
2u	1) <i>Standard Shot:</i> Entangle 6d6, 6 DEF; OIF (-½), Requires 2 Charges Per Use (-1)	
2u	2) <i>Wide-Area Shot:</i> Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +½); OIF (-½), Requires 4 Charges Per Shot (-1¼)	
2u	3) <i>Broad-Area Shot:</i> Entangle 3d6, 3 DEF, Area Of Effect (3" Radius; +1); OIF (-½), Requires 6 Charges Per Shot (-1¼)	
5	<i>Left Gauntlet-Mounted Tangleweb Launcher:</i> Another Tangleweb Launcher (total of two)	[12]
3	<i>Tail:</i> Extra Limb; OIF (-½), Limited Manipulation (-¼)	0
50	<i>Battle Armor:</i> Armor (25 PD/25 ED); OIF (-½)	0
14	<i>Flashbang Protection:</i> Sight and Hearing Group Flash Defense (10 points each); OIF (-½)	0

13	<i>Life Support Systems</i> : Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing); OIF (-½)	0
16	<i>Motility Servos</i> : Running +12"; OIF (-½)	2
9	<i>Motility Servos</i> : Leaping +14" (in addition to inches from STR); OIF (-½)	1
3	<i>IR Sensors</i> : Infrared Perception (Sight Group); OIF (-½)	0
3	<i>Lowlight Lenses</i> : Nightvision; OIF (-½)	0
3	<i>UV Sensors</i> : Ultraviolet Perception (Sight Group); OIF (-½)	0
2	<i>Hearing Enhancement System</i> : Ultrasonic Perception (Hearing Group); OIF (-½)	0
10	<i>Onboard Radar</i> : Radar (Radio Group); OIF (-½)	0
8	<i>Telescopic Lenses</i> : +8 versus Range for Sight Group; OIF (-½)	0
8	<i>Parabolic Hearing</i> : +8 versus Range for Hearing Group; OIF (-½)	0
6	<i>Communications Uplink</i> : HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Talents

8	<i>Onboard Computer</i> : Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator; OIF (-½)	
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Skills

11	<i>Combat Analyzer</i> : +2 with All Combat; OIF (-½)	
6	<i>Combat Analyzer</i> : +3 versus Range with all attacks; OIF (-½)	

Total Powers & Skill Cost: 386**Total Cost: 439**

THE TRISMEGISTUS COUNCIL

The Trismegistus Council has been hard at work over the past half-decade, though as usual it operates in the shadows — almost no one in mundane circles is aware of its existence, and even many members of the Mystic World haven't heard of it or don't understand its true nature and purpose.

The Council's efforts have been devoted to two primary goals. First, in the absence of an Archmage, it has endeavored to halt, or at least blunt, mystical threats to Earth and Earth's reality. Usually it does this by directly or indirectly prompting appropriate mystics (superheroes or otherwise) to deal with specific dangers. Only on the rarest of occasions have the Council's members taken a direct hand themselves, and then not always with the best results — for example, in 2005 Orlando Rodriguez was badly injured in a confrontation with some Scarlet Moon mystics (though he gave as good as he got).

As usual, the Council's two main enemies in the Mystic World have been the Circle of the Scarlet Moon and DEMON. Both have been more active than usual in the past few years, and the Council has sometimes been hard-pressed to oppose them effectively.

The Council's second goal has been to identify the next Archmage and shepherd him into taking office. Most Council members don't want to be as proactive as they've had to be of late. They prefer the role of scholars, advisors, and powers behind the throne... and that means they need an Archmage to take point against their enemies. As of 2007, the Council is almost evenly split between supporting three candidates: Dweomer, the Scottish supermage; the Hindu mystic Rashindar; and Witchcraft of the Champions. (All of them — *all* of them — are terrified that Takofanes the Undying may become the new Archmage, but they don't dare talk about that even among themselves.) Arguments on this subject have raged long and loud in the Council's chambers, but in the end no one can say exactly how to identify an Archmage-to-be — only when someone with enough power meets the qualifications can the next Archmage be anointed. So each faction works to support and advise its candidate... and perhaps, by not throwing its weight behind the correct candidate, only extends Earth's period of defenselessness.

THE GOODMAN INSTITUTE

One of the most interesting events in the Superhuman World over the last several years was the debut of the Goodman Institute, a new privately-funded corporation that provides scientific assistance to superheroes in the form of technical consultants, skilled manpower, equipment, and laboratory space in exchange for the rights to study and possibly exploit new discoveries for the benefit of mankind (and, of course, a reasonable profit). Founded by billionaire software mogul Horatio Goodman in 2003, the Goodman Institute has hired some of the world's most famous superheroes and scientists and set up several facilities in the United States. It has several more under construction as of early 2007, and expansion plans for locations around the world.

HORATIO GOODMAN

The Institute's founder, Horatio Goodman, was a prolific software designer who in the 1970s created some of the basic software that currently runs the world's largest bond-trading platforms. His patents made him a multimillionaire, and his crafty investments in other software companies, banks, hotels, and power plants around the world multiplied his fortune. In 2006 he was listed as the world's ninth-wealthiest man with a personal net worth of just under \$25 billion. Still only in his early fifties, he's married and has two children. He maintains residences in New York and Paris, though he spends most of his time on his massive 400-foot yacht, the *Arlequin*.

Long a lover of science fiction and a fan of superheroes, Goodman decided to use part of his fortune to increase man's knowledge of the universe and solve as many of the world's scientific mysteries as possible. To that end he created the Goodman Institute. Its mission is to work hand-in-hand with the planet's various superhuman defenders, who regularly encounter aliens and alien technology, strange creatures, ancient civilizations, and other natural and unnatural wonders... and yet are rarely prepared to fully deal with those wonders.

Goodman began by hiring some of the world's leading researchers in their fields. He offered them comfortable salaries, but more importantly allowed them the freedom to explore whatever avenues they thought promising... as long as they agreed to serve as advisors when needed by the superheroic clientele Goodman wanted to attract.

When the Ophidian Plague broke out in several major cities in early 2004 (see *Sharper Than A Serpent's Tooth*), Goodman Institute scientists and doctors were at the forefront of studying victims captured by various superheroes. Working alongside Defender and Dr. Silverback they provided tremendously important scientific support in the race for a cure (which of course, was made much easier once the Champions acquired King Cobra's files on the plague's creation). Though Institute scientists didn't find the cure themselves, their efforts helped save the lives of hundreds of victims and garnered the organization plenty of positive publicity as well as the goodwill of the Champions and the Center for Disease Control.

In the spring of 2005 the Institute took a major step forward when Peter (Amazing-Man II) Renton and Marcy (Electron) Gibson-Renton joined the organization as leaders of its Encounter Team of field agents. Until their marriage in February of that year they'd been members of New York's two most well-known superhero teams, the Sentinels and the Justice Squadron respectively. There'd been all sorts of speculation in *Superworld Magazine* and other tabloids about whether the two would maintain their separate team memberships, or which of them would join the other's team. Instead, they surprised the world by retiring from the world of crimefighting to join Goodman's new venture. The resulting publicity did wonders for the Institute, which soon was signing up superheroes as clients and prominent scientists as staff by the droves. Goodman scored another PR coup a few months later when the celebrity gorilla scientist Dr. Silverback joined the Institute's staff.

HORATIO GOODMAN

11 STR	14 DEX	12 CON	10 BOD
18 INT	20 EGO	23 PRE	14 COM
4 PD	3 ED	3 SPD	4 REC
26 END	22 STUN		

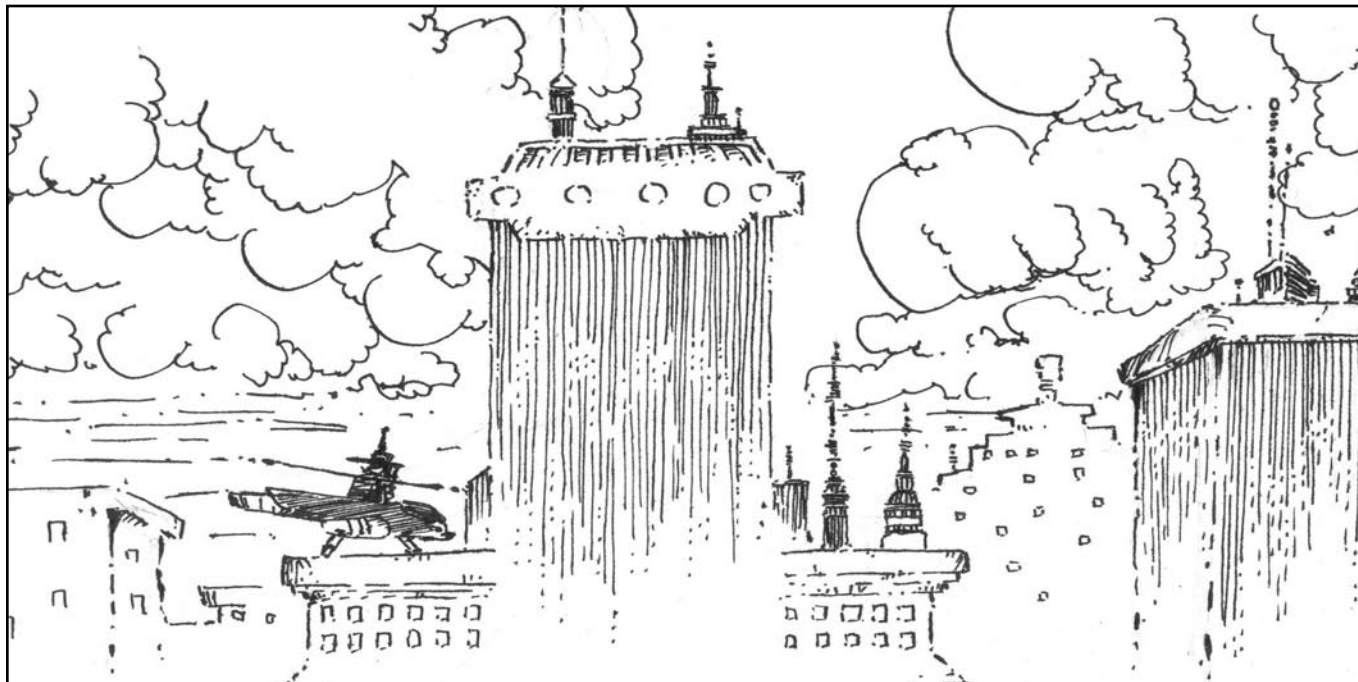
Abilities: Luck 1d6; Filthy Rich; Fringe Benefit: Head of Goodman Institute; Passport; Well-Connected and 30 points worth of useful Contacts in the Business and Political Worlds; Bureaucratics 14-; Climbing 12-; Computer Programming 16-; Conversation 14-; Gambling (Card Games)13-; High Society 14-; Navigation (Air, Sea) 13-; Oratory 14-; Trading 14-; KS: The Business World 13-, The Superhuman World 11-; PS: Financier/Investor 17-; TF: Small Motorized, Two-Wheeled Motorized, Small Planes, Small Wind-Powered Boats, Large Motorized Boats, Hanggliding, SCUBA, Skiing (Snow & Water), Windsurfing; Languages: English (native), French (fluent), Japanese (fluent)

Disadvantages: Psychological Limitation (Obsessed With Expanding Human Knowledge); Rivalry (Professional, Other Multimillionaires); Social Limitation (Celebrity)

Notes: Goodman is rarely present at any of the Institute's facilities, preferring a life of world travel with his family aboard his yacht. But he might turn up if one of the labs is working on a particularly fascinating or lucrative case, mostly to satisfy his own curiosity. He also might be present at any sort of high-roller party to wheel and deal, at a casino indulging his love of high-stakes poker, or at a political event to make contacts (and where he'll use his wiles and donations to make sure the Institute can continue to function legally with minimal government oversight).

GENERAL OPERATIONS

Since 2005, the Institute has forged working relationships with dozens of superheroes and teams, from the Sentinels, Justice Squadron, and Champions to solo heroes like Black Mask, Fallout, and Cyberknight. It's also come to a general agreement with DOSPA and UNTIL, though PRIMUS remains concerned about Goodman's activities outside the United States and the possibility of the Institute's discoveries falling



into the hands of less-friendly nations. The Department of Defense also has reservations, but Goodman's efforts lobbying Andrew Rochester as well as the army of lawyers he has on retainer have so far kept the government at a safe distance from the Institute's affairs. Even so, the authorities have tasked several investigators with keeping a close eye on the Institute to make sure American interests aren't contravened.

The Goodman Institute is a for-profit venture, though Goodman says he's unconcerned with the organization's bottom line as long as it pays for itself — he's far more interested in what the world can learn from the encounters with the unusual that superhumans regularly face. The primary way the Institute makes money is by signing deals with formally-organized superhero teams or individuals to assist them in scientific matters (the definition of "scientific" in these contracts is extremely broad — Goodman's also very interested in extradimensional realms and other fields that most people classify as "mystical"). These contracts, which involve no exchange of cash, allow the superhero to call on the Institute at any time, 24 hours a day, to provide him with material assistance in any matter. In exchange the Institute gets the legal right to exploit any new technologies that may result from that assistance. In other words, if a superhero finds a crashed UFO, the Institute might provide linguists to help communicate with any passengers, metallurgists to figure out what the hull is made of, engineers to study the engines, and astrophysicists to help figure out where it might have come from — but if there's any money to be earned from the discovery, it's the Institute that makes it. So far, the Institute has actually *lost* money despite some promising leads on manufacturing (from its extensive look at Herculian's armor) and some possible medical discoveries (mainly from the chemicals it derived from the Ophidian Plague samples). But the Institute has a long way to go before it runs out of the money from Goodman's original bequest, and it expects to be profitable well before then.

OFFICES

The Goodman Institute's corporate headquarters and largest single facility is located in Columbus, Ohio, which is both Goodman's birthplace and conveniently located midway between Millennium City and New York City, the country's two largest centers of superhuman activity. Amazing Man and Electron maintain their offices here; Columbus also has the administrative center and the facilities for the Encounter Teams, including a private airfield for storing and maintaining their three jets.

In Horatio Goodman's absence, which is common, Fernando Chavira, a highly-skilled administrator, manages the Institute on a day-to-day basis. He's most at home in corporate boardrooms and lawyers' offices, so he leaves the handling of the sometimes free-spirited scientists that make up the bulk of the Institute's staff to Dr. Danielle McDougal. In addition to her world-renowned work as a superhuman biologist, she oversees the technical and research side of Institute activities.

The Chief of Security at the main facility is Gunter Hargen. He formerly worked as an engineer at Stronghold and has developed a wide range of restraining systems to deal with superhuman menaces. Although he has a small staff of guards, he places most of his faith in technological solutions to security problems.

Beyond Columbus the Goodman Institute has nine other facilities in the United States, with several more under construction (and the first foreign office, in Camden Lock just outside of London, should be operational in the summer of 2007, with Paris and Melbourne facilities not far behind). Most of the smaller facilities are dedicated to researching and dealing with a specific subject:

New York City (has no specialty, but works extensively with the Sentinels, Justice Squadron, and less formally UNITY)

Millennium City (specializes in genetic research, with labs run by Dr. Silverback)

Boston (specializes in marine biology)

Dallas (specializes in medicine, particularly disease control)

Los Angeles (specializes in astronomy and astrophysics, with several high-powered telescopes located in the desert near Barstow)

Phoenix (specializes in studies of parapsychology and psionic abilities)

San Francisco (specializes in extradimensional studies and "mysticism")

St. Louis (specializes in artificial intelligence studies)

Seattle (primarily a manufacturing plant for high-tech equipment used by the other facilities and Encounter Teams)

The San Francisco office has received a lot of attention recently. It's hired several well-known mystics (like the superhero Eldritch and the well-known Atlantean scholar Randall Kramm) to create new scientific theories of how magic works. So far the researchers have had little success, but Horatio considers this a pretty promising avenue of exploration and has approved sizable research budgets for the next two years.

ENCOUNTER TEAMS

The Institute does most of its field work through *Encounter Teams* — groups of typically no more than a dozen Institute scientists and experts handpicked to deal with whatever situation the Institute's sending them into. For example, an Encounter Team sent to help cope with a super-plague would primarily consist of biologists and doctors, while one sent to investigate a crashed UFO would include engineers, linguists, astrophysicists, and the like.

Except in unusual circumstances, Amazing Man and/or Electron lead every Encounter Team. Most of the situations the Institute sends a team into pose at least some danger and Horatio Goodman doesn't want to leave them unprotected. Similarly, unless exempted for reasons of age or physical condition, every Encounter Team member is expected to wear special Institute body armor and carry and use various Institute-designed nonlethal weapons (either stunners or restrainers). The Institute trains its personnel in how to use these weapons and how to react in a field combat situation (though it doesn't expect them to be soldiers, just to protect themselves). A scientist who refuses to carry or use the weapons is unceremoniously booted from the Institute's staff.

In addition to personal equipment, the Encounter Teams have three oversized high-tech jet aircraft equipped with mini-laboratories and other facilities and gear to assist with a field investigation. The mini-lab sections are modular and can be swapped out at the Columbus airfield to "customize" a jet for a particular expedition.

INSTITUTE STAFF

Apart from the various scientists and superheroes mentioned above, some of the Institute's more interesting personnel include:

Kurt Stutsman

Occasionally referred to as "Halbbermensch," a name he doesn't care for, Stutsman was a brilliant German physicist studying higher dimensions when one of his experimental devices exploded. Somehow the accident "folded up" the left half of Stutsman's body into another dimension. Stutsman looks like a healthy and functioning lateral cross-section of a human being — from the left side one can see directly inside him where half of his skeleton, brain and other organs are clearly visible. But attempts to touch that side of him are thwarted by some sort of force field, a "fold in space" leading to the higher dimension where the other half of his body continues to function and even thrive. His blood continues to flow through his body, apparently disappearing and reappearing at the border of his visible body. Stutsman reports that he can feel the existence of his body "elsewhere," though he reports no sensory input from that side's eyes or other sensory organs. Since Stutsman's physical appearance is fairly disconcerting, he spends almost all of his time alone in his lab working on ways to retrieve the rest of himself. He joined the Institute in 2006 and works in the San Francisco facility.

Maxwell Armistead

Doctor Armistead was once a brilliant surgeon in Vibora Bay. He suffered a mental breakdown in 1999 and began performing unethical and illegal experiments on the Queen City's homeless population. He transformed some of them into half-animal hybrids with bizarre grafting techniques and DNA modification before the Black Mask tracked him down and brought him to justice. After several years of therapy Armistead was released from the hospital and now works as part of the Goodman Institute's medical research staff in their Dallas office.

Colonel Joshua Wright

Colonel Wright is the United States Defense Department's liaison to the Institute; he has an office at the Columbus facility. His posting is one of the concessions Goodman had to make to the US military to receive a basic security clearance (at an equivalent level to that of the Sentinels). It's Wright's job to (a) keep his superiors informed of any threats to the country the Institute discovers, and (b) approve all of the security measures surrounding the known felons the Institute occasionally studies.

Wright is well known for having a dry, sarcastic wit that he conceals by pretending to have no sense of humor at all. He takes his job very seriously, and many employees who don't know him well assume he's a stickler for the rules. He actively cultivates this image, even though he's willing to bend the odd regulation in a good cause.

Wilma Masser

Doctor Masser, despite her appearance as a kindly, silver-haired African-American grandmother, is the Institute's top computer scientist. She's the designer of several prototypes of artificial intelligence and head of the computer labs at the Columbus facility. Colleagues have learned to fear her wrath because of her propensity for spectacular practical jokes.

AROUND THE WORLD



Although the majority of the world's superhuman activity takes place in the United States, many heroes and villains live and operate in other parts of the world. Reviewing everything that's happened in the Superhuman World in Europe, Africa, Asia, and elsewhere over the past two years is beyond the scope of this book, but here are a few highlights.

EUROPE

The most important development in Europe has been another increase in the ranks of Eurostar. Less than two years after bringing der Westgote onto the team, Fiacho introduced his compatriots in terror to an even more vicious comrade: a beast-woman codenamed Pantera. UNTIL agents and superheroes who've encountered her report that she might be the deadliest member of the team. Although she possesses only semi-human intelligence, she's got bestial cunning (particularly in combat) and her fangs and claws can inflict fatal wounds on even well-protected targets.

But Eurostar's not the only one adding new superhumans to its ranks. In mid-2006 the powerful supervillain Superior made his debut as a member of Dragon Branch. With his assistance a Paris Nest was able to pull off a daring robbery of the Louvre that netted several irreplaceable art objects. Immensely strong and durable and able to fly, he is a major boost to VIPER's European assets. As of early 2007 he has not been seen on any missions outside of the Continent.

RUSSIA

In the summer of 2006 the Russian Defenders assembled to fight off a menace threatening Moscow itself — a gigantic protoplasmic blob that oozed over the ground, parts its shape constantly changing to manifest various animal aspects (deer's antlers, bear's paws, wings, and so on). As it moved, it crushed or corroded everything it touched. After a two-hour battle in which the blob got to within sight of Red Square, and during which Syeryebro and Mamont were both badly injured, the heroes finally defeated the blob... only to see it shrink and coalesce into a humanoid form! Mystified and vaguely repulsed, they watched as the shape become more and more refined. After a few min-

utes they recognized it as their old comrade Taiga, who'd supposedly been killed in battle by Eurostar in 2004! They rushed him to a hospital, where he's still convalescing as of early 2007. His memory of the time since his death is virtually nonexistent. He believes that his metamorphic powers allowed the various pieces of his body to slowly but surely find one another and form a greater whole, and that only the fight with his humanoid friends "reminded" his body about its proper shape.

Another major menace facing Russia, one the Russian Defenders have yet to truly come to grips with, is the threat posed by Slun. In the past two years he's expanded his organization to cover parts of Russia outside St. Petersburg, and even extended some parts of his network into Eastern Europe. He's even recruited a number of superhumans as more-or-less full-time bodyguards and enforcers. If no one stops him, there's a good chance his evil will soon reach America....

THE MIDDLE EAST

The ongoing conflict in Iraq continues to dominate the Superhuman World as it does other aspects of life in that part of the globe. The Iraqi supervillain Turs al-Sh'ab has worked closely with various insurgent groups and has clashed with the American military, including members of Ameriforce One. However, as of early 2007 it's believed he may at long last have been killed in action. In September 2007 he fought Mercuria, Gryffon, and a squad of soldiers, and fled the battle after receiving several severe wounds... wounds so bad that American analysts believe not even his regenerative powers could have saved him. He hasn't been seen since.

UNTIL recently uncovered links between President Meklani of Taqiristan and several supervillain teams, including the Ultimates and the Brain Trust. Apparently Meklani is willing to strictly enforce his country's non-extradition policy on their behalf... for a substantial fee. While it's not always easy for a fleeing supervillain to reach Taqiri soil, if he can and he's paid up he's got a guaranteed safe haven. Unable to do anything about this except exert diplomatic pressure, UNTIL's left to hope that somehow this odious policy will backfire on Meklani, perhaps even bringing down his regime in the process.



AFRICA

In the past two years, Africa has been relatively quiet as far as superhuman activity goes — or at least it hasn't been any "noisier" than normal. The greatest threat in UNTIL's eyes continues to be Joseph Otanga, whom Project Hermes believes props up his rule over Lugendu with dark magics of some sort. UNTIL has tried several times to infiltrate agents into Otanga's inner circle, but most of them have made no progress at all... and the few who did soon went missing and were never heard from again. On a brighter note, UNITY did beat Otanga's forces to a large chunk of kelvarite that fell from the sky during an unusually spectacular meteor shower over Central Africa in October 2006. UNTIL scientists are now studying the strange alien mineral.

INDIA

In February 2006 the Slug launched a major attack in southern India. The battle against Dr. Destroyer in that region in 2003 revealed a previously-unknown ruin on the Kistna River. Scholars from several Indian universities began conducting digs there in 2004, but while they found several intriguing artifacts had not definitively established the site's origin, nature, or creators.

As near as the authorities can figure, the Slug somehow got wind of this site, decided it might have something to do with the Elder Worm, and came to find out. Without warning he and his Elder Worm followers appeared in the city of Nandyal and began transforming its residents into more Elder Worm. Widespread panic and countless emergencies followed, forcing the Superhero Division and the military to deal with them. During the confusion the Slug slipped away and attacked the archaeological dig. Although he transformed most of the scientists and workers there into Elder Worm and took them with him, as near as the authorities can figure he removed no artifacts from the site. Apparently it wasn't a ruin of Elder Worm origin, and thus was of little interest to him.

THE FAR EAST

The Superhuman World of China, Japan, and the rest of the Orient has been as busy as ever.

OLYMPIC DOOM

On August 8, 2006 — exactly two years before the scheduled opening of the Beijing Olympics — a gargantuan, fiery dragon appeared in the skies over China's capital. In a voice of thunder it proclaimed, "Western athletic competition is not a thing of China! Cancel the games or punishments like lightning from heaven will rain down on those who have turned their backs on the culture of their forefathers!" And then, with a thunderclap that cracked windows all over the city, it vanished. No one has claimed credit for the "attack," but the authorities believe Dr. Yin Wu is behind it. Convinced that he will try to disrupt the Olympic Games (and thus humiliate China's Communist leaders), the government has ordered part of the Tiger Squad to dedicate itself full-time to studying and defeating him. But so far their efforts have borne no fruit.

SINGAPORE SUPERVILLAINY

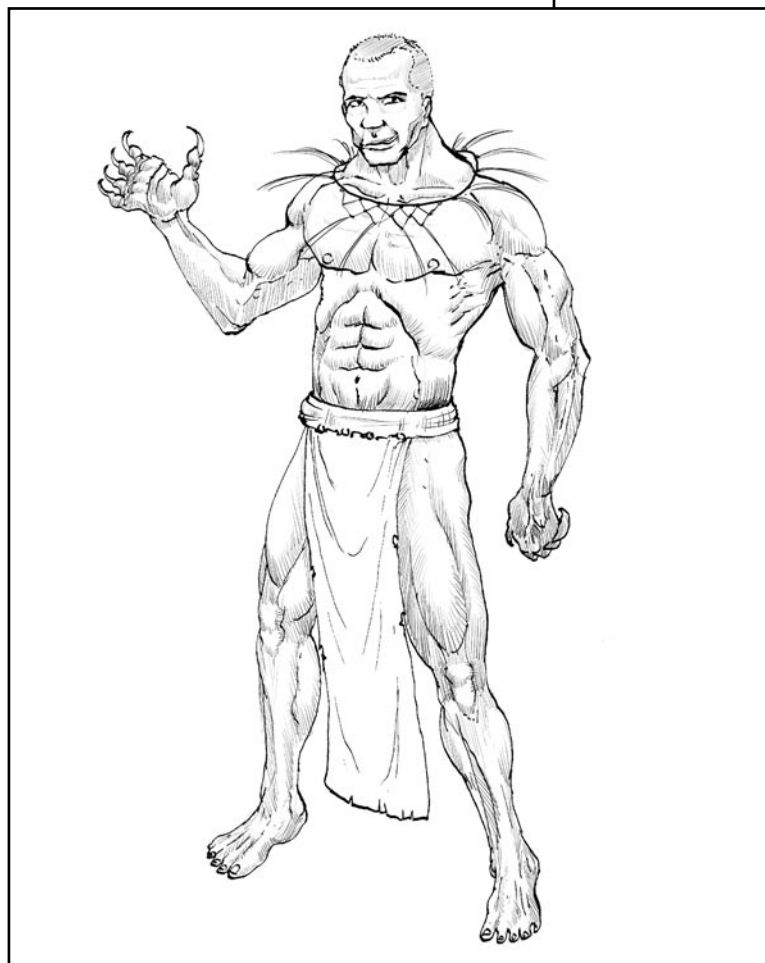
In mid-2006 a new supervillain team calling itself the Seven Great Furies debuted in Singapore. Its members, who from their physical resemblance would seem to be siblings, are relatively low-powered superhumans whose powers mostly seem to involve enhanced physical capabilities and limited forms of energy manipulation (a different type of energy for each Fury — electricity, fire, gravity, light, magnetism, sonics, and vibration). Singaporean heroes like Silverwing and Shining Sword have clashed with the Furies on several occasions, but neither side has scored a decisive victory.

BATTLE OVER TOKYO

In November 2006 Tokyo had the misfortune to be the site of one of the most devastating superbattles of recent years. The Warlord apparently decided the time had come to thoroughly field-test the capabilities of his improved battle armor (see page 108) — and he decided to do that by attacking one of his oldest foes, the armored Japanese hero Tetsuronin. While Tetsuronin was on patrol one day the Warlord attacked, flying at him out of the sun and firing an energy bolt more powerful than any he'd ever fired before. The blast knocked Tetsuronin out of the sky and through two skyscrapers... but Japan's greatest hero shook off the impact and soared to the attack! For the next fifteen minutes the two of them battered each other around with powerful attacks, in the process virtually demolishing over two square blocks of Tokyo (though by some miracle, not to mention fast action by the police, there was no loss of life). Then, having concluded that his armor was working properly and at peak efficiency, the Warlord took note of the imminent arrival of the Tokyo Super Squad and teleported away. Tetsuronin has vowed to finish the fight at the first opportunity.

AUSTRALIA

In April 2006 the Dreamtime fiend Marmoo (see *Hidden Lands*, page 94) once again attacked Australia, attempting to destroy Sydney with a plague of insects of every variety. How he gained access to Earth is a mystery, since his usual routes were blocked off or "watched" by the authorities or various Australian superheroes. Unfortunately for Marmoo, he chose a singularly bad time to make his attack, for it just so happened that the Champions were on vacation in Australia! They teamed up with the Walkabout Man, Brigade, and several other Aussie heroes to stem the six-legged tide and keep the citizens of Sydney safe. Once again ejected from this world, Marmoo is no doubt sitting in the Dreamtime sulking... and perhaps planning another attempt to destroy the world's beauty.



ENEMIES



The past five years have not been quiet ones among the Superhuman World. Besides the events listed elsewhere in this book, here are some of the publicly-known notable activities of various villains and criminals since 2002.

ENEMY ORGANIZATIONS

Despite the fact that they're not always as flashy or destructive as supervillains, criminal organizations like VIPER are just as dangerous and deadly... if not moreso.

ARGENT

The leaking of data about ARGENT to the authorities via Interface's capture (see page 8) has caused significant problems for the organization since late 2003. Several of its front organizations were raided by the authorities within the two months following Interface's defeat, and it seems that ARGENT's Board of Directors ordered the abandonment of several others just in the nick of time to avoid more loss of personnel and resources. Since then it's mostly been quiet; UNTIL speculates that it's been reorganizing, rebuilding, and focusing on its core business of selling supertechnology to the underworld to refill its coffers.

DEMON

In the past two years, DEMON seems to have stepped up its activities considerably, with more public crimes, and thus apparently more recruitment, than ever before. Museums, libraries, jewelry stores and gem brokerages, various private collections of antiquities, and even a few banks have been the target of DEMON's schemes. If there's a single thread linking all these crimes, neither the authorities nor the Trismegistus Council can see it.

DEMON's most fiendish plot during this time was the creation of the so-called "Satan Furnace." In an isolated cavern in the Scottish Highlands several Morbanes and a group of Brothers labored physically and mystically for what may have been as long as two years, forging an enormous furnace in the shape of a demon's head. When the work was complete, they stoked the furnace with special arcane fuels and fired it up. But instead of emitting smoke, the Furnace belched forth warped mystical energies apparently intended to "taint" magic on Earth in ways that would make DEMON more powerful.

Unfortunately for DEMON, its efforts to acquire the fuels for the furnace weren't as subtle as they should have been. The Irish mystic Dweomer got wind that something was going on and began investigating. When he realized what was

going on, he knew he had to act at once... and that by himself he wasn't a match for DEMON's Furnace-augmented forces. He sent word to other mystics aligned with the Light — Witchcraft, Black Rose, Eldritch, the Technomancer, and even Robert Caliburn — and they descended on DEMON's Highland hideout as soon as they could. The battle was long and perilous, and for most of the time the outcome seemed in doubt, but at the last minute Dweomer hurled one of his talismans into the Furnace, causing it to overload and explode. The resulting devastation weakened the Morbanes enough for the heroes to defeat them and take them into custody.

VIPER

Chronicling all of VIPER's plans, schemes, and crimes over the past several years would practically require a book of its own. Relatively few of its plots have been of the Earth-conquering variety; instead it's focused on smaller operations more easily carried out. One notable exception was December 2005's Operation Sunstroke, in which VIPER got a solar-powered laser cannon into orbit and threatened to devastate various major cities if a colossal ransom weren't paid. To prove its sincerity it used the cannon to destroy a tiny island north of Canada. But that was just enough for Earth's tracking technology to ascertain the general location of the cannon, and almost before VIPER realized what was going on the Sentinels found it, defeated its robotic guardians, and destroyed it.

In the wake of ARGENT's troubles (see above), VIPER has taken the opportunity to grab as much "territory" in the underworld super-technology and arms market as it can. VIPER's labs have been churning out a whole new generation of blasters, force field belts, and other devices it can sell to criminals for top dollar. Some knowledgeable persons have pointed out that these "new" devices are the same old VIPER tech in new casings designed to look cool and impressive, but that revelation doesn't seem to have hurt sales.

But VIPER's activities haven't been wholly criminal. In August 2006, when Dr. Destroyer launched his new Island (see below), VIPER apparently decided he was a threat to its own plans and decided to help stop him. It contacted various authorities through back channels, offering the help of members of the Dragon Branch on the condition that they'd be allowed to leave unmolested when the crisis had passed. Needing all the help they could get, the authorities reluctantly agreed, and VIPER sent ten of its superhuman agents to join the battle. They were genuinely helpful, and when the battle was over the heroes on the scene let them go as agreed.

MASTER VILLAINS

DR. DESTROYER

For most of the early 2000s the fiendish Doctor was fairly quiet — and that made the world community veeeeeerrry nervous. And the world had good cause to be concerned. In August 2006 Destroyer launched his latest plan for world conquest: Destruga II, the rebuilt and significantly improved “island of Dr. Destroyer.” As the authorities now know, he’d been working on it in secret for years in secret bases scattered around the Pacific Ocean.

Destruga II first appeared south of the Cook Islands heading west. Although it hasn’t been confirmed, UNTIL believes Dr. Destroyer’s plan was to attack and conquer Australia first, then move northward taking island after island until he could attack and conquer Japan. From there, the other nations of the world would fall like dominoes. But as so often occurs, Zerstoiten’s megalomania proved to be his Achilles’s heel — by revealing his plan and giving his enemies a target he made himself vulnerable. Heroes from all over the world scrambled to meet the threat, including the Justice Squadron, the Sentinels, the Champions, the New Knights of the Round Table, the Tokyo Super Squad, a cadre from the Tiger Squad, and members of the Superhero Division. The Australian and American militaries also joined the fight. In nearly a week of intermittent fighting, the heroes slowly but surely wore down the island’s defenses and broke Destroyer’s weapons.

Recognizing that his plan was foundering, Dr. Destroyer began preparations to launch a mind-control satellite he’d expected to put into orbit after conquering Australia. A team of specially-trained UNTIL commandoes infiltrated the facility and shut down the launch in the nick of time. At that point Destroyer set the island to self-destruct... and that countdown wasn’t one that anyone could stop. With a thunderous blast just short of nuclear Destruga II detonated, killing a dozen UNTIL personnel and two members of the Tiger Squad in the process. The remains sank to the bottom of the Pacific and remain there (the depth of the sea at that point makes salvage operations marginal at best). Destroyer himself has not been seen since; while some people hope he “went down with the ship,” most authorities believe he escaped via teleportation and is already planning new schemes of conquest.

GRAVITAR

Much to the concern of nearly every leader on the planet, in the past few years Gravitator seems to have gotten much more serious about her supervillainy. The early part of her career she seemed almost dilettantish about being a villain — as if it were something she were doing for the fun of it, because she could and wanted to see how much trouble she could cause. But she finally seems to have realized how truly powerful she is... and if anything, her power’s grown over time, as she demonstrated in October of 2006.

Compared to her usual bull-in-a-china-shop way of attacking, her assault on Washington, D.C. was planned, precise, and efficient: she literally picked up the United States Capitol and lifted it five hundred feet in the air, threatening to drop it and kill every single member of Congress if the United States didn’t capitulate and turn over control to her. It was ruthless and calculated, nothing like what UNTIL and PRIMUS had come to expect from her.

Both the Justice Squadron and the Capital Patrol responded to the attack — but they couldn’t attack all-out at first for fear that Gravitator would make good on her threat. They had to have a way to keep the Capitol from falling... and that meant the Drifter’s magic. Unfortunately for them Gravitator realized this too and kept the Drifter in particular under constant fire with gravity bolts and thrown objects so he had to spend most of his time and energy protecting himself. But eventually the heroes found a way to protect him, allowing him to cast a spell that caused enormous hands and arms of stone to rise out of the ground below the Capitol, grow upward, and grab it. At just the right moment the other heroes focused their attacks on Gravitator... and as promised she let the building go so she could fight them. But the Drifter’s magic-created hands caught it without it suffering any major damage and lowered it back into place.

Gravitator kept fighting the heroes for another few minutes but apparently decided it was a waste of time. She fled, leaving a grateful and relieved city behind her. But the around the world, many people took note: Gravitator has decided to stop playing around. She has yet to launch another scheme of conquest, but the consensus is it’s just a matter of time before she does. UNTIL is considering creating a special team, tentatively named Project Newton, to combat her.

MENTON

Menton made one of the most intriguing... and most nearly successful... bids for world power of the past five years in late 2005 when he mentally manipulated the people of Guamanga into electing him president. Thanks to some help from what the authorities later discovered was ARGENT technology, he was both able to affect thousands of people at once with his powers *and* do it without leaving psychic traces.

The United States and the United Nations mobilized their forces, but did nothing more at first. Although everyone knew what Menton had done, there was no proof — and without proof the UN, in particular, was not willing to overthrow a seemingly legally elected official. That would have set a dangerous precedent the UN desperately wanted to avoid... so it found another option.

Working through back channels, UNTIL hired a team of mercenaries that included Raya de Plata, Fenris, Venin Vert, and Lam Kuei. The team’s mission: infiltrate Guamanga and stop Menton... permanently, if necessary. What the team didn’t know was that it was simply a stalking horse designed to distract the evil mentalist. The *real* team was led by Utility and included his on-again-off-again girl-



Top Ten Most Wanted 2007

Warning: The following subjects are considered armed and dangerous. Do not approach without backup.

NUMBER ONE



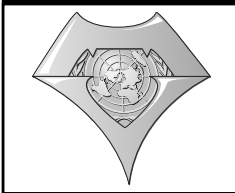
Doctor Destroyer

NUMBER TWO



Takofanes

NUMBER THREE



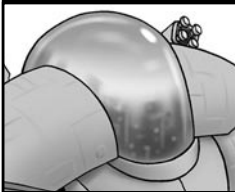
VIPER

NUMBER FOUR



Mechanon

NUMBER FIVE



The Warlord

NUMBER SIX



Gravitar

NUMBER SEVEN



Doctor Yin Wu

NUMBER EIGHT



Fiacho

NUMBER NINE



DEMON

NUMBER TEN



Joseph Otanga

friend Mirage, Mechassassin, Shrinker, and Laser — real pros with the experience and abilities to take care of Menton and his core of bodyguards (which included a few former members of PSI) and mind-controlled followers.

Equipped with the last UNTIL psi-shields, Utility and his team infiltrated the Guamangan presidential palace. They were making good progress... but even the best UNTIL anti-psi technology works poorly against Menton. When he realized they were present, Menton attacked them full force. The battle was not going well at all, but then fate — or rather, Dr. Destroyer — took a hand. While Menton was focused on fighting the UNTIL team, one of his “mind-controlled” followers changed shape into Destroyer’s henchman Rakshasa! Pulling out a blaster pistol, he shot Menton point-blank in the back of the head. Menton collapsed like a pole-axed steer. Taken into custody by UNTIL, he now resides in Stronghold in “hot sleep.”

TAKOFANES

The so-called Undying King has been relatively (and thankfully!) quiet over the past few years. Most of his efforts seem to involve trying to track down and capture or kill the Crowns of Krim. Experts on the occult assume he wants their crowns, which may have some connection with his own “Dragon Crown.” On several occasions Takofanes has appeared where the Crowns of Krim were performing some mission. After trying to fight him once or twice, the Crowns have learned that their only hope is to flee and let local heroes distract Takofanes long enough for them to escape. It’s been a narrow thing so far, particularly during a Halloween 2006 encounter in Salem, Massachusetts, but Dark Seraph and his followers remain one step ahead of Takofanes... for now.

THE WARLORD

Through means unknown, but assumed to be general technological development and improvement, the Warlord has significantly upgraded his armor. As discussed above, he was able to fight Tet-suronin to a standstill, and that puts him at a much higher level of power than most world superheroes.

The Warlord’s organization as a whole has remained busy in a strife-torn world, though as always the authorities have only a sketchy picture of what the Shadow Army has been up to. Some reports indicate that the Warlord has sent Shadow Army personnel into the Middle East to assist insurgents and stir up trouble against the American military so he can prolong the conflict and keep selling weapons to the terrorists there. Central Asia and central Africa are other “playgrounds” Shadow Army personnel are known to have visited.

VILLAIN GROUPS

THE CROWNS OF KRIM

As mentioned above, the Crowns have been plagued by the attentions of Takofanes for the past few years. As a result they've been much less active and effective than in the past. They've mostly shifted to quick smash-and-grab missions or other less involved schemes so that they don't have to stay in one place long enough for Takofanes to find them.

GRAB

The superpowered thieves of GRAB have added a new member to their ranks — a teenaged girl they call Breeze who has powers of intangibility. She came to their attention when she tried to rob one of their hideouts. Impressed with her moxie, they recruited her. While she's still a little inexperienced when it comes to superhuman combat, she's developing into a top-notch thief.

SOLO VILLAINS

ANKYLOSAUR

Ankylosaur enjoyed a career as a successful supercriminal until 2004, when the odds finally caught up to him and he (along with several other villains he was working with) was captured while fighting the Peacekeepers. His powered armor suit was taken away from him and returned to UNTIL, where it became the basis for the new Manticore project (see page 92).

Not deemed a particular threat without his armor, Paul Bressler was sent to a standard penitentiary on a combined life sentence. He quickly proved to be far cleverer than the authorities gave him credit for — less than a year later he engineered an escape that freed two dozen other prisoners as well. With some help from his underworld contacts, Bressler returned to Millennium City. Using money he'd carefully saved in the event of just such an emergency, he hired Wayland Talos to make him a new suit of Ankylosaur armor. The Talos-designed suit looks virtually the same as the old UNTIL suit, but takes advantage of the latest technological advances to be better in almost every way. Talos also added a few features, such as retractable claws in the hands.

(In game terms: GMs, see page 110 for a revised character sheet for Ankylosaur.)

ARMADILLO

In the past few years Armadillo's finally overcome one of his big weaknesses: his love of announcing what he's going to do before he does it. He still likes to posture and show off a little, but by and large he's become a much more professional super-mercenary... which makes him a tougher opponent to face.

(In game terms: buy down Armadillo's Psychological Limitation *Announces His Actions Before Taking Them* from Strong to Moderate.)

CAPTAIN CHRONOS

The bizarre Captain's activities continue to baffle anyone without his knowledge of the timestream and future history — which is to say, everyone. His better-known appearances over the past five years include: thwarting a bank robbery in Tegucigalpa, Honduras; briefly assisting with the attack on Destruza II but leaving in mid-battle; appearing in the middle of the school day at an elementary school in Wichita, Kansas to hand out candy and savings bonds to all the children; helping the Crowns of Krim escape from Takofanes during an incident in Chicago; alerting police in Seattle to DEMON activities there, resulting in the uncovering and shutting down of a large Demonhame; going on several dates with Ceteran; and endorsing several candidates for the Senate during the 2006 elections.

FIREWING

Other than his attack on GATEWAY (page 91), Firewing has been relatively quiet over the past few years. He spends a lot of time in space contemplating things, though he comes to Earth whenever he's in the mood for something to do. Sometimes this just means seeking out interesting people and talking to them, but if he hears about a superhuman who sounds like he can put up a real fight, Firewing doesn't hesitate to track him down and challenge him to a duel. One such fight in January 2007 against the Warlord ended in a draw, with both combatants eager for another match; Firewing would also particularly like to fight Mechanon.

FOXBAT

The lovable lunatic of the Superhuman World continues to attract more than his share of devoted (and some would say demented) fans. After reading on an Internet message board where one such fan said he was "cooler than Elvis," Foxbat decided the time had come to conquer the world of rock 'n' roll. With what some would describe as unusual cleverness, he reserved stadium time by pretending to represent Sapphire, then spread the word secretly via the Internet. To prepare for his debut, he learned to play passable guitar, then went into the studio to record an album of songs with lyrics he wrote himself, like "Knock Me Back" and "Superheroine Chic."

On the night of June 10, 2006 a record crowd, many attired in homemade Foxbat uniforms, showed up at the stadium for what everyone was now calling *Foxbatpalooza*. Foxbat's CD sold out even before he took the stage... and when the lights went up to show him standing there with a guitar, the roar of the crowd shook the building! Security personnel called the cops, who arrived during Foxbat's third song, but the crowd kept them from getting anywhere near the stage. The Champions arrived during Foxbat's second set, but noting nothing dangerous going on at the time decided to let him finish before arresting him (though Sapphire protested at having to sit through his repertoire of "fourth-rate" songs). Calls by the crowd for a Foxbat-Sapphire "Endless Love" duet were flatly rejected by the rock star superheroine. And then,

during Foxbat's big finale, a 10-minute rendition of "Inna Gadda da Foxbat," there was a tremendous explosion from the flashpots on stage... and when everyone's eyes had adjusted and they could see again, they discovered Foxbat had disappeared! For perhaps the first time in his life, one of Foxbat's plans worked out just as he intended.

Numerous attempts by dozens of record promoters to contact Foxbat and sign him to a recording contract have failed.

HERCULAN

Herculan has become a criminal justice system success story... of a sort. Over the past five years he's been involved in numerous super-battles (including several against his old gladiatorial adversary, Ironclad) and has spent some of his time in Stronghold. During his periods of incarceration he was required to undergo therapy. While it's true that you can't help someone who doesn't want to be helped, deep down Tren Tarrec Dazeur has never really had a criminal personality. His criminality results from his guilt over abandoning his people combined with his strong sense of proud and touchy Fassai honor. Sensing this, his therapists found ways to appeal to him, and they seem to have worked. As of early 2007 he's been released from Stronghold under carefully-maintained watch (including electronic monitoring). His modified Fassai space armor is being held for him by the government. He's managed to stay on the straight-and-narrow, even using his super-strength to get some high-paying work in various fields... but it remains to be seen if his reformation sticks or he falls back into his old ways.

(In game terms: reduce both his *Overly Aggressive* and *Hunting Ironclad* Psychological Limitations from Strong to Moderate.)

HORNET

Over the past five years Hornet has had numerous brushes with the law and with super-heroes, but has managed to retain his freedom for most of that time. On those occasions when he was captured, he always found a way to use his power to assume insect size to escape sooner rather than later. He's also developed at least one new power, a "Chrysalis Blast" that lets him wrap up his foes with a sticky goo he projects from his hands.

(In game terms: GMs, see page 115 for a revised character sheet for Hornet.)

LADY BLUE

Lady Blue's popularity has remained undiminished over the past five years despite her self-proclaimed involvement in numerous crimes intended to benefit the poor and downtrodden (even if it's only by donating the proceeds to charity). In addition to her regular "work" she's become an outspoken opponent of the Iraq War, "America's imperial ambitions abroad," and similar government operations.

During 2004 and part of 2005 Lady Blue was romantically linked to rock star Jimmy Caxton (see *Everyman*) in the tabloids. Both of them publicly denied any involvement, and the same

tabloids reported a "breakup" in April 2005 and dropped the matter.

(In game terms: GMs, see page 116 for a revised character sheet for Lady Blue.)

THE SLUG

The Slug has been busy in the past five years. On two occasions — mid-2003 and early 2006 — he tried to take over a major city and transform its residents into Elder Worms, much like he did with New York City in 1980. His 2003 target was London; his 2006 one Millennium City. In neither case did he succeed (he was thwarted by the New Knights of the Round Table and the Champions, respectively), but both times it was a narrow victory that resulted in much death and destruction. See also page 98 regarding his activities in India.

(In game terms: GMs, see page 117 for a revised character sheet for the Slug.)

UTILITY

Thanks to his penchant for planning and knowing as much as possible about his adversaries, Utility has enjoyed a successful career as a supervillain over the past five years. He's had several encounters with various superteams, including the Sentinels and the Justice Squadron, but his primary stomping ground remains Millennium City and his main enemies the Champions. He's fought them several times, either on his own or in the pay of a master villain such as Interface. His most triumphant encounter with them, a September 2004 robbery of a computer chip manufacturing facility, he lured them into a factory he'd previously filled with distractions and deathtraps and proceeded to thoroughly thrash and humiliate them... until his overconfidence got the better of him. Now knowing who they were facing, the Champions regrouped and made enough of a comeback that Utility chose the better part of valor and fled the battlefield.

(In game terms: GMs, see page 121 for a revised character sheet for Utility.)

ZEPHYR

Except for one three-month period, Zephyr has remained free and active as a supercriminal over the past five years. In the summer of 2005 a botched robbery scheme resulted in her being captured by UNTIL in Washington, D.C. She was held for three months, but a malfunction in the power-draining technology in the prisoner transport carrying her to trial allowed her to escape.

Zephyr is still a "solo" villain who usually works on her own schemes (though she's always available for hire if the price is right). She's teamed up with both the Ultimates and the Crimelords on several occasions. According to the underworld grapevine, both groups have hinted that they'd be glad to accept her as a member, but she's content to let the matter rest there for the time being. Zephyr and Thunderbolt of the Ultimates had a brief relationship for several months in late 2004-early 2005, but seem to have parted company since then.

(In game terms: GMs, see page 123 for a revised character sheet for Zephyr.)

HIDDEN LANDS



Though *Hidden Lands* provided extensive detail about several of the more bizarre and unusual places and societies in the Champions Universe, there are several additional locales heroes can explore. The information here is not commonly known on Earth (though just about anyone can uncover it with a little research), but members of the Superhuman World are generally aware of it.

Selenus

Selenus, a small, hidden city on the moon, is home to the Selenites, three-foot-tall insect-like siliconoids with long, narrow faces, beetle-like, purple-gray chitinous shells, and ten limbs. The Selenites can withstand the cold and vacuum of space unharmed and “eat” by absorbing sunlight or similar energies (though they are not plant creatures).

As near as the few Humans who’ve visited and studied the place can determine, the city and Selenites are apparently all that’s left behind of an ancient observatory built by an unknown alien species approximately 1 million years ago — the remainder of the base is now nothing but ruins long buried in lunar dust. A number of Earth

archaeologists have expressed the desire to investigate these ruins, but so far no one’s come up with the funding for such an expedition...

...and there’s some question about whether the Selenites would cooperate, for their interactions with Humanity haven’t always been positive. In 1969 and 1970 the supervillain Revenger discovered and conquered them. He treated them as his slaves and used their city as a base to launch attacks on the Earth. Eventually the Fabulous Five journeyed to the Moon, defeated him, and freed the Selenites, but they remain wary of most Humans. In 1984 a Selenite rebel, inspired by Revenger’s actions, took over the city in a coup and tried to launch some of Revenger’s leftover missiles at the Earth, but the missiles were stopped and his scheme thwarted by MeteorMan II. Since then the Selenites have had contact with a few Humans, primarily Andre Almena (the Star*Guard of Earth) and hero teams like the Sentinels.

Now it seems that a new crisis may be brewing in Selenus. The periodic radio contact the Sentinels maintain with the Selenites has ceased, leaving the heroes concerned. As soon as they have time they intend to visit the Moon and find out what’s happening... or they might deputize some other heroes to do it for them.



The City of Thaar

The island of Thaar (site of the city of the same name) is a mountainous, mist-covered speck of land in the southern Indian Ocean, well away from standard shipping lanes. It's the home of the Birdpeople, a race of humanoids who were mutated by alien visitors (perhaps the Progenitors?) thousands of years ago. Their "creators" gave them several avian characteristics: functional wings; feathers instead of hair; lighter bone structure.

The Fabulous Five discovered Thaar quite by accident in 1965. At first warily welcomed by the Birdpeople, they were acknowledged as heroes when they saved King Gudra from assassination by Gyrfalcon, his treacherous Captain of the Guard. Princess Klee, Gudra's daughter, became the new Captain; Gyrfalcon fled in disgrace to become a recurring villainous opponent to the Five, though he was killed in battle with some UNTIL agents in 1983.

Princess Klee spent a great deal of time with the Five, and later with the small team of anthropologists who came to the island to study her people. From them she learned much of the ways of humans. In 1970, when the scientists had finished their study and returned to America to publish a book on them, Klee accompanied them to see the world of wingless humans. While there she became involved in a villainous plot hatched by Gyrfalcon and his new ally, Revenger. Klee and the Five defeated the villains, and she began a romantic relationship with Kid Chameleon. When Amazing Man and Siren retired from superheroing shortly thereafter to raise young Peter, Klee accepted Chameleon's offer to join the team as the superheroine Kestrel.

Kestrel served with the Fabulous Five from 1970 until 1979. During her tenure the team suffered several tragedies, most importantly the death of her lover Chameleon at the hands of Dr. Destroyer in 1975 and the subsequent madness of her friend and teammate Scirocco. When the team finally disbanded, Klee returned to Thaar and resumed her post as Captain of the Guard. King Gudra died in 1985 of natural causes. The throne was hers by law, but she abdicated in favor of her cousin Kea, who rules to this day as Queen.

Few humans have spent time on Thaar, and most of them either superheroes or scientists; the Birdpeople prefer to remain isolated from the world and do not welcome tourists. Officially, Thaar is a protectorate of the United Nations and off-limits except with special permission, arranged through the Atlantean consulate, which acts as Thaar's diplomatic representative. Prince Marus is friendly with Klee and Queen Kea and takes his responsibility for their security very seriously. The Sentinels have visited there a few times recently because Amazing Man III and Diamond remain close friends with Klee and her family. Klee and Gyrfalcon are the only Birdpeople to have visited the world of men, though several of the younger generation have expressed an interest in doing so. Klee herself last came to America in 2005 for Amazing Man II and Electron's wedding.

TYPICAL BIRDMAN WARRIOR

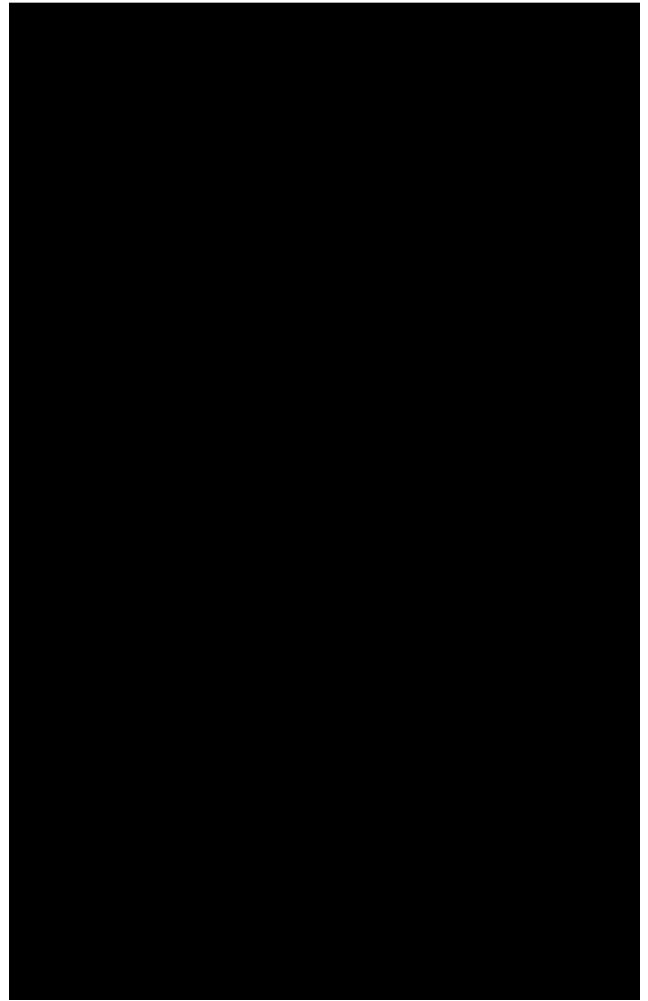
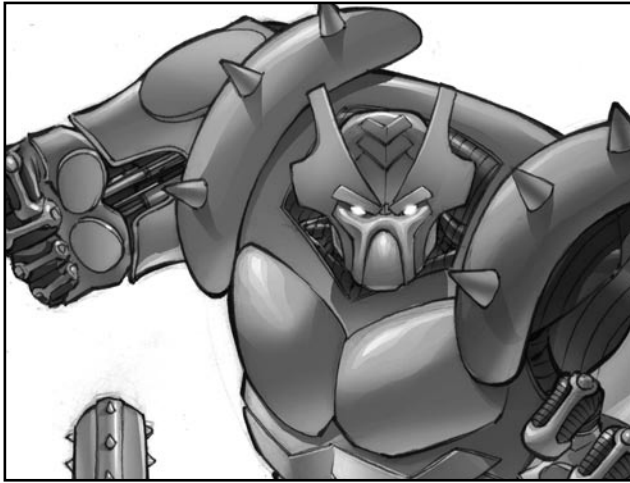
10 STR	17 DEX	14 CON	9 BOD
10 INT	10 EGO	13 PRE	12 COM
4 PD	3 ED	3 SPD	5 REC
28 END	24 STUN		

Abilities: +4 versus Range Modifier for Normal Sight; Flight 10"; Restrainable; Life Support (Safe In Intense Cold); Mind Link (Avians Only, Line Of Sight Required); Absolute Range Sense; Bump Of Direction; +2 With Polearms; AK: Thaar 11; Break-fall 12-; Language: Birdpeople (Native); Navigation (Air) 11-; Survival (Arctic) 11-; WF: Common Melee Weapons, Common Missile Weapons, Staffs

Disadvantages: Physical Limitation (Light Boned; takes +1" KB)

Notes: Birdpeople are all trained from a young age in fighting with polearms, most frequently a sort of halberd that does HKA 2d6 and has a reach of +1". Birdpeople are taller than humans on average, nearly seven feet with individuals ranging up to nine feet. Their wingspan is naturally 13-15 feet at full extension from between their shoulder blades, but the wings can curl down to only a foot or two from their bodies. They usually have brighter plumage on their heads than on the rest of their bodies, and their faces narrow into beaks. Their eyes are oversized.

chapter six:



THE ROGUES' GALLERY

EXISTING VILLAINS

Chapter Five includes the publicly-known information about what various villains and enemies have been up to recently. Here, for the GM's eyes only, is secret information regarding villains not covered above. *If you're playing in, or plan to play in a campaign based in the Champions Universe, do not read this section!*

THE WARLORD				
Val	Char	Cost	Roll	Notes
15+35	STR		5+17*	12- (17-) Lift 200 kg (25 tons); 3d6 (10d6) HTH damage [1 (5)] OCV: 7/DCV: 7
20	DEX	30	13-	
25	CON	30	14-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
30	PRE	20	15-	PRE Attack: 6d6
10	COM	0	11-	
10	PD	7		Total: 40 PD (30 rPD)
8	ED	3		Total: 38 ED (30 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
10	REC	4		
50	END	0		
50	STUN	14		Total Characteristic Cost: 186
*: OIF (Powered Armor, -½), No Figured Characteristics (-½)				
Movement: Running: 9"/18" Leaping: 20"/40" Flight: 20"/80"				
Cost	Powers	END		
53	<i>Battle Armor Power System:</i> Endurance Reserve (300 END, 50 REC); OIF (-½)	0		
80	<i>Configurable Blaster Systems:</i> Multipower, 120-point reserve; all OIF (-½)			
6u	1) <i>Standard Blaster Mode:</i> Energy Blast 18d6; OIF (-½)	9		
6u	2) <i>Lethal Blaster Mode:</i> RKA 6d6; OIF (-½)	9		
8u	3) <i>Configured Standard Blaster:</i> Energy Blast 12d6, Variable Advantage (+½ Advantages; +1); OIF (-½)	12		
8u	4) <i>Configured Lethal Blaster:</i> RKA 4d6, Variable Advantage (+½ Advantages; +1); OIF (-½)	12		
60	<i>Other Weapon Systems:</i> Multipower, 90-point reserve; all OIF (-½)			
4u	1) <i>Micromissiles:</i> Energy Blast 10d6, Explosion (-1 DC/2"; +¾); OIF (-½), 8 Charges (-½)	[8]		
4u	2) <i>Flamethrower:</i> RKA 4d6, Armor Piercing (+½); OIF (-½), 8 Charges (-½)	[8]		
6u	3) <i>Machine Gun:</i> RKA 3d6, Autofire (5 shots; +½), 64 Charges (+½); OIF (-½)	[64]		
6u	4) <i>Tangleweb Projector:</i> Entangle 9d6, 9 DEF; OIF (-½), 16 Charges (-0)	[16]		
6u	5) <i>Electrification Field:</i> RKA 2d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); OIF (-½)	0		
6u	6) <i>Taser Blaster:</i> Energy Blast 9d6, NND (defense is ED Force Field; +1); OIF (-½), 16 Charges (-0)	[16]		

Martial Arts: Karate			
Maneuver	OCV	DCV	Notes
4	<i>Atemi Strike</i>	-1	+1 3d6 NND(1)
4	<i>Block</i>	+2	+2 Block, Abort
4	<i>Disarm</i>	-1	+1 Disarm, 25 (60) STR
4	<i>Dodge</i>	+0	+5 Dodge all attacks, Abort
3	<i>Legsweep</i>	+2	-1 6d6 (13d6); Target Falls
4	<i>Knifehand Strike-2</i>		+0 HKA 1d6 (2d6 with STR)
4	<i>Punch/Snap Kick</i>		+0 +2 5d6 (12d6) Strike
5	<i>Side/Spin Kick</i>	-2	+1 7d6 (14d6) Strike
8	+2 Damage Classes (already added in)		
75	<i>Battle Armor:</i> Armor (30 PD/30 ED), Hardened (+¼); OIF (-½) 0		
40	<i>Force Field:</i> Physical and Energy Damage Reduction, Resistant, 50%; OIF (-½) 0		
26	<i>Flashbang Protection:</i> Sight and Hearing Group Flash Defense (20 points each); OIF (-½) 0		
10	<i>Psychic Shield:</i> Mental Defense (19 points total); OIF (-½) 0		
10	<i>Force Field:</i> Power Defense (15 points); OIF (-½) 0		
7	<i>Internal Air Supply:</i> Life Support (Self-Contained Breathing); OIF (-½) 0		
45	<i>Jetpack:</i> Flight 20", x4 Noncombat, Reduced Endurance (0 END; +½); OIF (-½) 0		
3	<i>Instant Recall System:</i> Teleportation 1", MegaScale (anywhere on Earth; +1¼); OIF (-½), Can Only Teleport To Fixed Location (-1) plus Fixed Location (the Flying Fortress); OIF (-½) 1		
8	<i>Jumpjets:</i> Leaping +12" (22" forward, 12" upward) 1		
6	<i>Swift Runner:</i> Running +3" (9" total) 1		
3	<i>Visual Sensors Suite:</i> Infrared Perception (Sight Group); OIF (-½) 0		
3	<i>Visual Sensors Suite:</i> Ultraviolet Perception (Sight Group); OIF (-½) 0		
7	<i>Visual Sensors Suite:</i> Increased Arc Of Perception (360 Degrees) for Sight Group; OIF (-½) 0		
2	<i>Audio Sensors:</i> Ultrasonic Perception (Hearing Group) 0		
6	<i>Communications Systems:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½) 0		
13	<i>Radar Array:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees); OIF (-½) 0		

Perks

- 80 Contacts: numerous throughout the militaries, arms manufacturers, and mercenary groups of the world
- 15 Money: Filthy Rich
- 89 *The Shadow Army*: 8,000 Followers (see *Conquerors, Killers, And Crooks*)
- 133 *Flying Fortress*: Vehicle (see *Conquerors, Killers, And Crooks*)
Any other Bases, Followers, or Vehicles he needs

Talents

- 8 *Onboard Computer*: Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator; OIF (-½)
- 15 Combat Sense 13-
- 6 Lightning Reflexes: +4 DEX to go first with All Attacks
- 3 Lightsleep

Skills

- 20 +2 Overall
- 24 +3 with All Combat
- 11 *Tactical Computer*: +2 with All Combat; OIF (-½)
- 6 *Tactical Computer*: +3 versus Range with all attacks; OIF (-½)
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 3 Climbing 13-
- 3 Combat Driving 13-
- 3 Combat Piloting 13-
- 3 Computer Programming 13-
- 7 Demolitions 15-
- 3 Electronics 13-
- 2 AK: Africa 11-
- 2 AK: The Balkans 11-
- 2 AK: Central America 11-
- 2 AK: South America 11-
- 2 AK: Southeast Asia 11-
- 1 KS: Hzeel Starship Technology 8-
- 5 KS: Military History 15-
- 10 KS: The Military/Merc./Terrorist World 20-
- 3 KS: Superheroes 13-
- 3 KS: Supervillains 13-
- 5 KS: World Military Weaponry & Vehicles 15-
- 1 Language: Serbo-Croatian (basic conversation; English is native)
- 2 Language: Spanish (fluent conversation)
- 3 Mechanics 13-
- 5 PS: Arms Dealer 15-
- 3 PS: Birdwatching 13-
- 5 PS: Soldier/Mercenary 15-
- 5 PS: Wargames 15-
- 3 Security Systems 13-
- 3 Stealth 13-
- 3 Streetwise 15-
- 3 Systems Operation 13-
- 7 Tactics 15-
- 5 Teamwork 14-
- 7 TF: Common Motorized Ground Vehicles, Basic & Advanced Parachuting, Two-Wheeled Motorized Ground Vehicles, Small Motorized Boats, SCUBA

- 7 WF: Small Arms, Blades, Thrown Blades, Grenade Launchers, Heavy Machine Guns, Shoulder-Fired Weapons
- 11 Weaponsmith (all categories) 14-

Total Powers & Skill Cost: 1,105

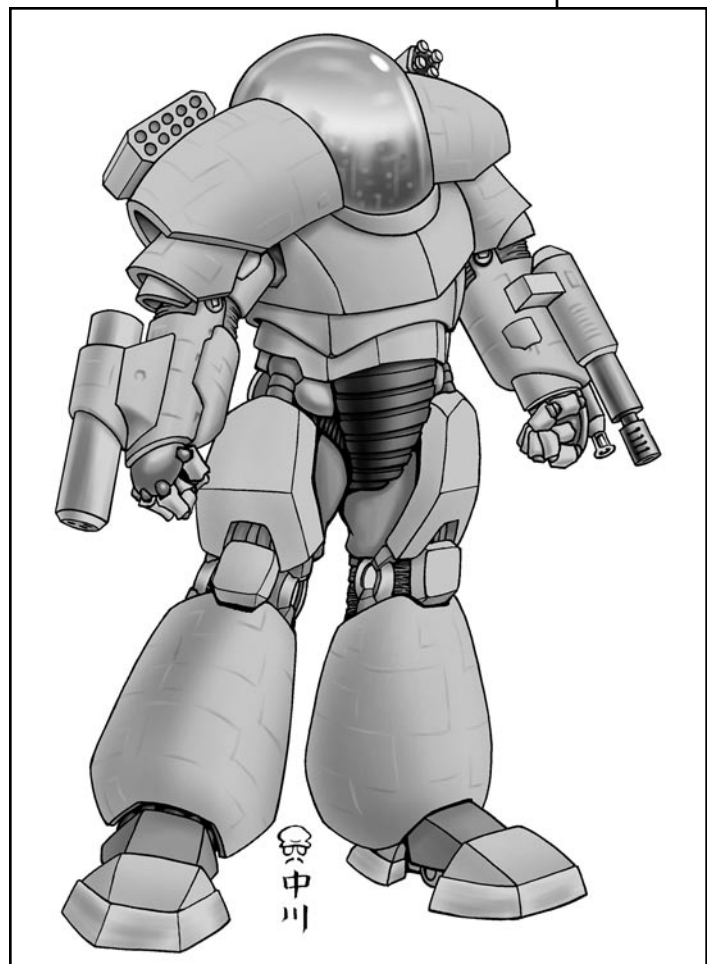
Total Cost: 1,246

200+ Disadvantages

- 15 Hunted: Champions 8- (As Pow, NCI, Capture)
- 15 Hunted: UNTIL 8- (As Pow, NCI, Capture)
- 10 Hunted: another superteam of GM's choice 8- (As Pow, Capture)
- 20 Psychological Limitation: Powerhungry (Very Common, Strong)
- 20 Psychological Limitation: Revels In Combat (Very Common, Strong)
- 10 Psychological Limitation: Hunting Devastator (Uncommon, Strong)
- 15 Reputation: master villain bent on destruction and world conquest 11- (Extreme)
- 15 Social Limitation: Secret Identity (Roger Warwell) (Frequently, Major)
- 926 Experience Points

Total Disadvantage Points: 1,246

Warlord Update: See page 102.

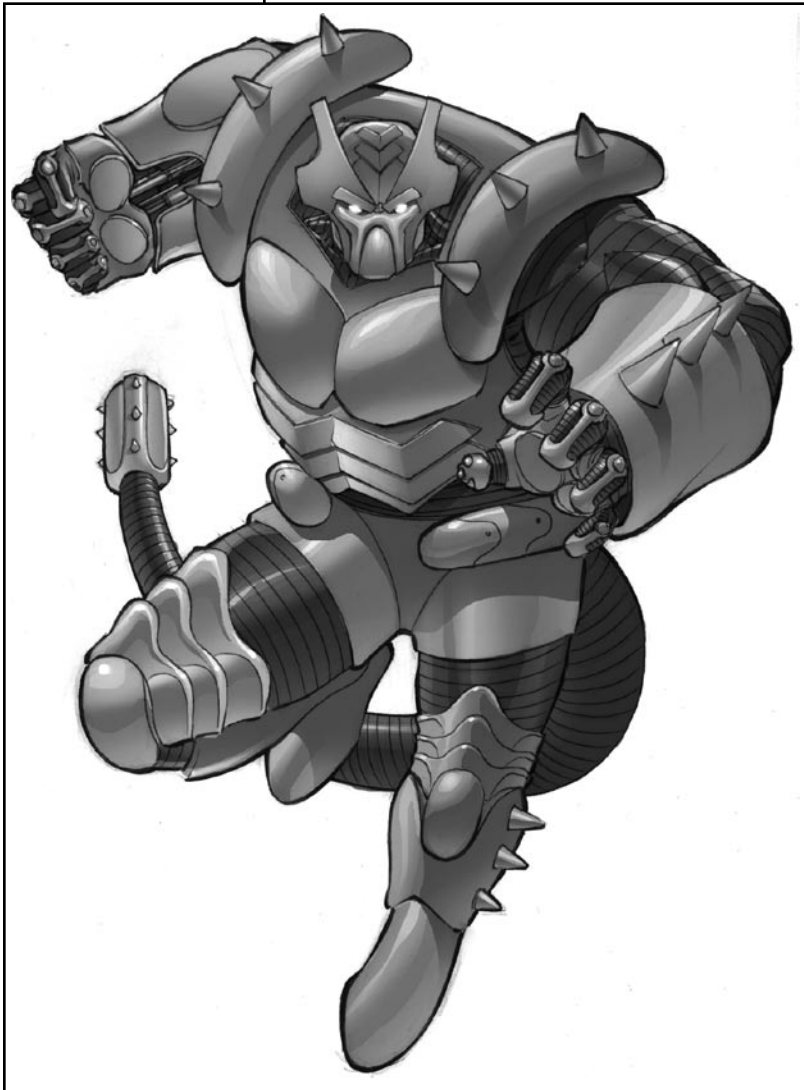


ANKYLOSAUR

Val	Char	Cost	Roll	Notes
15+10*†	DEX	30	12-/14-	OCV: 5/8/DCV: 5/8
10+40	STR	20#	11-/19-	Lift 100 kg/25 tons; 2d6/10d6 [1/5]
10+14	DEX	21#	11-/14-	OCV: 3/8/DCV: 3/8
10+18	CON	18#	11-/15-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10+10	PRE	7*	13-	PRE Attack: 2d6/4d6
10	COM	0	11-	
4	PD	2		Total: 29 PD (25 rPD)
4	ED	2		Total: 29 ED (25 rED)
3+2*	SPD	23		Phases: 4, 8, 12/ 3, 5, 8, 10, 12
8	REC	8		
30	END	5		
40	STUN	20		Total Characteristic Cost: 126

*: OIF (battle armor; -½)
#: OIF (as above) plus No Figured Characteristics (-½)

Movement: Running: 20"/40"
Leaping: 30"/60"



Cost	Powers	END
60	<i>Grenade Launcher:</i> Multipower, 90-point powers; all OIF (battle armor; -½)	
1u	1) <i>Tail:</i> +40 STR; OIF (-½), Only With Extra Limb (-1), No Figured Characteristics (-½)	2
4u	2) <i>Blast Grenade:</i> Energy Blast 18d6; OIF (-½), 4 Charges (-1)	[4]
4u	3) <i>Fire Grenade:</i> Energy Blast 12d6, Explosion (+½); OIF (-½), 4 Charges (-1)	[4]
4u	4) <i>Frag Grenade:</i> RKA 4d6, Explosion (+½); OIF (-½), 4 Charges (-1)	[4]
4u	5) <i>Concussion Grenade:</i> Energy Blast 12d6, Explosion (+½), Stun Only (-0); OIF (-½), 4 Charges (-1)	[4]
4u	6) <i>Flashbang Grenade:</i> Sight and Hearing Group Flash 11d6, Explosion (+½); OIF (-½), 4 Charges (-1)	[4]
4u	7) <i>Smoke Grenade:</i> Darkness to Sight Group 8" radius; OIF (-½), 4 Continuing Charges lasting 1 Turn each (-½)	[4cc]
17	<i>Retractable Claws:</i> HKA 1½d6 (3d6+1 with STR); OIF (-½)	2
3	<i>Tail:</i> Extra Limb; OIF (-½), Limited Manipulation (-¼)	0
75	<i>Battle Armor:</i> Armor (25 PD/25 ED), Hardened (x2; +½); OIF (-½)	0
14	<i>Flashbang Protection:</i> Sight and Hearing Group Flash Defense (10 points each); OIF (-½)	0
13	<i>Life Support Systems:</i> Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing); OIF (-½)	0
19	<i>Motility Servos:</i> Running +14" (20" total); OIF (-½)	3
13	<i>Motility Servos:</i> Leaping +20" (30" forward, 15" upward); OIF (-½)	2
3	<i>Visual Sensors:</i> Infrared Perception (Sight Group); OIF (-½)	0
3	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group); OIF (-½)	0
2	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group); OIF (-½)	0
13	<i>Onboard Radar:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees); OIF (-½)	0
6	<i>Communicator System:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
Talents		
8	<i>Onboard Computer:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator; OIF (-½)	
Skills		
16	<i>Combat Analyzer:</i> +3 with All Combat; OIF (-½)	
8	<i>Combat Analyzer:</i> +4 versus Range with all attacks; OIF (-½)	
5	+1 with Grenade Launcher Multipower	
10	+2 HTH	

- 3 Climbing 11- (14-)
- 3 Combat Driving 11- (14-)
- 1 Electronics 8-
- 1 CK: Millennium City 11-
- 2 KS: The Superhuman World 11-
- 1 Mechanics 8-
- 3 Streetwise 11- (13-)
- 3 WF: Small Arms, Blades

Total Powers & Skill Cost: 331

Total Cost: 457

200+ Disadvantages

- 20 Hunted: Champions 8- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Vengeful (Common, Strong)
- 10 Psychological Limitation: Hatred Of The Police And Authority Figures (Common, Moderate)
- 15 Reputation: violent supercriminal, 11- (Extreme)
- 15 Unluck 3d6
- 10 Vulnerability: 2 x STUN from Sonic attacks (Uncommon)
- 10 Vulnerability: 2 x BODY from Sonic attacks (Uncommon)
- 142 Experience Points

Total Disadvantage Points: 457

Ankylosaur Update: See page 103.

ANUBIS				
Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
26	DEX	48	14-	OCV: 9/DCV: 9
28	CON	36	15-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
10	COM	0	11-	
12	PD	4		Total: 35 PD (24 rPD)
12	ED	6		Total: 35 ED (24 rED)
7	SPD	34		Phases: 2, 4, 6, 7, 9, 11, 12
14	REC	0		
56	END	0		
60	STUN	11		Total Characteristics Cost: 224
Movement: Running: 6"/12" Flight: 25"/50" Teleportation: 1-25 km				
Cost	Powers	END		
100	<i>Ankh-Staff:</i> Multipower, 100-point reserve			
10u	1) <i>Fire Of The Gods:</i> Energy Blast 16d6, Reduced Endurance (½ END; +¼)	4		
9u	2) <i>Hand Of The Gods:</i> Telekinesis (40 STR), Reduced Endurance (0 END; +½)	0		
7u	3) <i>Curse Of Scorpions:</i> RKA 1d6+1, NND (defense is appropriate Life Support [Immunity] or being in a hermetically-sealed environment like a Force Field or powered armor suit; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); Limited Range (10"; -¼)	0		
4u	4) <i>Curse Of Blindness:</i> Major Transform 6d6 (sighted human into blind human; heals back on Anubis's command or if eyes are bathed in the waters of the Nile during a special ceremony); All Or Nothing (-½), Limited Target (humans; -½), Limited Range (10"; -¼)	7		
9u	5) <i>Pathway Of The Gods:</i> Teleportation 25", MegaScale (1" = 1 km; +¼), Reduced Endurance (0 END; +½)	0		
7u	6) <i>Fiery Pyramid Prison:</i> Entangle 6d6, 6 DEF, Reduced Endurance (0 END; +½); Cannot Form Barriers (-¼)	0		
10u	7) <i>The Heat Of Set's Desert:</i> Energy Blast 8d6, NND (defense is Life Support [Safe Environment: Intense Heat] or fire powers; +1), Reduced Endurance (0 END; +½)	0		
4u	8) <i>Warping Set's Bones:</i> RKA 4d6, Reduced Endurance (0 END; +½); Limited Range (3"; -¼), Only Works Against Metals (-1)	0		
15	<i>The Power Of Set:</i> +30 PRE; Only For Fear-/Intimidation-Based Presence Attacks (-1)	0		
100	<i>Armies Of The Dead:</i> Summon 4 395-point mummies (see <i>HERO System Bestiary</i> , page 122), Slavishly Devoted (+1), Reduced Endurance (½ END; +¼); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)	9		

108	<i>Shield Of Set:</i> Force Field (24 PD/24 ED/12 Mental Defense/12 Power Defense), Reduced Endurance (0 END; +½)	0
75	<i>Wings Of Set:</i> Flight 25", Reduced Endurance (0 END; +½)	0
Skills		
12	+4 with <i>Ankh-Staff</i> Multipower	
2	AK: Egypt 11-	
2	AK: Millennium City University 11-	
2	CK: Millennium City 11-	



3	KS: Ancient History 12-
5	KS: Egyptian Myth & Legend 14-
5	KS: Egyptology 14-
2	SS: Anthropology 11-
3	SS: Archaeology 12-
3	Stealth 14-

Total Powers & Skills Cost: 497

Total Cost: 721

200+ Disadvantages

10	Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
25	Hunted: Champions 11- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
25	Psychological Limitation: Must Fulfill The Will Of Set (Very Common, Total)
15	Psychological Limitation: Broadcasts Intentions In Combat (Common, Strong)
15	Reputation: destructive supervillain, 11- (Extreme)
15	Social Limitation: Secret Identity (Ethan Neritski) (Frequently, Major)
10	Vulnerability: 2 x STUN from Life/Holy Magics (Uncommon)
10	Vulnerability: 2 x STUN from Water (Uncommon)
376	Experience Points

Total Disadvantage Points: 721

Anubis Update: As discussed on page 38, the god Set finally revealed himself to Anubis in early 2005. He even granted his chief servant on Earth greater power in the hopes of destroying Dr. Ka and establishing a greater foothold in this world. Although that plot ultimately failed, Set was not displeased with Anubis's conduct and allowed him to keep most of his new powers. They include:

- greater strength and swiftness (*i.e.*, increased STR, DEX, SPD, and so forth)
- slightly decreased weaknesses to Life/Holy Magics and to Water
- stronger power in his existing abilities (more DCs in attacks, more points of defense, and so on)
- the *Fiery Pyramid Prison*, the ability to form a pyramid of lines of god's-fire around someone to keep that person from moving
- the *Heat Of Set's Desert*, the ability to wither a foe with terrible heat and desiccation
- *Warping Set's Bones*, the ability to destroy metal (the ancient Egyptians referred to iron ore as "Set's bones")
- the *Power Of Set*, the ability to manifest a minuscule portion of the god's awesome might to intimidate and terrify

Although Anubis's name and appearance are generally unchanged (much to the annoyance of some Egyptian gods, including Anubis himself), when he uses his greater power or becomes enraged his mask usually transforms to resemble a Set-animal (a mythical beast from Egyptian myth with a curved snout and long, square-tipped ears).

BLACK PALADIN • The Knight of the Crow

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
27	DEX	51	14-	OCV: 9/DCV: 9
30	CON	40	15-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
30	PRE	20	15-	PRE Attack: 6d6
16	COM	3	12-	
12	PD	4		Total: 36 PD (24 rPD)
12	ED	6		Total: 36 ED (24 rED)
6	SPD	23		Phases: 2, 4, 8, 10, 12
14	REC	0		
60	END	0		
61	STUN	6		Total Characteristic Cost: 218

Movement: Running: 9"/18"
Teleportation: 20"/320"

Cost Powers **END**

16	<i>Crusher Of Hope:</i> HA +8d6; OAF (enchanted mace; -1), Hand-To-Hand Attack (-½)	4
97	<i>Eater Of Shadows:</i> Multipower, 194-point reserve, all OAF (sword, -1)	
7u	1) <i>Blade:</i> HKA 1½d6 (3d6+1 with STR), Reduced Endurance (0 END; +½); OAF (-1) plus Major Transform 7d6 (ordinary human into human with Unluck 3d6 and Distinctive Features [no shadow], heals back through special arcane ceremony) (standard effect: 21 BODY), Reduced Endurance (0 END; +½); OAF (-1), Linked (-¼), Only Works If HKA Does BODY (-½)	0
4u	2) <i>Shadow Blast:</i> Energy Blast 12d6, Reduced Endurance (0 END; +½); OAF (-1)	0
66	<i>The Lance Of Unvanquished Pain:</i> HKA 2d6 (4d6 with STR), +2 Increased STUN Multiplier (+½); OAF (-1) plus Drain DEX 4d6, Delayed Return Rate (points return at the rate of 5 per Day; +1½), Reduced Endurance (0 END; +½); OAF (-1), Linked (-¼), Only Works If HKA Does BODY (-½)	0
110	<i>I Summon The Servants Of Baphomet:</i> Variable Power Pool, 100 base + 50 control cost; Only To Summon Demons/ Devils (-2), 1 Charge (-2)	[1]
27	<i>Blinding Fog Spell:</i> Darkness to Sight Group 4" radius; Gestures (-¼), Incantations (-¼)	4
60	<i>Armor Of Wrathful Power:</i> Armor (24 PD/24 ED), Hardened (+¼); OIF (-½)	0
40	<i>Demon's-Head Shield:</i> Multipower, 60-point reserve; all OIF (shield; -½)	
2u	1) <i>Protection:</i> Physical and Energy Damage Reduction, 50%, Resistant; OIF (-½), Activation Roll 14- (-½), Costs Endurance (-½)	6

3u	2) <i>Defense:</i> Combat Skill Levels (+8 DCV); OIF (-½)	0
5	<i>Immortality:</i> Life Support (Longevity: Immortality)	0
54	<i>Signet Of Baphomet:</i> Teleportation 20", x16 Noncombat, x2 Increased Mass, Position Shif, Reduced Endurance (½ END; +¼); OIF (-½)	3
6	<i>Swift-Limbed:</i> Running +3" (9" total)	1
32	<i>Eye Of Souls:</i> Detect Souls 13- (no Sense Group), Discriminatory, Ranged, Sense, Targeting	0

Talents

30	<i>Premonitions:</i> Danger Sense (immediate vicinity, any danger) 12-	
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Skills

20	+4 Hand-To-Hand	
3	Fast Draw (Common Melee Weapons) 14-	
3	Interrogation 14-	
3	High Society 14-	
3	AK: France 12-	
3	KS: Arcane And Occult Lore 12-	
3	KS: Medieval Culture 12-	
3	KS: Medieval History 12-	
3	Language: English (completely fluent; Old French is native)	
3	Language: French (completely fluent)	
3	Oratory 15-	
3	Riding 14-	
2	PS: Professor 11-	
2	SS: Archaeology 11-	
3	Tactics 12-	
3	Teamwork 14-	
5	WF: Common Melee Weapons, Lances, Staffs, Whips	

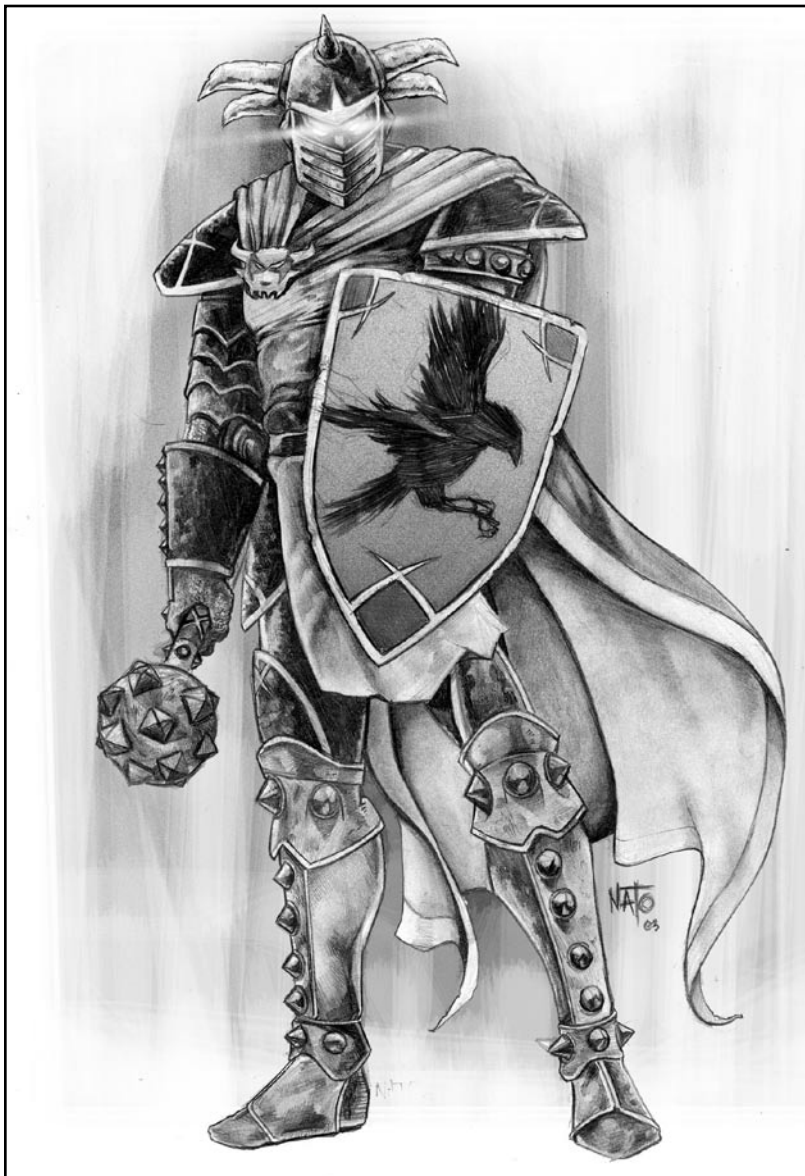
Total Powers & Skill Cost: 627

Total Cost: 845

200+ Disadvantages

10	Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)	
25	Hunted: Champions 11- (Mo Pow, NCI, Capture)	
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)	
15	Psychological Limitation: Overconfidence (Very Common, Moderate)	
15	Psychological Limitation: Hatred Of Christianity (Common, Strong)	
15	Psychological Limitation: Loves To Gloat and Torment Prisoners (Common, Strong)	
20	Reputation: occult-powered killer supervillain, 14- (Extreme)	
15	Social Limitation: Secret Identity (Giles de Morphant/John Black) (Frequently, Major)	
20	Susceptibility: to holy water, takes 2d6 per Phase (Uncommon)	
490	Experience Points	

Total Disadvantage Points: 845



Black Paladin Update: Black Paladin's depression, referred to on page 8, is an act. It wasn't at first; he was genuinely despondent about Chantal's betrayal and had little motivation to do anything. But a tool of evil as powerful as the Paladin cannot lay unwielded for long. Baphomet, a leading member of the Descending Hierarchy, contacted the Black Paladin through his dreams. In exchange for the Paladin continuing to spread misery, woe, destruction, havoc, and misery, the Lord of Wrath would grant him even greater power... power with which he might one day take revenge against Chantal, the Champions, and all his other enemies.

The dark flame within the Black Paladin's breast flared once more, and he accepted the offer — for what was it asking him to do, that he would not gladly do already? He pretends to melancholy because he believes (correctly) that eventually Stronghold will let down its guard and he can escape.

Baphomet has already increased the Black Paladin's powers in several ways, making him stronger and swifter, and giving him the ability to summon members of the Infernal Host to aid him. The Paladin can only use the latter ability once per day, and the more powerful the type of demon he chooses to summon, the fewer of them he can call to his aid. (For example, using the character sheets in *The HERO System Bestiary*, he could Summon one Lesser Demon [which he'd have some trouble controlling] or two Slavishly Loyal Demonlings, or whatever other combination he likes... as long as the Summon doesn't cost more than 100 points.) He also used his spells to remove the Paladin's Vulnerability to electricity. Furthermore, when the Black Paladin regains his freedom, Baphomet will restore his equipment to him, and in some cases replace it with even better war-gear.

But of course, arch-devils are fickle patrons. Should the Black Paladin fail to satisfy Baphomet's desires, the Lord of Wrath might very well take these gifts away....

HORNET

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
22	DEX	36	13-	OCV: 7/DCV: 7
25	CON	30	14-	
14	BODY	8	12-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
20	PD	14		Total: 20 PD (12 rPD)
18	ED	13		Total: 18 ED (12 rED)
6	SPD	28		Phases: 2, 4, 6, 8, 10, 12
11	REC	0		
50	END	0		
42	STUN	0		Total Characteristics Cost: 170

Movement: Running: 6"/12"
Flight: 30"/60"

Cost Powers

Cost	Powers	END
40	<i>Insect Powers:</i> Elemental Control, 80-point powers	
40	1) <i>Sting:</i> Drain STUN 8d6	8
47	2) <i>Sting Blast:</i> Energy Blast 14d6, Reduced Endurance (½ END; +¼)	3
32	3) <i>Chrysalis Blast:</i> Entangle 8d6, 8 DEF; Limited Range (10"; -¼)	8
33	4) <i>Wings:</i> Flight 30", Reduced Endurance (0 END; +½); Restrainable (-½)	0
50	5) <i>Insect Size:</i> Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB), Reduced Endurance (0 END; +½)	0
12	<i>Exoskeletal Skin:</i> Damage Resistance (12 PD/12 ED)	0
5	<i>Multifaceted Eyes:</i> Infrared Perception (Sight Group)	0
10	<i>Multifaceted Eyes:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
10	<i>Wallcrawling:</i> Clinging (normal STR)	0

Talents

22 *Insect Senses:* Danger Sense (self only, out of combat, Sense) 13-

Skills

12	+4 with Sting, Sting Blast, and Chrysalis Blast
3	Breakfall 13-
2	KS: The Scientific World 11-
3	SS: Biology 12-
3	SS: Chemistry 12-
3	SS: Entomology 12-
3	Stealth 13

Total Powers & Skills Cost: 330

Total Cost: 500

200+ Disadvantages

20	Enraged: in combat (Common), go 11-, recover 11-
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: VIPER 8- (Mo Pow, NCI, Capture)
10	Hunted: Thunderbird 8- (As Pow, Kill)
20	Psychological Limitation: Constant Bitterness; Feels The World Owes Him (Very Common, Strong)
15	Psychological Limitation: Hatred Of Humanity (Common, Strong)
15	Social Limitation: Secret Identity (Gerald Byrne) (Frequently, Major)
10	Unluck 2d6
20	Vulnerability: 2 x Effect from Chemicals/Poisons/Drugs (Common)
150	Experience Points

Total Disadvantage Points: 500

Hornet Update: See page 104. To Hornet's simultaneous fascination and concern, his body has continued to mutate, slowly but surely. This has made him even more powerful in some ways (such as his new Chrysalis Blast), but part of him is concerned that the mutations may continue until he's some sort of hideous, six-limbed bug-man. Part of him doesn't care.



LADY BLUE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20+10	DEX		30+15#	13- (15-) OCV: 7 (10)/ DCV: 7 (10)
20	CON	20	13-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 14-
14	EGO	8	13-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
18	COM	4	13-	
6	PD	4		Total: 26 (20 rPD)
8	ED	4		Total: 28 (20 rED)
4+2*	SPD	10+13*		Phases: 3, 6, 9, 12 (2, 4, 6, 8, 10, 12)
8	REC	4		
40	END	0		
40	STUN	15		Total Characteristic Cost: 150

*: OIF (battlesuit; -½)
#: OIF (battlesuit; -½), No Figured Characteristics (-½)

Movement: Running: 6"/12"
Flight: 20"/40"



Cost	Powers	END		
20	<i>Internal Batteries:</i> Endurance Reserve (150 END, 15 REC); OIF (-½)	0		
50	<i>Force Projection System:</i> Multipower, 75-point powers; all OIF (battlesuit; -½)			
5u	1) <i>Power Blast I:</i> Energy Blast 15d6; OIF (-½)	7		
5u	2) <i>Power Blast II:</i> Energy Blast 10d6, Reduced Endurance (0 END; +½); OIF (-½)	0		
5u	3) <i>Auto-Blast:</i> Energy Blast 10d6, Autofire (5 shots; +½); OIF (-½)	7		
3u	4) <i>Strength Augmentation:</i> +50 STR, Reduced Endurance (½ END; +¼); OIF (-½), No Figured Characteristics (-½)	2		
	<i>Martial Arts: Generic</i>			
	Maneuver OCV DCV Notes			
4	Block	+2	+2	Block, Abort
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort
5	Kick	-2	+1	6d6 Strike
4	Punch	+0	+2	4d6 Strike
3	Throw	+0	+1	2d6 + v/5; Target Falls
70	<i>Force Field:</i> Force Field (20 PD/20 ED/10 Sight Group Flash Defense/10 Mental Defense/10 Power Defense), Reduced Endurance (0 END; +½); OIF (battlesuit; -½)	0		
33	<i>Force Barriers:</i> Force Wall (8 PD/8 ED, up to 3" long and 2" tall); OIF (-½)	5		
27	<i>Magnetic Field Manipulation:</i> Flight 20"; OIF (battlesuit; -½)	4		
5	<i>Mask Communications System:</i> HRRP; OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½), Costs Endurance (-½)	1		
	Perks			
6	Reputation: celebrity supervillainess (among Americans) 11-, +3/+3d6			
	Skills			
15	+3 with <i>Force Projection System</i> Multipower			
8	+4 with Flight			
3	Acrobatics 13- (15-)			
3	Breakfall 13- (15-)			
3	Computer Programming 14-			
3	Electronics 14-			
1	KS: The Superhuman World 8-			
3	Oratory 13-			
2	PS: Public Relations 11-			
3	SS: Physics 14-			
3	SS: Force Field Physics 14-			
3	Stealth 13- (15-)			
3	Streetwise 13-			

Total Powers & Skill Cost: 302
Total Cost: 452

200+ Disadvantages

- 30 Hunted: Champions 11- (Mo Pow, NCI, Capture)
- 30 Hunted: PRIMUS 11- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 20 Psychological Limitation: Thrillseeker (Very Common, Strong)
- 20 Psychological Limitation: Concerned With The Welfare Of The Poor And Disadvantaged (Very Common, Strong)
- 15 Social Limitation: Public Identity (Tara Lemick) (Frequently, Major)
- 15 Susceptibility: to high-intensity magnetic fields or when attacked with magnetic powers while wearing battlesuit, takes 3d6 instantly (Uncommon)
- 102 Experience Points

Total Disadvantage Points: 452

Lady Blue Update: See page 104.

In her “downtime,” Lady Blue has improved the efficiency of her battlesuit by incorporating new and more advanced technologies. It now has a much better power supply, so she rarely has to worry about running out of “juice” anymore. Her force blasts have become more powerful, and she’s built force-projection systems into the suit so she can create walls and bubbles of force.

The reports about Lady Blue and Jimmy Caxton are (by and large) totally accurate. The breakup in April 2005 was just a matter of long-building incompatibilities.

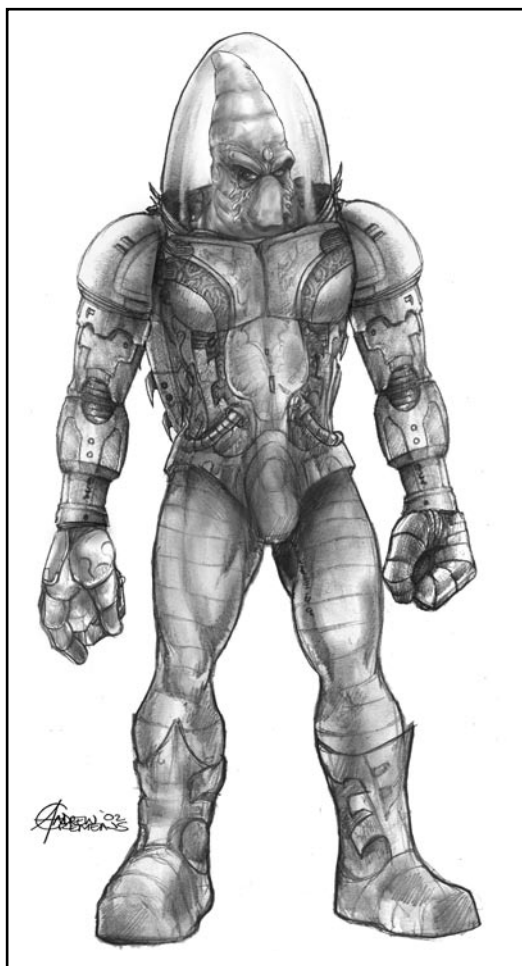
THE SLUG					
Val	Char	Cost	Roll	Notes	
15	STR	5	12-	Lift 200 kg; 3d6 [1]	
26	DEX	48	14-	OCV: 9/DCV: 9	
25	CON	30	14-		
8	BODY	-4	11-		
28	INT	18	15-	PER Roll 15-	
20	EGO	20	13-	ECV: 7	
30	PRE	20	15-	PRE Attack: 6d6	
4	COM	-3	10-		
5	PD	2		Total: 25 PD (20 rPD)	
5	ED	0		Total: 25 ED (20 rED)	
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12	
15	REC	14			
50	END	0			
40	STUN	11		Total Characteristic Cost: 185	

Movement: Running: 6”/12”
 Tunneling: 9”/18”
 Teleportation: 20”/40” or 1-5 km

Cost Powers **END**

- 62 *Talisman Of The Elder Worm:* Major Transform 2d6 (human Body into Elder Worm Body, heals back through special arcane ritual requiring the Talisman), Continuous (+1), Reduced Endurance (0 END; +½); OAF (-1), Limited Target (humans; -½), Requires The Presence Of At Least One Additional Elder Worm Within 10” (-1), Linked (-½), Limited Range (20”; -¼) **plus** Major Transform 2d6 (human Mind into Elder Worm Mind, heals back through special arcane ritual requiring the Talisman), BOECV (Power Defense applies; +1), Continuous (+1), Reduced Endurance (0 END; +½); OAF (-1), Limited Target (humans; -½), Requires The Presence Of At Least One Additional Elder Worm Within 10” (-1), Limited Normal Range (20”; -½) **plus** Major Transform 2d6 (human Spirit into Elder Worm Spirit, heals back through special arcane ritual requiring the Talisman), Continuous (+1), Reduced Endurance (0 END; +½); OAF (-1), Limited Target (humans; -½), Requires The Presence Of At Least One Additional Elder Worm Within 10” (-1), Linked (-½), Limited Range (20”; -¼) 0
- 83 *Worm-Gem:* Multipower, 125-point reserve; all OIF (-½)
- 5u 1) *Caress Of The Worm:* Ego Attack 4d6 (Alien and Human classes of mind), Reduced Endurance (0 END; +½); OIF (-½) 0
- 3u 2) *Strength Of The Mind:* Telekinesis (30 STR); OIF (-½) 4
- 5u 3) *Paralysis Of Fear:* Entangle 4d6, 4 DEF (Alien and Human classes of mind), BOECV (Mental Defense applies; +1), Works Against EGO, Not STR (+¼), Takes No Damage From Physical Attacks (+¼); OIF (-½), Cannot Form Barriers (-¼), Mental Defense Adds To EGO (-½) 0

- 4u 4) *Gem-Blast*: Energy Blast 12d6; OIF (-½) 6
- 40 *The Yiinashc Ring*: Multipower, 60-point reserve; all OIF (-½)
- 4u 1) *Spatial Alteration I*: Teleportation 20", Reduced Endurance (0 END; +½); OIF (-½) 0
- 1u 2) *Spatial Alteration II*: Teleportation 5", MegaScale (1" = 1 km; +¼), Reduced Endurance (0 END; +½); OIF (-½) 0
- 4u 3) *Out Of Phase*: Desolidification (affected by magic), Reduced Endurance (0 END; +½); OIF (-½) 0
- 3u 4) *Warped And Deflected Attacks*: Physical and Energy Damage Reduction, 50%, Resistant; OIF (-½), Costs Endurance (-½) 6
- 45 *Path Of The Worm*: Tunneling 9" through 9 DEF material 4
- 50 *Humidity Suit*: Armor (20 PD/20 ED), Hardened (+¼); OIF (-½) 0



- 7 *Polarized Facescreen*: Sight Group Flash Defense (10 points); OIF (-½) 0
- 7 *Psi-Screens*: Mental Defense (14 points total); OIF (-½) 0
- 27 *Humidity Suit*: Life Support: Total (except for Safe Environments: High Radiation, Intense Heat); OIF (-½) 0
- 45 *Voice Of The Worm*: Telepathy 4d6 (Alien and Human classes of mind), Reduced Endurance (0 END; +½) 0

Talents

- 4 Double-Jointed

Skills

- 4 +2 with Talisman Of The Elder Worm
- 3 Contortionist 14-
- 1 KS: Arcane & Occult Knowledge 8-
- 3 KS: Earth History 15-
- 3 KS: The Elder Worm 15-
- 1 KS: The Mystic World 8-
- 2 SS: Archaeology 11-
- 3 Stealth 14-

Total Powers & Skill Cost: 419

Total Cost: 604

200+ Disadvantages

- 0 Dependence: must remain in an environment of at least tropical jungle/swamp humidity, or suffer 1d6 damage per 6 hours (Very Common)
- 20 Distinctive Features: Elder Worm body (Not Concealable; Always Noticed, Causes Major Reaction [fear/disgust])
- 25 Hunted: Champions 11- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 15 Physical Limitation: Mute (All The Time, Slightly Impairing)
- 25 Psychological Limitation: Must Destroy Humanity And Cleanse The Earth For The Return Of The Elder Worm (Very Common, Total)
- 15 Psychological Limitation: Overconfident And Arrogant (Very Common, Moderate)
- 20 Reputation: monstrous threat to humankind, 14- (Extreme)
- 10 Vulnerability: 1½ x STUN from Fire attacks (Common)
- 10 Vulnerability: 1½ x STUN from Magic attacks (Common)
- 5 Vulnerability: 1½ x STUN from Cold attacks (Uncommon)
- 239 Experience Points

Total Disadvantage Points: 604

Slug Update: See page 104. When not planning a major scheme of some sort, the Slug has kept busy searching for Elder Worm artifacts, relics, and even survivors. In late 2004 he followed cryptic clues that led to the most desolate regions of the Queen Elizabeth Islands in the northernmost part of Canada. There he unearthed the remains of a former Elder Worm palace and uncovered two relics. The first is the *Throne of the Elder Worm*, a massive chair that roughly triples the strength of his *Worm-Gem* Multipower when he sits on it. (Heroes are only going to encounter him using the Throne in one of his bases, of course, and while seated on it the Slug is at ½ DCV.) The second, and worse from most heroes' points of view, is a finger-ring made of some ultra-telluric metal. Just looking at it tends to give humans headaches; it doesn't seem to be geometrically or topologically "right." The *Yiinashc Ring* grants the Slug the power to "fold space" in ways that let him travel from one point to another instantaneously, render himself "out of phase" with reality to make himself intangible, and even protect himself from attacks.

Through his own connections in the Mystic World the Slug has learned of the existence of the Basilisk Orb, which has been missing since DEMON's attempt to use it in 1968 (see *DEMON: Servants Of Darkness*). From the descriptions he's received the Slug believes the Orb is probably an Elder Worm artifact, so he's devoted a lot of time and effort to finding it. So far he's failed to find it... something the world can be grateful for.

TALISMAN				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
21	DEX	33	13-	OCV: 7/DCV: 7
23	CON	26	14-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
21	EGO	22	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
5	PD	3		Total: 25 PD (20 rPD)
8	ED	3		Total: 27 ED (20 rED)
6	SPD	29		Phases: 2, 4, 6, 8, 10, 12
10	REC	6		
76	END	15		
30	STUN	3		Total Characteristic Cost: 168

Movement: Running: 6"/12"
Flight: 20"/40"

Cost	Powers	END
56	<i>Witcheries And Thaumaturgies:</i> Variable Power Pool (Magic Pool), 40 base + 20 control cost; Only Magic (-¼) var	
75	<i>Mistress Of Hellfire:</i> Multipower, 75-point reserve	
7u	1) <i>Hellfire:</i> Energy Blast 14d6	7
7u	2) <i>Hellfire Gate:</i> Energy Blast 10d6, Explosion (+½)	7
7u	3) <i>Agonizing Hellfire:</i> Energy Blast 10d6, Armor Piercing (+½)	7
7u	4) <i>Writhing Hellfire:</i> Energy Blast 5d6, Continuous (+1), Penetrating (+½), Uncontrolled (+½)	7
60	<i>Mistress Of Winter Magics:</i> Multipower, 60-point reserve	
6u	1) <i>Winter's Chill:</i> Energy Blast 6d6, NND (defense is Life Support [Safe Environment: Intense Cold] or having cold/ice powers; +1)	6
6u	2) <i>Chains Of Winter:</i> Entangle 6d6, 6 DEF	6
4u	3) <i>Icicle Dart:</i> RKA 2d6, Armor Piercing (+½)	4
4u	4) <i>Storm Of Blinding Sleet:</i> Change Environment (create ice sheet) 16" radius, -4 to DEX Rolls to move on, -2 to Sight Group PER Rolls, Multiple Combat Effects, Personal Immunity (+¼); DEX Penalty Only Affects Characters Who Are Moving On The Ground (-¼)	6
60	<i>Foul Sorcery:</i> Multipower, 60-point reserve	
6u	1) <i>Domination:</i> Mind Control 12d6	6
6u	2) <i>Befuddlement:</i> Mental Illusions 12d6	6
6u	3) <i>Spell Of Torment:</i> Ego Attack 6d6	6
6u	4) <i>Touch Of Terror:</i> Drain PRE 6d6	6
30	<i>Helpful Witcheries:</i> Elemental Control, 60-point powers	
30	1) <i>Shield Of Sorcery:</i> Force Field (20 PD/ 20 ED), Reduced Endurance (0 END; +½)	0
30	2) <i>Wings Of The Wind:</i> Flight 20", Reduced Endurance (0 END; +½)	0
30	3) <i>Visions:</i> Clairsentience (Sight and Hearing Groups), 4x Range (600"), Reduced Endurance (0 END; +½)	0
5	<i>Magesense:</i> Detect Magic 13- (Sight Group)	0

Perks

- 2 Contact: a member of the Circle Of The Scarlet Moon 11-
- 4 Contact: a Morbanes of DEMON 11- (very useful Skills and resources, has significant Contacts of his own)
- 4 Contact: Dark Seraph 8- (extremely useful powers and resources)

Skills

- 9 +3 with *Mistress Of Hellfire* Multipower
- 3 High Society 14-
- 3 CK: Vibora Bay 13-
- 3 CK: Millennium City 13-
- 3 KS: Arcane & Occult Lore 13-
- 3 KS: Demonology 13-
- 3 KS: Necromancy 13-
- 3 KS: Witchcraft 13-
- 1 Language: Latin (basic conversation; English is Native)
- 3 Seduction 14-
- 3 Stealth 13-
- 3 Streetwise 14-

Total Powers & Skill Cost: 498

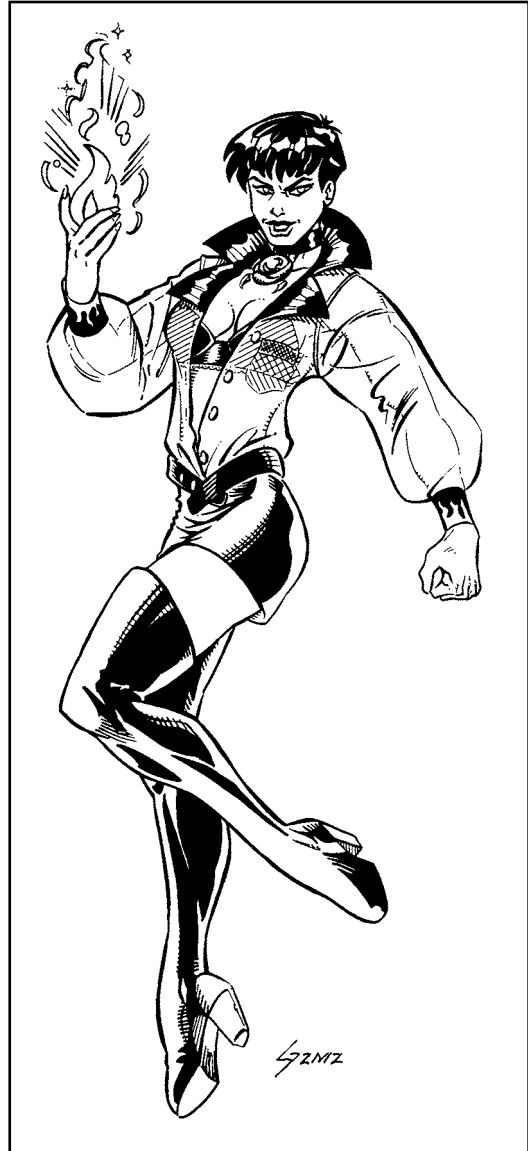
Total Cost: 666

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 15 Hunted: DEMON 8- (As Pow, NCI, Capture)
- 20 Psychological Limitation: Corrupted Soul (Common, Total)
- 15 Psychological Limitation: Utterly Self-Centered; Cares Only For Herself (Common, Strong)
- 15 Social Limitation: Secret Identity (Pamela Duquesne) (Frequently, Major)
- 371 Experience Points

Total Disadvantage Points: 666

Talisman Update: As noted on page 22, Talisman's power has grown in the past five years just as her sister's has. In addition to her hellfire powers, she's expanded her mastery of ice magics and of general thaumaturgy. Although her battles against Witchcraft and other heroes have rarely gone as she's hoped, she remains free and able to wreak her evil, which is a victory of sorts.



UTILITY				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	4		Total: 20 PD (12 rPD)
8	ED	4		Total: 20 ED (12 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
10	REC	4		
50	END	5		
40	STUN	5		Total Characteristic Cost: 152

Movement: Running: 9"/18"
Leaping: 7"/14"
Swinging: 15"/30"

Cost Powers **END**

120	<i>Armory:</i> Variable Power Pool (Gadget Pool), 90 base + 45 control cost; Can Only Be Changed In Utility's Armory (-½)	var
37	<i>Omni-Pistol:</i> Multipower, 75-point reserve; all OAF (-1)	
2u	1) <i>Electric Blaster:</i> Energy Blast 15d6; OAF (-1), 4 Charges (-1)	[4]
2u	2) <i>Laser:</i> RKA 4d6; OAF (-1), 4 Charges (-1)	[4]
2u	3) <i>Concussion Beam:</i> Energy Blast 8d6 (physical), Double Knockback (+¾); OAF (-1), 4 Charges (-1)	[4]
2u	4) <i>Focussed Magnetic Beam:</i> Energy Blast 10d6, Armor Piercing (+½), OAF (-1), 4 Charges (-1)	[4]
2u	5) <i>Sonic Blast:</i> Energy Blast 7d6, NND (defense is Hearing Group Flash Defense; +1); OAF (-1), 4 Charges (-1)	[4]
15	<i>Billy Club:</i> Multipower, 30-point powers; all OAF (-1)	
1u	1) <i>HTH Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1
1u	2) <i>Thrown Club:</i> Energy Blast 6d6; OAF (-1), 1 Recoverable Charge (-1¼), Lockout (prevents use of other Multipower slots until charge recovered; -½)	[1rc]
1u	3) <i>Swingline:</i> Swinging 15"; OAF (-1)	1
60	<i>Wrist Rockets:</i> Multipower, 90-point powers; all OIF (-½)	
4u	1) <i>Explosive Rocket:</i> Energy Blast 12d6, Explosion (+½); OIF (-½), 4 Charges (-1)	[4]
4u	2) <i>Shaped-Charge Rocket:</i> Energy Blast 12d6, Penetrating (+½); OIF (-½), 4 Charges (-1)	[4]
30	<i>Shock Gloves:</i> Multipower, 60-point reserve; all IIF (-¼), 6 Charges for entire Multipower (-¾)	[6]
3u	1) <i>Taser Touch:</i> Energy Blast 4d6, NND (defense is ED Force Field/Force Wall or an insulated suit; +1), Trigger (mental command, activation takes no time, Trigger immediately automatically resets; +1); IIF (-¼), No Range (-½)	

2u 2) *Electrocution Touch:* RKA 2d6, Trigger (mental command, activation takes no time, Trigger immediately automatically resets; +1); IIF (-¼), No Range (-½), Requires 3 Charges (-2)

Martial Arts: Generic

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Choke	-2	+0	Grab One Limb, 4d6 NND (2)
4 Dodge	—	+5	Dodge, Affects All Attacks, Abort
4 Escape	+0	+0	55 STR vs. Grabs
5 Flying Dodge	—	+4	Dodge All Attacks, Abort; FMove
4 Hold	-1	-1	Grab Three Limbs, 50 STR
4 Karate Chop	-2	+0	HKA 1d6+1 (2½d6 with STR)
5 Kick	-2	+1	12d6 Strike
4 Punch	+0	+2	10d6 Strike
3 Throw	+0	+1	8d6 + v/5; Target Falls
16	+4 Damage Classes (already added in)		
24	<i>Armored Costume:</i> Armor (12 PD/12 ED); OIF (-½)		
20	<i>Shunt Field Belt:</i> Physical and Energy Damage Reduction, Resistant, 25%; OIF (-½)		
7	<i>Omni-Visor:</i> Sight Group Flash Defense (10 points); OIF (-½)		
7	<i>Omni-Visor:</i> Hearing Group Flash Defense (10 points); OIF (-½)		
6	<i>Strong Runner:</i> Running +3" (9" total)		
3	<i>Strong Leaper:</i> Leaping +3" (7" forward, 5" upward)		
7	<i>Cling-Boots:</i> Clinging (normal STR); OIF (-½)		
3	<i>Omni-Visor:</i> Infrared Perception (Sight Group); OIF (-½)		
3	<i>Omni-Visor:</i> Ultraviolet Perception (Sight Group); OIF (-½)		
7	<i>Omni-Visor:</i> Increased Arc Of Perception (360 Degrees) (Sight Group); OIF (-½)		
8	<i>Omni-Visor:</i> +8 versus Range Modifier for Sight Group; OIF (-½)		
8	<i>Omni-Visor:</i> +8 versus Range Modifier for Hearing Group; OIF (-½)		
6	<i>Omni-Visor:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)		

Perks

10 Money: Wealthy

Talents

9 Ambidexterity (no Off Hand penalty)
6 Lightning Reflexes: +4 DEX to go first with all attacks



Skills

- 20 +2 Overall
- 16 +2 with All Combat
- 16 +2 with All Non-Combat Skills
- 9 +3 with Omni-Pistol
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 3 Climbing 13-
- 3 Computer Programming 13-
- 3 Contortionist 13-
- 3 Deduction 13-
- 3 Electronics 13-
- 2 CK: Millennium City 11-
- 4 KS: Superheroes 14-
- 4 KS: The Superhuman World 14-
- 4 KS: Superpowers 14-
- 4 KS: Supervillains 14-
- 3 Lockpicking 13-
- 3 Mechanics 13-
- 3 Power: Gadgeteering 13-
- 3 Security Systems 13-
- 3 Stealth 13-
- 3 Streetwise 13-
- 3 Systems Operation 13-
- 3 Tactics 13-
- 3 Teamwork 13-

Total Powers & Skill Cost: 606

Total Cost: 758

200+ Disadvantages

- 25 Hunted: Champions 11- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Psychological Limitation: Determined To Prove Himself Better Than Superhumans (Common, Strong)
- 10 Psychological Limitation: Collapses Under Torture/Interrogation (Uncommon, Strong)
- 10 Reputation: clever supervillain, 11-
- 5 Rivalry: Professional (with Mirage)
- 15 Social Limitation: Secret Identity (William Chow) (Frequently, Major)
- 423 Experience Points

Total Disadvantage Points: 758

Utility Update: See page 104. When not planning a specific mission, Utility spends most of his time training and practicing. He's honed his skills to even higher levels, and has expanded his martial arts to encompass some of the quick-and-dirty maneuvers of Commando Training. He's also added to his standard arsenal of gadgets, which now includes an improved armored costume and Omni-Visor, cling-boots, a shunt-field belt, and concealed "shock pads" in his gloves that let him deliver a stunning or lethal touch (though he only uses the latter against robots and other non-living targets).

ZEPHYR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
30	DEX	60	15-	OCV: 10/DCV: 10
23	CON	26	14-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
24	COM	7	14-	
8	PD	5		Total: 28 PD (20 rPD)
12	ED	7		Total: 32 ED (20 rED)
6	SPD	20		Phases: 2, 4, 6, 8, 10, 12
8	REC	0		
46	END	0		
30	STUN	0		Total Characteristics Cost: 153

Movement: Running: 6"/12"
Flight: 30"/240"

Cost Powers **END**

135	<i>Wind Attacks:</i>	Multipower, 135-point reserve	
9u	1) <i>Wind Blast:</i>	Energy Blast 9d6, Double Knockback (+¾), Reduced Endurance (½ END; +¼)	4
6u	2) <i>Wind Gust:</i>	Energy Blast 9d6, Area Of Effect (10" Cone; +1); No Range (-½)	8
9u	3) <i>Tornado Blast:</i>	Energy Blast 9d6, Area Of Effect (5" Radius; +1); Random Knockback (see <i>Champions</i> , page 153; -0)	8
9u	4) <i>Out Of Air:</i>	Energy Blast 7d6, NND (defense is LS [Self-Contained Breathing]; +1), Reduced Endurance (0 END; +½)	0
9u	5) <i>Wind Manipulation:</i>	Telekinesis (40 STR), Reduced Endurance (0 END; +½)	0
27m	6) <i>Fire Starvation:</i>	Dispel Fire 15d6, all Fire Powers simultaneously (+2)	13
5	<i>Pyrokinesis:</i>	Telekinesis (10 "STR"); Increased Endurance Cost (x3 END; -1), Only Works On Fire (-1)	3
40	<i>Air Shield:</i>	Force Field (20 PD/20 ED)	4
7	<i>Air Shield:</i>	Life Support (Self-Contained Breathing); Linked (to Force Field; -½)	0
140	<i>Air Travel:</i>	Flight 30", x8 Noncombat, Rapid Noncombat Movement (+¼), Combat Acceleration/Deceleration (+¼), Reduced Endurance (0 END; +½)	0
11	<i>Lithokinesis:</i>	Tunneling 1" through DEF 5 materials; Increased Endurance Cost (x2 END; -½)	4
22	<i>Sense Air-Currents:</i>	Spatial Awareness (no Sense Group)	0

Skills

6	+2 with Wind Attacks
6	+3 with Flight
3	Acrobatics 15-
3	Breakfall 15-
3	Climbing 15-
3	KS: Con Games 12-
2	KS: The Superhuman World 11-
3	Lockpicking 15-
3	SS: Meteorology 12-
3	Security Systems 12-
3	Stealth 15-

3 Streetwise 13-

Total Powers & Skills Cost: 470

Total Cost: 623

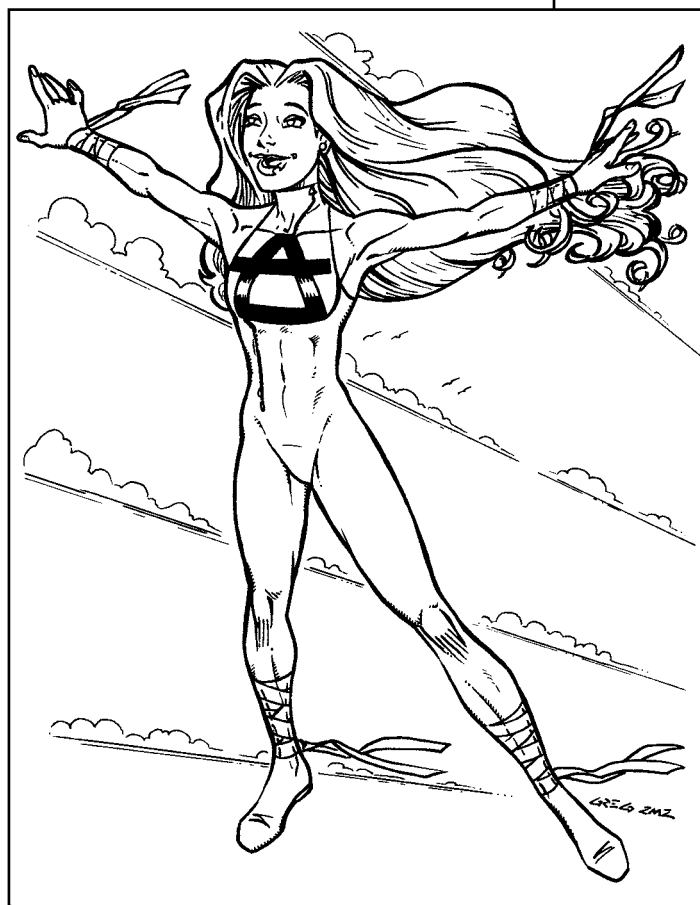
200+ Disadvantages

10	Distinctive Features:	Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Hunted:	Champions 8- (Mo Pow, NCI, Capture)
25	Hunted:	UNTIL 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation:	Code Versus Killing (Common, Total)
20	Psychological Limitation:	Hatred Of The Police And Other Authority Figures (Common, Total)
15	Social Limitation:	Public Identity (Angela Charles) (Frequently, Major)
308	Experience Points	

Total Disadvantage Points: 623

Zephyr Update: See page 104.

Zephyr's powers have grown in recent years. Not only has her control of air and wind strengthened, but to her surprise she's developed a small amount of control over two other classical elements: earth and fire. She can manipulate small amounts of flame, shaping it or moving it into contact with someone as an attack, and she can make earth and stone shift to the side to form a tunnel. Both abilities are tiring to use, however. She hopes to get better at them, and develop other powers, but she hasn't had as much time to practice as she'd like. In the meantime she's trying to keep them secret; her new powers are not public knowledge.



ZORRAN THE ARTIFICER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [2]
22	DEX	36	13-	OCV: 7/DCV: 7
25	CON	30	14-	
15	BODY	10	11-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
14	COM	2	12-	
8	PD	5		Total: 28 PD (20 rPD)
12	ED	7		Total: 32 ED (20 rED)
6	SPD	28		Phases: 2, 4, 6, 8, 10, 12
10	REC	4		
50	END	0		
40	STUN	4		Total Characteristics Cost: 189
Movement: Running: 6"/12" Flight: 20"/40" Teleportation: 20"/40"				
Cost Powers END				
75	<i>Philosopher's Stone:</i> Multipower, 150-point reserve, all OAF (-1)			
7u	1) <i>Transmutation:</i> Major Transform 5d6 (anything into anything; heals back when touched by this or another Philosopher's Stone), Improved Result Group (anything; +1); OAF (-1), 12 Charges (-¼) [12]			
3u	2) <i>Burst Of Raw Power:</i> Energy Blast 20d6; OAF (-1), 2 Charges (-1½) [2]			
52	<i>Arcane Furnace Staff:</i> Multipower, 105-point reserve; all OAF (-1)			
10m	1) <i>Belching Smoke:</i> Darkness to Sight Group 6" radius, Personal Immunity (+¼), Reduced Endurance (0 END; +½); OAF (-1) 0			
9m	2) <i>Arcane Shield:</i> Force Wall (12 PD/12 ED), Reduced Endurance (0 END; +½); OAF (-1) 0			
9m	3) <i>Gout Of Mageflame:</i> RKA 3d6, Armor Piercing (+½), +2 Increased STUN Multiplier (+½); OAF (-1) 9			
8m	4) <i>Arcane Wave:</i> Energy Blast 6d6, NND (defense is Power Defense; +1), Area Of Effect (7" Radius; +1), Personal Immunity (+¼); OAF (-1), No Range (-½) 10			
9m	5) <i>Lemurian Shackles:</i> Entangle 6d6, 6 DEF, Reduced Endurance (0 END; +½); OAF (-1) 0			
8m	6) <i>Flare Of Bright Flame:</i> Sight Group Flash 6d6, NND (defense is Power Defense; +1), Area Of Effect (7" Radius; +1), Personal Immunity (+¼); OAF (-1), No Range (-½) 10			
100	<i>Arts Arcane:</i> Multipower, 100-point reserve			
12m	1) <i>Bolt Of Power:</i> Energy Blast 12d6 6			
12m	2) <i>The Livid Lightnings Of The Loyal Larethian:</i> RKA 2d6, Armor Piercing (+½), +2 Increased STUN Multiplier (+½) 6			
12m	3) <i>Iskari's Invoked Iridescence:</i> Sight and Hearing Group Flash 7d6, Reduced Endurance (0 END; +½) 0			

10m	4) <i>Iskari's Invoked Imaginings:</i> Sight, Hearing, Touch, and Smell/Taste Images, -3 to PER Rolls, Increased Size (8" radius; +¾) 6			
12m	5) <i>Spell Of Somnolence:</i> Ego Attack 6d6 6			
12m	6) <i>Mind-Shackles:</i> Mind Control 12d6 6			
8m	7) <i>Speed Of The Zephirim:</i> Aid DEX 4d6 0			
12m	8) <i>Zorran's Withering Weakness:</i> Suppress STR 12d6 6			
12m	9) <i>Wizard-Hand:</i> Telekinesis (40 STR) 6			
4u	10) <i>Iskari's Mantle Of Concealment:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½) 0			
6u	11) <i>Ascension Of The Etheric Form:</i> Desolidification (affected by magic attacks), Reduced Endurance (0 END; +½) 0			
9m	12) <i>A Simple Spell Of Protection:</i> Life Support: Total 0			
12m	13) <i>Winds Of The Zephirim:</i> Flight 20", Reduced Endurance (0 END; +½) 0			
12m	14) <i>The Mageroad:</i> Teleportation 20", Reduced Endurance (0 END; +½) 0			
90	<i>Mantle Of Mastery:</i> Force Field (20 PD/20 ED/20 Power Defense), Reduced Endurance (0 END; +½) 0			
10	<i>Shield Of The Mind:</i> Mental Defense (15 points total) 0			
10	<i>Demon's-Head Mask:</i> Sight Group Flash Defense (15 points); OIF (-½) 0			
Perks				
5	Fringe Benefit: Member of the Lemurian High Nobility			
10	Money: Wealthy			
Talents				
35	Danger Sense (general area, any danger) 14-			
5	Eidetic Memory			
Skills				
9	+3 with Arts Arcane Multipower			
3	High Society 14-			
3	Inventor (see text) 14-			
3	AK: Lemuria 14-			
3	Mechanics (see text) 14-			
3	Persuasion 14-			
3	Power: Mystic Powers 14-			
2	PS: Lemurian Sorcerer 11-			
2	PS: Noble 11-			
3	Stealth 13-			
3	Scholar			
2	1) KS: Arcane & Occult Lore 14-			
2	2) KS: Demons 14-			
2	3) KS: Lemurian History & Culture 14-			
2	4) KS: Lemurian Magic			
2	5) KS: The Mystic World 14-			
1	6) KS: The Superhuman World 11-			

Total Powers & Skills Cost: 648**Total Cost: 837**

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 10 Hunted: Lemurian nobility 8- (Mo Pow, Limited Geographical Area, Kill)
- 20 Psychological Limitation: Determined To Conquer Lemuria And The World (Common, Total)
- 15 Psychological Limitation: Noble Arrogance (Common, Strong)
- 15 Social Limitation: Public Identity (Frequently, Major)
- 20 Susceptibility: to silver, 1d6 damage per Phase (Common)
- 527 Experience Points

Total Disadvantage Points: 837



Zorran Update: After several narrow brushes with the Champions, the Justice Squadron, and other heroes, in 2004 Zorran decided he needed even greater power to compete against such costumed fools. To that end he undertook two great tasks.

First, he augmented his Philosopher's Stone. In reading more about the history of superhumanity on Earth, he came across mention of the Silver Age supervillain Presto Change-O and his Abracadbra Wand (see *Hidden Lands*, page 108). From reports and pictures he realized that the Wand was really just a fragment of a Philosopher's Stone — either his or someone else's, it didn't matter. After much research, a lot of exploration of strange places, and some bargaining with otherworldly beings, Zorran found the Wand. Using potent Lemurian rituals he fused it with his Philosopher's Stone, making the Stone slightly larger and more powerful. In addition

to its transmutative powers it can now emit a powerful burst of energy to destroy his foes.

Second, through a long series of ingredient-quests and forging-rituals, he crafted himself an Arcane Furnace Staff — an enchanted item of great power referred to in some ancient Lemurian chronicles. The shaft of the staff looks like three strands of dark iron braided together, and at its top there's an octagonal cylinder standing upright. From the top of the cylinder the staff belches forth a sulfurous smoke, and sometimes a tiny burst of oddly-colored flame. It grants Zorran several powers, from the ability to fill an area with blinding smoke to emitting a “wave” of mystic energy that injures everyone around him.

Zorran remains unaware of King Arvad's intentions for him (see *Hidden Lands*, page 126). Arvad is pleased that Zorran has already found one fragment of the *Mandragalore's* fuel core, and hopes the renegade sorcerer will soon decide to look for more.

Zorran continues to search for a way to eliminate the curse that makes him Susceptible to silver. He's weakened it, but can't yet break it.

ENEMIES UPDATE



Here's some more information about villains not covered above, and/or to supplement the publicly-available information provided in Chapter Five.

ENEMY ORGANIZATIONS

PAGE 100 — ARGENT

UNTIL's theory is correct — ARGENT is in a “rebuilding mode,” not only because it needs to restore its physical resources but to shore up its underworld reputation. As of early 2007 it seems to have succeeded, partly by shifting more of its operations away from North America to South/Central America, Africa, and Central Asia. For any other group this might cause logistics problems, since its customers are mostly in the United States and Europe, but meeting delivery schedules is no problem for an organization with teleportation technology.

PAGE 100 — DEMON

DEMON's increased activity does have a common purpose, but it's one known only to Luther Black. As February 29, 2012 — the day of his apotheosis — approaches, he wants to make sure everything goes off without a hitch. DEMON's increased activity is a way of (a) distracting the authorities and superheroes by forcing them to react to one crisis after another, and (b) tricking them into thinking DEMON's only involved in minor crimes and has no overarching, long-term agenda. And so far his plan seems to be working.

The loss of the Satan Furnace was a severe blow, though. The Furnace's purpose was to poison Earth's magic with Qliphothic energies, thus weakening DEMON's foes and improving Black's ability to accomplish his goals. He desperately wants to get another one working, but he's not sure if there's time enough to do it right... and doing it wrong is worse than doing nothing.

Unbeknownst to the authorities or the Mystic World, DEMON has clashed with the Slug and his minions on several occasions. The Inner Circle has learned that the Slug's seeking the Basilisk Orb, and since DEMON wants the Orb for itself, the Slug has to be distracted, slowed down, or eliminated.

PAGE 100 — VIPER

Operation Sunstroke's failure wasn't really a failure. While the Council of Thirty wouldn't have minded if it had succeeded, the real purpose of Sunstroke was to work on VIPER's ability to launch

assets into space undetected, and in that it worked brilliantly. VIPER wants to move forward with Project High Ground, its planned space station, and Sunstroke was a step along that path. It even hired Menton to make Firewing attack the GATEWAY station as a distraction so it could get some materials and supplies to the still-in-progress space station. The latest, most advanced cloaking devices protect the station from detection.

On the other hand, Project Mendel suffered a severe blow in February 2004 when Dr. Timothy Blank defected from VIPER (taking most of his notes and data with him) and transformed himself into King Cobra. The Council of Thirty estimates that VIPER's plans to mass-produce superhuman soldiers have been set back by as much as a decade... though research continues on many fronts. King Cobra is now considered third on VIPER's “ten most wanted” list, behind only Dr. Destroyer and Secretary-Marshal Eckhardt (displacing Gyeroy Vedun to #11).

VIPER's also been putting a lot of effort and resources into the Generation VIPER project. It knows the world's current generation of superhumans is mostly lost to its influence, but it wants up-and-coming generations to serve it. Aggressive recruitment efforts, particularly in the Third World, have netted Mrs. Garter over two dozen teenaged superhumans to try to mold into new members of her team. They range in power from the relatively weak (codename Babel, who has the limited psychic power to interfere with other peoples' ability to communicate) to the promising (Landmass, a growing brick with minor earth-control powers; Solarion, a solar-powered energy projector). If a new teenaged superhuman appears anywhere in the world, VIPER is likely to respond by either giving him the “hard pitch” for voluntary recruitment or simply kidnapping and brainwashing him. If all goes as VIPER plans, within a decade Dragon Branch will be *much* larger and the carefully-constructed “message” that VIPER wants to send to the youth of the world via subtle propaganda and Generation VIPER will make many people much more receptive to VIPER's goals.

The Dragon Branch members who joined the fight during the Island of Dr. Destroyer incident legitimately fought against the fiendish Doctor and his minions. But they also took the opportunity to steal as many bits and pieces of his technology as they could lay their hands on, and VIPER's scientists are now studying those samples. Destroyer has deduced what happened and vowed revenge.

MASTER VILLAINS

PAGE 102 — TAKOFANES

As hinted at on pages 102 and 133-34 of *Champions Universe*, the Dragon Crown of Takofanes gives him some power over the other Crowns of Krim. Specifically, it lets him track them to a limited extent. When Dark Seraph and his followers make active, intense use of their Crowns (such as when they fight a super-battle or commit a super-crime), Takofanes gets to make a PER Roll to sense where they are. He's often too distracted by his studies to notice them, but when he makes the roll he appears and tries to claim the Crowns for his own. He's researching ways to use the Crowns to take control of those who wear them, but fortunately for the world he hasn't succeeded yet.



PAGE 102 — THE WARLORD

The Warlord's armor upgrades (see page 108 for his new character sheet) come from two sources. First, he and his scientists have continued to study "Blueboy" technology (and to acquire any new samples that become available), and the more they learn, the more they can enhance his armor. Second, after ARGENT fell on hard times the Warlord was able to purchase its services cheaply to assist with his upgrade process.

The Warlord's current activities other than stirring up trouble in the Middle East relate to his goal of wanting a country of his own from which to launch wars of conquest. He doesn't plan to rule it publicly; he simply wants to be the power behind the throne. He sees Central Asia and Central Africa as holding the most promise for him, so he's been "conducting recon" by hiring the Shadow Army out to leaders in those areas for discount rates. Once he finds the optimal target, he'll put a puppet in the presidency and then begin plans for full-scale invasions of neighboring nations.

VILLAIN GROUPS

PAGE 103 — THE CROWNS OF KRIM

Dark Seraph realizes that Takofanes can track him and the other Crowns somehow, and he assumes (correctly) that it has to do with the use of the Crowns themselves. He's trying to find a way to block whatever "beacons" the Crowns emit, but has so far had no success.

PAGE 103 — GRAB

For Breeze, simply use a normal human character sheet but add Desolidification (affected by magic), Reduced Endurance (0 END). In time she'll probably develop other ways to use her powers, but for now she's only 18 and that's all she can do.

SOLO VILLAINS

PAGE 103 — FIREWING

Firewing still doesn't realize that the attack on GATEWAY wasn't his idea — he thinks he did it for the challenge. If he ever realizes Menton took control of his mind, he'll stop at nothing to find and destroy the insidious psychic.

NEW VILLAINS



AUTOMATON

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [0]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 14-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
0	PD	0		Total: 0 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
10	REC	16		
90	END	35		
15	STUN	0		Total Characteristics Cost: 128

Movement: Running: 6"/12"
Teleportation: 20"/80"

Cost	Powers	END
99	<i>Machine Possession:</i> Elemental Control, 198-point powers	0
64	1) <i>Interface:</i> Telepathy 13d6 (Machine class of minds), Affects Physical World (+2), Reduced Endurance (½ END; +¼); Linked (to Desolidification; -¼), No Range (-½)	10
63	2) <i>Control:</i> Mind Control 12d6 (Machine class of minds), Affects Physical World (+2), Telepathic (+¼), Reduced Endurance (½ END; +¼); Linked (to Desolidification; -¼), No Range (-½)	10
63	3) <i>Deactivate:</i> Dispel 206, any Electrical or Mechanical Device power one at a time (+¼), Affects Physical World (+2), Reduced Endurance (½ END; +¼); Linked (to Desolidification; -¼), No Range (-½)	10
57	4) <i>Manipulate:</i> Telekinesis (34 STR), Fine Manipulation, Affects Physical World (+2), Reduced Endurance (½ END; +¼); Linked (to Desolidification; -¼), No Range (-½)	10
60	<i>Incorporeal:</i> Desolidification (affected by electromagnetic manipulation), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½)	0
45	<i>Incorporeal:</i> Invisibility to Sight, Hearing and Smell/Taste Groups, Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½)	0
50	<i>Energy-Form:</i> Life Support (Total, including Longevity: Immortality)	0

45	<i>Energy Form:</i> Teleportation 20", x4 Noncombat	4
9	<i>Merging:</i> Clinging (normal STR), Affects Physical World (+2); Only To Remain Merged With A Machine If It's Moved Involuntarily (-2), Linked (to Desolidification; -½)	0
140	<i>Machinery Abilities:</i> Variable Power Pool, 80 base + 40 control cost, Affects Physical World (+2); all slots OIF (appropriate machines or devices within 20"; -½), Limited Class Of Powers Available (only abilities of nearby devices; -½)	var

Skills

15	+5 with Computer Programming, Electronics, and System Operations
3	Bugging 14-
3	Combat Driving 13-
3	Combat Piloting 13-
3	Computer Programming 14-
3	Cryptography 14-
3	Electronics 14-
3	Inventor 14-
3	CK: Millennium City 14-
3	KS: High-Tech Companies 14-
3	Mechanics 14-
17	Power: Machinery Powers 21-
3	SS: Robotics 14-
3	Security Systems 14-
3	Systems Operation 14-
16	TF: Common Motorized Ground Vehicles, Science Fiction & Space Vehicles, Agricultural & Construction Vehicles, Combat Aircraft, Helicopters, Jetskis, Large Motorized Boats, Large Planes, Railed Vehicles, Small Motorized Boats, Small Planes, Snowmobiles, Submarines, Tracked Military Vehicles, Two-Wheeled Motorized Ground Vehicles, Wheeled Military Vehicles

Total Powers & Skills Cost: 782

Total Cost: 910

200+ Disadvantages

5	Distinctive Features: devices "possessed" by Automaton have a distinctive high-end electromagnetic spectrum signature (Not Concealable; Noticed and Recognizable; Detectable Only By Unusual Senses)
15	Hunted: Champions 8- (Mo Pow, Harshly Punish)
25	Physical Limitation: No Physical Form (All the Time, Fully Impairing)
5	Physical Limitation: can be affected by Mental Powers that affect either the Human

- or Machine class of minds (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Regards Himself As A God Of Machinery (Common, Total)
- 20 Psychological Limitation: Greedy (Very Common, Strong)
- 10 Psychological Limitation: Hates “Meat People” But Secretly Wants A Body Again (Common, Moderate)
- 5 Rivalry: Professional, with other cyberkinetics
- 605 Experience Points

Total Disadvantage Points: 910

Background/History: Arthur Judge was a Millennium City researcher developing cybernetic interfaces between the human brain and computer devices. One day he was hooked into one of his experimental prototypes when a freak electrical storm caused a massive power surge through the system. The resulting blast incinerated his body, but his mind was somehow transformed into a coherent, invisible “cloud” of oddly-charged electromagnetic particles. He soon discovered he could “possess” any electronic or mechanical device and use it as a “body.” Driven mad by the experience, Judge believed he’d become a god, far superior to his former “meat” existence.

Initially he used his powers capriciously for his own amusement, first by causing machines to harass and embarrass people who had annoyed him previously. Slowly but surely he graduated to killing people — he found the havoc and fear he created energizing. But when he seized control of Millennium City’s “Smart Roadway” system, he was tracked down by the combined efforts of Dr. Silverback and the cyberkinetic FBI agent Teknique, who defeated him and trapped his consciousness in a magnetic bottle. Automaton later escaped and took Teknique hostage, intending to dissect her and learn how she was able to control him, but the Champions located and rescued her, in the process blowing up a computer that Automaton was inside before he could escape. His current whereabouts, if he survived the destruction, are unknown.

Personality/Motivation: Arthur Judge has become completely deranged as a result of his transformation. He considers himself the first member of a new, perfect race, far superior to the humans around him who now only exist for his entertainment and live and die at his whim... but secretly, in his heart of hearts, he yearns to have a physical form once more.

Quote: “Do you have any idea how disgusting your bodies are? Meat and blood, fluids and brains. I can barely stand to look at you.”

Powers/Tactics: Automaton is a disembodied mechanical “spirit” who can possess any machine of sufficient complexity (the GM decides if a machine is susceptible to his control, but typically any powered device at least as complicated as a blender or toaster can support his entire intellect). Once he’s merged with a machine, he can physically control it, providing it with power from his own essence if necessary, and using it to perform any task it could manage itself as well as some it clearly couldn’t without Automaton manipulating its parts. For example, if Automaton possessed a CD player, he could play music with ease, but might also be able to fire discs from its main drive, or use the laser that reads the discs as a small but nasty short-range RKA.

Automaton’s Mental Powers work against the Machine class of minds. He himself can be affected by Mental Powers that work against either the Human or Machine class of minds.

Campaign Use: Automaton is a foe your PCs should have difficulty coming to grips with, given how ubiquitous technology has become in the modern day (not to mention how common it is in most superhero settings). The devices the heroes themselves have probably offer him plenty of opportunities for mayhem. Make sure the heroes have a tough time defeating him, but don’t make it impossible for them to affect him.

If the campaign has a defined “cyberspace” element, then the GM should give Automaton an Extra-Dimensional Movement power or other appropriate ability that lets him access or “enter” it easily.

To make Automaton a tougher foe, give him a limited ability to possess “meat” bodies as well — maybe half to two-thirds as many dice in his Mental Powers. He finds it disgusting to use those abilities, but sometimes it’s necessary. To weaken him, give him various Physical Limitations and Susceptibilities that make it easy to trap or hurt him with focused electromagnetic pulses, magnetic bottles, and the like.

As a Hunter, Automaton can be deadly due to his ability to surprise people... but he usually starts off as more of an annoyance. He’ll use his powers to harass and embarrass, not to harm. Only as a feud grows and deepens will he turn violent.

Appearance: Automaton has no solid physical presence and can only be detected outside of a machine by specialized equipment capable of analyzing electromagnetic energy in an area. When he possesses a machine, he occasionally uses his telekinetic control to reshape unnecessary components into a crude approximation of a human face because he enjoys the terror he can cause this way.

AUTOMATON PLOT SEEDS

Automaton decides that he’s the rightful ruler of all artificial intelligences in the world and begins attacking existing robots or androids to reprogram them into his faithful followers. This might, of course, include any artificial superheroes in your campaign. Once he’s worked his way up to targeting Mechanon, he’ll learn if he’s bitten off more than he can chew.

Automaton decides that if he is in fact the King of a new race, he’s going to need a Queen. Fixating on one of the female PCs or NPCs in your campaign, he kidnaps her and plans to recreate his own experience, “freeing” her mental essence to join him in inhabiting machines.

Automaton decides to make his own existence easier by starting World War III and thereby cutting down on the number of humans who could oppose him. To this end, he might even ally himself with Mechanon, though each will of course plan to betray his “partner” at the earliest opportunity....

BAYKOK PLOT SEEDS

Another god in the Chippewa pantheon scoffs at Baykok's boasts, pointing out that he's never even been able to defeat Tomahawk, who's just one human.

An enraged Baykok decides to prove how good he is by defeating an entire *group* of humans — the PCs.

After suffering yet another defeat, Baykok decides he needs better weapons. He's heard tales of a powerful enchanted club, but he can't win it for himself because only a true warrior can pick it up. To get it, he has to trick the PCs into innocently hunting for the weapon, then take it from the body of the PC who gets it after he kills him....

When the other gods forbid Baykok to go to Earth anymore, he finds a way to take control of a susceptible human mind — that of a PC, or someone the PCs know and care for — and use that person as his human puppet.

BAYKOK				
Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
29	DEX	57	15-	OCV: 10/DCV: 10
30	CON	40	15-	
19	BODY	18	13-	
15	INT	5	12-	PER Roll 12-
23	EGO	26	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
4	COM	-3	10-	
30	PD	21		Total: 30 PD (20 rPD)
30	ED	24		Total: 30 ED (20 rED)
6	SPD	21		Phases: 2, 4, 6, 8, 10, 12
15	REC	0		
60	END	0		
57	STUN	0		Total Characteristics Cost: 259
Movement: Running: 15"/30" Leaping: 9"/18"				
Cost Powers END				
87	<i>Bow And Arrows:</i> Multipower, 87-point reserve			0
5u	1) <i>Fiery Arrows:</i> Energy Blast 14d6, Reduced Endurance (½ END; +¼); Extra Time (Full Phase, -½), Limited Range (30"; -¼)			3
5u	2) <i>Invisible Arrows:</i> RKA 2d6, Armor Piercing (+½), Invisible Power Effects (Fully Invisible; +1), Reduced Endurance (½ END; +¼); Extra Time (Full Phase, -½), Limited Range (30"; -¼)			3
6u	3) <i>Deadly Arrows:</i> RKA 3d6, Armor Piercing (+½), Reduced Endurance (½ END; +¼); Limited Range (30"; -¼)			3
13	<i>Magical Club:</i> Hand-To-Hand Attack +4d6; Hand-To-Hand Attack (-½)			2
55	<i>Takes Many Forms:</i> Shape Shift (Sight, Hearing, Touch and Smell/Taste Groups, any non-technological form), Instant Change, Costs Endurance Only To Change Shape (+¼)			5
20	<i>Demonic Form:</i> Damage Resistance (20 PD/20 ED)			0
50	<i>Demonic Form:</i> Life Support: Total (including Longevity: Immortality)			0
45	<i>Home In All Realms:</i> Extra-Dimensional Movement (any physical location in any dimension)			4
7	<i>Fearsome Gaze:</i> +15 PRE; Only For Fear-/Intimidation-Based PRE Attacks (-1)			0
18	<i>Runs Like The Wind:</i> Running +9" (15" total)			2
23	<i>Find The Warrior's Soul:</i> Detect Pure-Hearted Warriors 17- (no Sense Group), Range, Telescopic (+6 versus Range Modifier), Tracking			0
5	<i>Demonic Eyes:</i> Nightvision			0
10	<i>Demonic Eyes:</i> Sight Group Flash Defense (10 points)			0
15	<i>Demonic Will:</i> Mental Defense (20 points total)			0
15	<i>Demonic Form:</i> Power Defense (15 points)			0

Perks

3 Fringe Benefit: god of the Chippewa pantheon

Skills

20 +2 Overall
 9 +3 with *Bow And Arrows* Multipower
 9 +3 with Concealment, Shadowing, and Tracking
 3 Acrobatics 15-
 3 Animal Handler (Equines, Raptors) 14-
 3 Breakfall 15-
 3 Climbing 15-
 3 Concealment 12-
 3 KS: The Chippewa People 12-
 6 AK: Northern US and Canada 15-
 3 AK: Chippewa Parts of Faerie 12-
 3 Language: English (Chippewa Native) (completely fluent)
 3 Mimicry 12-
 3 Navigation (Astral, Dimensional) 12-
 3 Oratory 14-
 3 Shadowing 12-
 3 Stealth 15-
 6 Survival (Arctic/Subarctic, Temperate/Subtropical, Mountain) 12-
 3 Tracking 12-
 3 WF: Common Melee Weapons, Bows

Total Powers & Skills Cost: 477

Total Cost: 736

200+ Disadvantages

15 Hunted: Tomahawk 11- (As Pow, Harshly Punish)
 15 Hunted: Other Chippewa Spirits 11- (Mo Pow, NCI, Watching)
 25 Psychological Limitation: Seeks To Consume The Souls of Noble Warriors (Very Common, Total)
 20 Psychological Limitation: Loves The Thrill Of The Hunt (Very Common, Strong)
 5 Vulnerability: 1½ x STUN from Chippewa-Blessed Weapons (Uncommon)
 5 Vulnerability: 1½ x BODY from Chippewa-Blessed Weapons (Uncommon)
 451 Experience Points

Total Disadvantage Points: 736

Background/History: Baykok is a menacing creature from the Higher Lands, the portion of Faerie inhabited by the gods of the Chippewa tribes. It has long plagued the Timasjomi tribe. The Timasjomi swore centuries ago to oppose it in all ways and were blessed with the Dawn Fire Ritual, which creates warriors specifically charged with battling Baykok and similar monsters. The current wielder of the Dawn Fire magic and weapons is Tomahawk of the Justice Squadron (page 82), who's fought Baykok on multiple occasions.

Personality/Motivation: Baykok is a demon who feeds upon the hearts and souls of true warriors for sustenance, though it certainly enjoys killing other people for sport. It has a particular antipathy for the Timasjomi tribe, which has opposed it for countless centuries, but it happily feasts on warriors from other cultures whenever the opportunity arises. The

definition of a “true warrior” seems to involve both a love of martial matters in general as well as a desire to protect and defend others — thus, a generally peaceful superhero who only fights when he needs to and seeks peaceful resolutions to conflicts wouldn’t qualify, no matter how heroic he might be. On the other hand, any hero or villain who particularly enjoys fighting might, provided they have some desire to protect someone or something.

Quote: “Ssssss! I think your sssoul will be particularly tssssty, mortal. But please, fight me! I know you mussst.”

Powers/Tactics: This character sheet represents the sort of avatar that Baykok can project to Earth to work his will; in its home dimension of Faerie it’s considerably more powerful. It fights primarily with his magical bow, which shoots fiery arrows, and a magic club. It can also change its shape, though it can’t assume the form of any “technological” object (meaning just about any man-made device more complex than a Neolithic stone chopper). Its shapeshifting powers make it easy for it to surprise or ambush its foes, but once battle begins it’s a straightforward fighter.

Campaign Use: Baykok is an ideal foe for any character who, like Tomahawk, has some connection to the American Indians or their culture. If there’s no such character in your game, you can change it into a similar but more appropriate figure — for example, a Southeast Asian version might have six arms, each wielding a distinct weapon.

To make Baykok a tougher foe for your PCs, increase its Characteristics until it’s at the right



level to really challenge your PCs. If it’s a bit too tough already, scale back its Combat Skill Levels and reduce its CON and DEX to about 25 each.

Baykok is a dangerous Hunter, for it’s an expert at stalking and tracking even if it didn’t have its shapechanging powers to fall back on. It will trail a character for days, leaping to the attack at the most unexpected and inconvenient moment.

Appearance: Baykok is a skeletal warrior standing seven feet tall; it wears buckskins and carries an oversized longbow. Its eyesockets glow with small red flames, and it has a long forked tongue like a serpent.

BLOODRAGE PLOT SEEDS

The classic Bloodrage plot: a hero or public official who has difficulty controlling his temper (*i.e.*, who has an Enraged/Berserk, or an appropriate Psychological Limitation) finds himself getting angry more and more often... and sometimes people are getting hurt. He insists that someone or something is controlling him, but no one believes him....

What could cause more fury than war? If Bloodrage could get close to several top military officials and make them angry enough to start a war, he could stay in the war zone and gorge himself for the length of the conflict.

Usually Bloodrage is left to his own devices... but now a powerful member of the Descending Hierarchy decides to use him as a pawn in a greater scheme. Perhaps Baphomet "loans" him to the Black Paladin as part of some greater plot, for example....

BLOODRAGE

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
23	DEX	39	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	13-	
18	INT	8	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
6	COM	-2	10-	
24	PD	15		Total: 24 PD (18 rPD)
24	ED	18		Total: 24 ED (18 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
17	REC	4		
60	END	0		
58	STUN	0		Total Characteristics Cost: 234

Movement: Running: 6"/12"

Cost Powers

		END
93	<i>Instill Rage:</i> Mind Control 14d6 (Human class of minds), Telepathic (+¼), Invisible Power Effects (Fully Invisible; +½), Reduced Endurance (½ END; +¼); Only To Cause Anger And Provoke Combat (-½)	6
56	<i>Claws:</i> HKA 3d6 (6d6 with STR), Reduced Endurance (½ END; +¼)	2
18	<i>Demonic Body:</i> Damage Resistance (18 PD/18 ED)	0
16	<i>Demonic Mind:</i> Mental Defense (20 points total)	0
10	<i>Demonic Body:</i> Power Defense (10 points)	0
47	<i>Demonic Body:</i> Life Support (Total, except for Diminished Eating)	0
30	<i>Remaining Unseen:</i> Invisibility to Sight, Hearing and Smell/Taste Groups	3
20	<i>Infernal Escape:</i> Extra-Dimensional Movement (to a single location in Hell)	2
22	<i>Detect Anger And Rage:</i> Detect A Single Thing 13- (Unusual Group), Discriminatory, Range, Telescopic (+8 versus Range Modifier), Tracking	0
14	<i>Demonic Body:</i> Healing BODY 2d6, Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (Regeneration, 2 BODY per Turn; (Post-Segment 12); -1¼), Self Only (-½)	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (+¼)	0

Perks

2	Fringe Benefit: Member of the Lower Nobility Of Hell
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Talents

22	Universal Translator 15-
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Skills

6	+3 OECV with Instill Rage
15	+3 HTH
3	Concealment 13-
3	Conversation 15-
3	KS: The Descending Hierarchy 13-
3	AK: Hell 13-
2	KS: Earth's Superhumans 11-

3	Oratory 15-
3	Persuasion 15-
3	Shadowing 13-
3	Stealth 14-
3	Tactics 13-

Total Powers & Skills Cost: 405

Total Cost: 639

200+ Disadvantages

20	Hunted: Forces Of Light 11- (Mo Pow, Harshly Punish)
15	Hunted: More Powerful Demons 11- (Mo Pow, PC has a Public ID or is otherwise very easy to find, Watching)
25	Psychological Limitation: Loves To See Others Fight (Very Common, Total)
15	Psychological Limitation: Fascinated By Earth's Superheroes, Especially Those With Hidden Savageries (Common, Strong)
15	Psychological Limitation: Fears More Powerful Demons (Uncommon, Total)
10	Susceptibility: Holy Items Or Attacks, 2d6 damage Instant (Uncommon)
10	Vulnerability: 2 x STUN from Holy Attacks (Uncommon)
5	Vulnerability: 1½ x BODY from Holy Attacks (Uncommon)
524	Experience Points

Total Disadvantage Points: 639

Background/History: Bloodrage is a demon whose native home is the Netherworld (a plane to which it can return at will). As far as it can remember it has always existed... and always found humans fascinating toys to play with and feed off of.

Personality/Motivation: Bloodrage both physically and psychically feeds on rage, particularly the intense rage that occurs during combat. It uses its powers to manipulate people into fighting each other so it can voyeuristically satiate itself on the resulting emotions. During the twentieth century it discovered that costumed criminals and crime-fighters are particularly rich sources of both nutrition and amusement.

Quote: "Ahhh, delicious... a bold, righteous anger with cinnamon whiff of frustration."

Powers/Tactics: Bloodrage usually lurks invisibly around people or places where it might have the opportunity to feed. When a situation arises that it things can spark a conflict, it uses its Instill Rage power to fan that spark into a full-blown flame. Then it sits back and enjoys the fun. The victim eventually realizes that he was subjected to demonic Mind Control, but of course convincing other people of that may not be possible....

Campaign Use: Bloodrage is a walking plot device for when GMs want to provoke combat between characters with no other good reason to fight. Heroes with Enraged/Beserk Disadvantages, especially those who try to control these flaws and regret their failures to do so, are particularly appealing to Bloodrage; it's the surrender to the primal emotions of combat that it finds tasty.

To make Bloodrage more powerful, either give

him more powers that it could use to manipulate people (such as Mental Illusions or Telepathy), or give it a suite of typical demonic powers (control over hellfire, for example, or even a Magic Power Pool). To weaken it, reduce its dice in Mind Control so that he can only coax people into anger, not outright control them.

Bloodrage might Hunt a hero whom it found particularly susceptible to its powers, or whose rage it considers especially tasty. In that case it follows the hero around invisibly, waiting for an opportunity to make him fly into a berserk fury.

Appearance: Bloodrage is a horrible little demon with a segmented black exoskeleton bristling with spikes, overlong limbs, and a pointed tail that it curls protectively around itself. Its eyes are bulbous and yellow, without pupils, and its face has a long snout and a sneering permanent grin showing lots of mismatched teeth. It stands about four feet tall, though the way it often hunches over it's difficult to gauge its true height.



HURRICANE PLOT SEEDS

The classic Hurricane plot: Hurricane sets out to get revenge on the Justice Squadron... and nearly succeeds. Now either the PCs need to rescue them, or they need to fill in for the Squadron while its members recuperate. In either case the first thing on the to-do list is: find and apprehend Hurricane.

Hurricane's powers grow to the point where he can also manipulate the weather, either on a local or regional scale. He begins using this power so much he's starting to disrupt global weather patterns, so the authorities recruit as many heroes as they can, including the PCs, to stop him before an irreversible disaster occurs.

The government wants to recruit Hurricane to use his powers to stop an actual hurricane that's heading straight for Miami. The heroes have the unpleasant task of finding him and then convincing him to help out.

HURRICANE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
25	DEX	45	14-	OCV: 8/DCV: 8
25	CON	30	14-	
10	BODY	0	11-/12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
10	PD	7		Total: 40 PD (30 rPD)
10	ED	5		Total: 40 ED (30 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
15	REC	14		
100	END	25		
50	STUN	19		Total Characteristics Cost: 190

Movement: Running: 6"/12"
Flight: 35"/140"

Cost Powers END

140	<i>Hurricane Blast:</i> Energy Blast 12d6, Area Of Effect (15" Radius; +1), Continuous (+1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); No Range (-½), Random Knockback (-0)	9
105	<i>Wind Power:</i> Multipower, 105-point reserve	
10u	1) <i>Wind Blast I:</i> Energy Blast 16d6, Reduced Endurance (½ END; +¼)	4
10u	2) <i>Wind Blast II:</i> Energy Blast 14d6, Area Of Effect (One Hex; +½)	10
7u	3) <i>Wind Blast III:</i> Energy Blast 10d6, Area Of Effect (20" Line; +1); No Range (-½)	10
9u	4) <i>Wind Chill:</i> Energy Blast 8d6, NND (defense is Life Support [Safe Environment: Intense Cold]; +1), Reduced Endurance (½ END; +¼)	4
9u	5) <i>Sucking The Air From Your Lungs:</i> Energy Blast 8d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Reduced Endurance (½ END; +¼)	4
9u	6) <i>Fire Extinguishing:</i> Dispel Fire Powers 20d6, any Fire power one at a time (+¼), Reduced Endurance (½ END; +¼)	3
45	<i>Wind Power:</i> Elemental Control, 90-point powers	
45	1) <i>Hurricane Shield I:</i> Force Field (30 PD/30 ED), Reduced Endurance (0 END; +½)	0
26	2) <i>Hurricane Shield II:</i> Force Wall (14 PD/14 ED, 2" long), Reduced Endurance (½ END; +¼); Linked (to Hurricane Blast; -½), Restricted Shape (always forms a ring around Hurricane; -¼)	3
49	3) <i>Hurricane Flight:</i> Flight 35", x4 Noncombat, Reduced Endurance (½ END; +¼)	3
45	4) <i>Wind Shear:</i> Telekinesis (40 STR), Reduced Endurance (0 END; +½)	0
34	<i>Body Of Air:</i> Desolidification (affected by Ice/Cold or Affects Porous Telekinesis), Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½), Accidental Change (power shuts off on an 11- each Phase in temperatures below freezing; -¼)	0

- 9 *Body Of Air:* Life Support (Safe Environments: Intense Cold, Intense Heat; Self-Contained Breathing); Linked (to Desolidification; -½), Intense Cold Does Not Protect Against NNDs (-0) 0
- 17 *Perceive Air Currents:* Radar (Touch Group), Increased Arc Of Perception (360 Degrees), Range; Linked (to Desolidification; -½) 0

Perks

- 5 Contact: Teleios 8- (Contact has extremely useful Skills or resources and significant Contacts of his own)

Skills

- 12 +4 with Wind Powers Multipower, Hurricane Blast, and Wind Shear
- 3 Acrobatics 14-
- 3 Breakfall 14-
- 3 Concealment 12-
- 2 Gambling (Card Games)12-
- 3 KS: Supervillains Of The Seventies And Eighties 12-
- 2 CK: Buffalo 11-
- 1 Language: French (basic conversation; English is Native)
- 9 Power: Air/Wind Tricks 15-
- 3 Seduction 12-
- 3 Shadowing 12-
- 3 Stealth 14-
- 5 Streetwise 14-
- 2 WF: Small Arms

Total Powers & Skills Cost: 628

Total Cost: 818

200+ Disadvantages

- 15 Hunted: Flashover 11- (As Pow, Harshly Punish)
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Greedy (Common, Strong)
- 15 Psychological Limitation: Loves And Hates His Sister (Common, Strong)
- 15 Social Limitation: Public Identity (Phillip Beaudoin) (Frequently, Major)
- 5 Vulnerability: 1½ x STUN from Ice/Cold (Uncommon)
- 5 Vulnerability: 1½ x Effect from Ice/Cold (Uncommon)
- 528 Experience Points

Total Disadvantage Points: 818

Background/History: Phillip Beaudoin was born in 1978. His father was Philip Beaudoin, the supervillain Flashover during the Seventies and Eighties. In 1994 his sister Danielle, eager to avenge their father's many defeats at the hands of the Justice Squadron, had the arch-geneticist Teleios transform her into a new Flashover.

When Danielle "turned soft" and became a superhero and member of the very team she had once sought to destroy, Phillip was disgusted. Well, if she wasn't going to get the job done, it was up to him. He approached Teleios in turn... and

the master villain, amused, agreed to grant him powers. But rather than give him the ability to control fire, Teleios chose to make him a manipulator of air and wind. Taking the name *Hurricane*, Phillip has also taken up his sister's discarded goal of getting revenge against the Justice Squadron... including the traitorous Flashover. When not involved in some scheme to destroy them, he usually works as a mercenary supervillain for well-heeled employers.

Personality/Motivation: Hurricane has a classic supervillainous personality. He's driven by two things: first, a deep-rooted desire for revenge for the "wrongs" done to his father and family; second, greed with a touch of megalomania. He's not the sort of villain who wants to conquer the world, but he has no qualms about causing all sorts of destruction to show off his power and humble his enemies.

Quote: "Fool! You don't have a chance against someone who can control the very air you breathe!"

Powers/Tactics: Hurricane is an immensely powerful air and wind manipulator. His name comes from his signature attack, a swirling field of wind 15' in radius that surrounds him and hurts anyone who enters it, smashing them with gale-force winds and then flinging them off in some random direction. He can also fire directed blasts of wind in various sizes and strengths, use the wind to pick up (and even crush) objects, and block attacks with shields of air. On the downside, despite the fact that he can withstand ordinary low temperatures, his mutated metabolism is vulnerable to ice and cold attacks (a weakness deliberately engineered by Teleios in case he needed a way to control his creation).

Hurricane has little sense of tactics — he charges right in and begins attacking the most powerful foe he can find as a way of showing off his power. He usually focuses on one target until that target's down, then moves on to another. He's not deliberately murderous, but he doesn't care if someone (be it a hero or innocent bystanders) gets seriously hurt or killed because of the way he uses his powers.



Campaign Use: Hurricane is intended as a foe who, in the right circumstances, can take on a whole team like the Justice Squadron and battle them to a standstill (at least for a while). If he's not tough enough to fulfill that role in your campaign, beef him up until he is; among other things, consider adding some Damage Reduction so he loses STUN more slowly. If he's already too tough, scale down his Characteristics some, and perhaps reduce the DCs of his attacks. By reducing his END you can restrict how often he can use a lot of abilities at full power.

Hurricane is an un-subtle Hunter. He may do a little reconnaissance or planning, but usually he prefers to track down his target and attack at an inconvenient time. His favorite venue seems to be when the Justice Squadron shows up for a charity event, since that means the heroes have to spend as much or more time rescuing civilians as actually attacking him back.

Appearance: Hurricane is a 5'9" tall young man with an average build and long brown hair falling to his shoulders. He wears a red and blue jumpsuit, obviously armored and with padding to exaggerate his physique, including oversized shoulder pads.

PANTERA PLOT SEEDS

The classic Pantera plot: Pantera breaks free from Fiacho's control and goes on a rampage throughout some European city. The heroes have to search for her, find her, and subdue her in an around fighting Eurostar, which wants to do the same thing.

Doctor Silverback believes he's found a way to reverse Dr. Sanchietti's experiments, thus allowing him to make Pantera a normal human woman again. But that means Pantera first has to be captured without hurting her, and second has to be held captive for about a year's worth of unpleasantly painful treatments....

More animal-human hybrids begin popping up throughout Europe. Is it possible Dr. Sanchietti has an assistant who's got all his notes? If not, what's causing the problem?

PANTERA				
Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
30	DEX	60	15-	OCV: 10/DCV: 10
30	CON	40	15-	
20	BODY	20	13-	
5	INT	-5	10-	PER Roll 10-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
15	PD	9		Total: 23 PD (8 rPD)
15	ED	9		Total: 23 ED (8 rED)
6	SPD	20		Phases: 2, 4, 6, 8, 10, 12
12	REC	0		
60	END	0		
50	STUN	0		Total Characteristics Cost: 193
Movement: Running: 12"/24" Leaping: 12"/24"				
Cost Powers				
45				<i>Claws:</i> HKA 2d6 (4d6 with STR), Reduced Endurance (0 END; +½) 0
10				<i>Fang-Like Teeth:</i> HKA 1 point (½d6 with STR), Armor Piercing (+½), Reduced Endurance (0 END; +½) 0
7				<i>Inspires Panic:</i> +15 PRE; Only For Fear-/Intimidation-Based Presence Attacks (-1) 0
2				<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED) 0
12				<i>Runs Like A Cat:</i> Running +6" (12" total) 1
6				<i>Leaps Like A Cat:</i> Leaping +6" (12" forward, 6" upward) 1
15				<i>Goes For The Throat:</i> Find Weakness 12- with <i>Claws</i> HKA 0
12				<i>Animalistic Senses:</i> +4 to PER Rolls with all Senses 0
5				<i>Cat's Eyes:</i> Nightvision 0
11				<i>Fast Healer:</i> Healing BODY 2d6, Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (Regeneration, 2 BODY per Hour; -2¼), Self Only (-½) 0
Talents				
12				Combat Luck (6 PD/6 ED)
Skills				
10				+2 HTH
6				+3 OCV with Claws
10				+2 DCV
3				Acrobatics 15-
3				Breakfall 15-
3				Climbing 15-
11				Shadowing 14-
3				Stealth 15-
11				Tracking 14-
Total Powers & Skills Cost: 197				
Total Cost: 390				

200+ Disadvantages

- 15 Enraged: when denied something she wants or stolen from (Uncommon), go 11-, recover 11-
- 30 Enraged: Berserk when takes BODY damage (Common), go 8-, recover 8-
- 20 Hunted: New Knights Of The Round Table 8- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 25 Psychological Limitation: Bloodthirsty, Casual Killer (Very Common, Total)
- 15 Psychological Limitation: Greedy; Loves "Shinies" and "Pretties" (Common, Strong)
- 20 Reputation: bloodthirsty, bestial killer, 14- (Extreme)
- 15 Social Limitation: Secret Identity (Carla Rosita Sanchietti) (Frequently, Major)
- 30 Experience Points

Total Disadvantage Points: 390

Background/History: Aldo Sanchietti was a brilliant biologist and geneticist... but also one with some very peculiar ideas. Looking at the animal kingdom, Sanchietti saw so much to admire: swiftness, strength, acute senses, natural weapons, defensive adaptations — the list was practically endless. And then he looked at humans and was disgusted. Of course humanity had intelligence, but what matters intelligence in the battle for survival? Humans were weak; they'd be much better with more animal characteristics.

Sanchietti began experimenting with manipulating human DNA to introduce animal characteristics, and with fusing animal DNA to human genes. He kept his work secret for a while, but eventually the university found out and he was summarily dismissed for numerous severe ethical violations. The university promised not to bring the matter to the attention of the police if he'd just disappear for good.

Railing against his peers' "lack of vision," Sanchietti continued working on his own, using pilfered equipment and whatever other resources he could scrape together. Fortunately, he had two significant advantages. The first was his young daughter Carla Rosita, who would make the perfect test subject for his work. The second was the secret patronage of Danar Nicole, better known as the supervillain Fiacho, who saw much promise in Sanchietti's work. With Eurostar money backing him, the fanatical geneticist soon had his own top-notch laboratory facilities.

A few years of hard work followed... and then, success! A long series of drug therapies, gene splicing treatments, and other experimental procedures slowly but surely transformed Carla into Sanchietti's perfect epitome of humanity: a woman as much cat as human, with fingernails like claws, feline senses, and a predatory instinct. But the proud father had done his work too well — one day while he was working with Carla, training her hunting skills and senses by letting her stalk mice around the lab, she turned on him, killing him as casually as she killed the mice.

As luck would have it, Fiacho dropped by the Sanchiotti villa the next day on one of his periodic visits. Carla attacked him too, but he was much better equipped than Dr. Sanchiotti to defend himself. Christening the now-unconscious cat-woman *Pantera*, he set the villa on fire and then carried her out to a new life in Eurostar.

Personality/Motivation: Pantera barely qualifies as human in many respects. Although she's still intelligent, the predatory instincts and bloodlust she's received as a result of her father's experiments override her intellect almost all the time. For example, she can speak, but rarely says more than a word or three at a time (usually pertaining to food or killing). She can operate simple devices (doorknobs, light switches, changing TV channels, and so on), but can't do complex tasks like typing, driving a car, or preparing a meal. (She prefers to eat raw meat anyway; she's even been known to cannibalistically feast on downed victims, or at least to lap up their blood, until Fiacho stops her.) She also has an animalistic fascination with shiny or pretty objects, and often becomes angry if not allowed to have them. She's often difficult to control, though Fiacho's beaten her into submission so many times that she has learned to instinctively defer to him. But that might change if he ever showed weakness....

Quote: "Kill! Pretties mine. Mine."

Powers/Tactics: Pantera's superhuman abilities result from having animal DNA (primarily from felines) fused with her own. She's far stronger, tougher, faster, and more agile than normal, and also has heightened senses and claw-like fingernails. Although Pantera's claws are a part of herself (and thus not truly a Focus), they can be trimmed so that they're harmless — though of course this requires that Pantera be restrained or sedated. They'll grow back to full size within 48 hours; it takes 2 hours before they grow enough to give her an HKA 1 point with them.

In combat Pantera usually prefers to take a Half Phase to assess her opponent (Find Weakness), then leaps to the attack. If Enraged she simply leaps with claws and fangs bared. She's not much of a team player, but does obey Fiacho's orders (unless she's Enraged), and has learned that opponents who are already fighting one of her "packmates" are easier targets.

Campaign Use: Pantera's main purpose is to provide Eurostar with more firepower... but unpredictable firepower that may turn the tables in the heroes' favor if Fiacho loses control of her during a battle. When she's injured and goes Berserk, she's as likely to attack a teammate as she is an adversary.

To make Pantera tougher, give her more animal abilities — both from cats (such as greatly

enhanced Running based on cheetah DNA) and from other animals. This may involve minor shape-shifting; for example, perhaps she gains increase STR by making herself more bear-like for short periods of time. To weaken her, reduce her Claws to HKA 1d6, her DEX to 25, and her SPD to 5.

Pantera is a consummate Hunter — that's what her father designed her to be, really. Once she fixates on a target she stealthily stalks him until the right moment arises for an ambush, then she leaps on him and claws him to death. However, unless Fiacho specifically orders her to do something like that, she rarely becomes interested enough in someone to deliberately Hunt him on a repeated basis.

Appearance: Pantera would have grown up to become a beautiful Italian girl... if her father weren't a mad, immensely-talented biologist. Thanks to his genetic manipulations she's a cat-woman, with cat-like eyes, claw-like fingernails, a lithe, graceful body, and an expression of crafty ferocity on her face. On her lower arms and legs there's thick, flowing, fur-like hair. She goes barefoot and wears no gloves; her only concession to modesty is a black bodysuit similar to a woman's one-piece bathing suit with a provocative plunging neckline. Her luxurious mane of black, slightly curly hair reaches just below her shoulders.



SHADOW QUEEN (DRAGON FORM)

Val	Char	Cost	Roll	Notes
75	STR	65	24-	Lift 800 tons; 15d6 [7]
23	DEX	39	14-	OCV: 8/DCV: 8
45	CON	70	18-	
35	BODY	50	16-	
25	INT	15	14-	PER Roll 14-
26	EGO	32	14-	ECV: 9
45	PRE	35	18-	PRE Attack: 9d6
18	COM	4	13-	
25	PD	10		Total: 25 PD (20 rPD)
30	ED	21		Total: 30 ED (20 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
24	REC	0		
90	END	0		
96	STUN	0		Total Characteristics Cost: 358

Movement: Running: 12"/24"
Flight: 15"/30"

Cost Powers **END**

94	<i>Fiery Breath:</i>	RKA 4d6, Armor Piercing (+½), Area Of Effect (38" Cone; +1¼); Extra Time (Extra Segment, -½), 12 Charges (-¼)	[12]
100	<i>Dragon Sorcery:</i>	Variable Power Pool (Magic Pool), 50 base + 25 control cost, Cosmic (+2); Only Fairy Tale-Style Magic (-½)	var
45	<i>Massive Bite:</i>	HKA 3d6 (6d6 with STR)	4
37	<i>Rending Claws:</i>	HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	2
25	<i>Tail Bash:</i>	HA +5d6, Area Of Effect (One Hex; +½); Hand-To-Hand Attack (-½)	4
20	<i>Scaly Skin:</i>	Damage Resistance (20 PD/20 ED)	0
60	<i>Tough Body:</i>	Physical and Energy Damage Reduction, Resistant, 50%	0
24	<i>Heavy:</i>	Knockback Resistance -12"	0
15	<i>Strong Mind:</i>	Mental Defense (20 points total)	0
10	<i>Mystical Form:</i>	Power Defense (10 points)	0
20	<i>Ponderous Winged Flight:</i>	Flight 15"; Restrainable (-½)	3
12	<i>Large Legs:</i>	Running +6" (12" total)	1

5	<i>Night Sight:</i>	Nightvision	0
5	<i>Dragon's Nose:</i>	Tracking with Normal Smell	0
3	<i>Dragon's Nose:</i>	+3 PER with Normal Smell	0
5	<i>Tail:</i>	Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0
106	<i>Human Form:</i>	Multiform (see other character sheet)	

Skills

24	+3 with All Combat
3	Concealment 14-
3	Conversation 18-
3	AK: Shadow Realm 14-
3	KS: Arcane And Occult Knowledge 14-
7	KS: Fairy-Tale Magic 18-
3	KS: History Of The Shadow Realm 14-
3	KS: Legends And Lore 14-
3	Oratory 18-
3	Persuasion 18-
3	Tactics 14-

Total Powers & Skills Cost: 644**Total Cost: 1,002****200+ Disadvantages**

15	Physical Limitation: Gigantic (32m long, -8 DCV, +8 to PER Rolls to perceive her) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
20	Physical Limitation: Must Behave Like Archetypal Evil Queen (Always, Greatly Impairing)
25	Psychological Limitation: Overconfidence (Very Common, Total)
20	Psychological Limitation: Vain, Jealous, And Petty (Common, Total)
15	Psychological Limitation: Cruel And Vengeful (Common, Strong)
15	Reputation: Monstrous Queen of the Shadow Realm, 14- (Extreme; known only to a small group)
682	Experience Points

Total Disadvantage Points: 1,002

SHADOW QUEEN (HUMAN FORM)

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
28	CON	36	15-	
15	BODY	10	12-	
25	INT	15	14-	PER Roll 14-
26	EGO	32	14-	ECV: 9
30	PRE	20	15-	PRE Attack: 6d6
24	COM	7	14-	
13	PD	10		Total: 13 PD (10 rPD)
17	ED	11		Total: 17 ED (10 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
9	REC	0		
56	END	0		
40	STUN	3		Total Characteristics Cost: 205

Movement: Running: 6"/12"

Cost Powers **END**

140	<i>Fairy Tale Magic:</i> Variable Power Pool (Magic Pool), 70 base + 35 control cost, Cosmic (+2); Only Fairy Tale-Style Magic (-½)	var
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
10	<i>Tough Body:</i> Damage Resistance (10 PD/10 ED)	0
15	<i>Strong Mind:</i> Mental Defense (20 points total)	0
10	<i>Mystical Form:</i> Power Defense (10 points)	0
5	<i>Night Sight:</i> Nightvision	0

Perks

10	Fringe Benefit: Queen of the Shadow Realm
10	Money: Wealthy

Skills

24	+3 with All Combat
6	+2 with <i>Fairy Tale Magic</i> VPP
3	Concealment 14-
3	Conversation 15-
3	AK: Shadow Realm 14-
3	KS: Arcane And Occult Knowledge 14-
7	KS: Fairy-Tale Magic 18-
3	KS: History Of The Shadow Realm 14-
3	KS: Legends And Lore 14-
3	Oratory 15-
3	Persuasion 15-
3	Stealth 14-
3	Tactics 14-

Total Powers & Skills Cost: 327

Total Cost: 532

200+ Disadvantages

20	Physical Limitation: Must Behave Like An Archetypal Evil Queen (Always, Greatly Impairing)
25	Psychological Limitation: Overconfidence (Very Common, Total)
20	Psychological Limitation: Vain, Jealous, And Petty (Common, Total)
15	Psychological Limitation: Cruel And Vengeful (Common, Strong)

- 10 Rivalry: Professional, with any beautiful woman to prove who's more attractive (Seeks to Harm or Kill Rival)
- 15 Reputation: Monstrous Queen of the Shadow Realm, 14- (Extreme; known only to a small group)
- 5 Social Limitation: Duties Of Royalty (Occasionally, Minor)
- 222 Experience Points

Total Disadvantage Points: 532

Background/History: Brangomar, the Shadow Queen, rules a kingdom known as the Shadow Realm, which exists in the same part of Faerie that was once Bravo's home. Like most inhabitants, she has no memory of any time when things were different from the way they are "now." It's entirely possible, as some human scholars have theorized, that she and the entire Shadow Realm were created by the collective unconscious of Humanity, and therefore Brangomar actually has no real "past." Whatever the truth, Brangomar has been the Shadow Queen for as long as she or anyone else can remember... and she's always ruled with cruelty and caprice.

Brangomar has been bedeviled by Bravo on countless occasions. Their stories resolve themselves differently every time but always return to the "status quo." Since Bravo came to live on Earth, Brangomar has attacked him on several occasions. Each time the Sentinels have defeated her by the narrowest of margins.

Few people within the Shadow Realm know that Brangomar is actually a dragon who takes human form simply because it makes it easier to rule and more convenient to spend time in her luxurious castle. She resumes dragon form for combat and to hunt. Usually her innocent subjects assume the dragon is a monster *summoned* by Brangomar, if they associate it with her at all. While her draconic form is paramount in physical combat, in human form she's a more powerful witch.

Personality/Motivation: Brangomar behaves exactly like one would expect the evil Queen or villainous stepmother to behave in a fairy tale: she's petty, vengeful, and vain on an epic scale. She'll destroy the lives of young milkmaids simply because she feels threatened by their physical beauty or general sweetness. She pursues anyone she feels has wronged her to the ends of the universe. She executes her advisors and henchmen with almost comical regularity for failing her, and invents complicated tortures for her enemies or condemns them to permanent imprisonment in a cell on the top of a mountain. While she's capable of great slyness, she frequently fails to think her plans through fully and almost always leaves a loophole or possible escape route for a hero with sufficient skill and bravery. She flies into towering rages at the drop of a hat, but can just as quickly become ingratiating and honey-toned in attempts to deceive.

Quote: "Now you shall deal with me, hero, and all the powers of Hell!"

BRANGOMAR PLOT SEEDS

The classic story for Brangomar focuses on her need for something of Earth — a magical artifact, a pureblooded princess, a golden apple.... She sends some agents clearly out of myth and legend to retrieve it, and the heroes either are dragged along accidentally when they return home or deliberately travel to the Shadow Realm to get it back.

Brangomar decides that some appropriately beautiful female PC or NPC is too lovely to be allowed to live, and targets her for a curse or snatches her for the dungeons. Conversely, she herself falls for one of the male PCs or NPCs, and scoops him up for her own realm so no one else can appreciate his manly beauty.

The realms of Faerie and normal Earth begin to merge in disastrous ways — monsters stalk the streets, technology disrupts Faerie's magical essence, natural catastrophes occur everywhere. Is this some plot of Brangomar's, or is someone else at work? If the former, can the PCs persuade her to help set things to rights?

Powers/Tactics: As an archetypal “evil queen,” Brangomar has always battled heroic adventurers, beautiful orphan girls who turn out to be princesses, and clever talking animals. Though she frequently experiences minor defeats at their hands, the very magics that created her always manipulate reality to restore her to her previous position. Even if she’s apparently killed, maimed, or deposed, as long as it happens in the Shadow Realm circumstances arrange things so that she’s back on the throne in time for the next story. (The same sort of “story immunity” protects Bravo as well when he’s in Faerie, but not any humans who accompany him.) Of course, these magics don’t protect her in the same way if she should leave Faerie....

Brangomar is an extremely powerful sorceress in her human form, and in her dragon form only slightly less puissant (and also enormous,

immensely strong, and able to breathe great gouts of fire). But she can only use fairy tale-style magic, which limits her tactically. Also, she can only think in terms of fairy tales — she’s completely incapable of controlling her passions, and that’s her biggest weakness. If there’s a beautiful woman among her enemies, she *will* be possessed by jealousy and have to turn her attentions towards defeating, imprisoning or cursing her, no matter how little sense it may make tactically at the time. Even Mind Control can’t override these innate tendencies; they’re not thoughts, they’re part of her very nature.

Apart from these blind spots, Brangomar is an excellent tactician, fond of hiring evil agents to do her bidding. To them, she’s a tough but fair boss — she rewards successful employees well, but failing her is tantamount to signing your own death warrant.

Campaign Use: Brangomar is a classical fairy tale villainness. When she appears it’s usually a sign that the heroes are hip-deep in a heroic quest of some sort and that magic is in the ascendance. You can play this to comic or horrific effect, or even better with an element of both as your PC team’s scientists and other mundane heroes find themselves at the door to a dark tower on a moonlit night, with icy rain, fog, and the far-off beat of enormous, leathery wings....

To make Brangomar a tougher foe, increase the size of her *Fairy Tale Magic* VPP as much as you need. To weaken her, reduce it (or eliminate it entirely from her dragon form). You could also make it harder for her to change forms.

See above regarding Brangomar’s behavior as a Hunter.

Appearance: Brangomar, the Shadow Queen, is a tall, thin woman of evil, regal beauty. Her skin is very pallid, as if all the warm life’s-blood had been leached out of her. Her hair is jet-black and cascades down to the center of her back; she keeps it confined in a crown made of some dark-purplish metal with tines that rise to needle-sharp points. She wears a gown in the same shade of purple cut to display her seductive figure to best effect, and a black cloak that she wraps around herself or sweeps open for dramatic effect. In her dragon form she has purple scales that shade to black on her back and the end of her tail, and her eyes, teeth, and talons are stark white.



SPEKTR				
Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
24	DEX	42	14-	OCV: 8/DCV: 8
33	CON	46	16-	
18	BODY	16	13-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
23	PRE	13	14-	PRE Attack: 4½d6
10	COM	0	11-	
13	PD	7		Total: 28 PD (15 rPD)
20	ED	13		Total: 45 ED (25 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
20	REC	14		
100	END	17		
50	STUN	0		Total Characteristics Cost: 240

Movement: Running: 6"/12"
Flight: 30"/120"
FTL Travel: 1 LY/year

Cost	Powers	END
90	<i>Mastery Of The Electromagnetic Spectrum:</i> Multipower, 90-point reserve	
9u	1) <i>Microwaves Or UV Waves:</i> RKA 3d6, Invisible To Normal Sight (+¼), Penetrating (+½), Variable Special Effects (+¼)	9
8u	2) <i>Lasers:</i> RKA 3½d6, Armor Piercing (+½)	8
8u	3) <i>Visible Light Burst:</i> Sight Group Flash 13d6, Reduced Endurance (½ END; +¼)	3
9u	4) <i>Large Visible Light Burst:</i> Sight Group Flash 9d6, Area Of Effect (5" Radius; +1)	9
8u	5) <i>Electrical Transmission:</i> Energy Blast 16d6	8
8u	6) <i>EM Power Manipulation:</i> Dispel EM-Spectrum Based Powers 18d6, any two EM Spectrum-based powers simultaneously (+½)	8
6u	7) <i>E-M Pulse:</i> Dispel Electricity-Based Powers 8d6, Personal Immunity (+¼), Explosion (+½), all Electricity powers simultaneously (+2); No Range (-½)	9
8u	8) <i>Photon Absorption:</i> Darkness to Sight Group 8" radius	8
8u	9) <i>Radio Interference:</i> Darkness to Radio Group 16" radius	8
26	<i>Electromagnetic Spectrum Mastery:</i> Elemental Control, 52-point powers	0
36	1) <i>Electromagnetic Field:</i> Force Field (15 PD/25 ED), Protects Carried Items, Reduced Endurance (½ END; +¼)	2
39	2) <i>Light Flight:</i> Flight 30", x4 Noncombat	6
26	3) <i>Lightbending:</i> Invisibility to Sight and Radio Groups, No Fringe, Reduced Endurance (0 END; +½)	0
10	<i>Inhumanly Tough:</i> Damage Resistance (10 PD/10 ED)	0
60	<i>Energy Mastery:</i> Energy Damage Reduction, Resistant, 75%	0
25	<i>Energy Mastery:</i> Sight Group Flash Defense (25 points)	0
25	<i>Energy Bending:</i> Missile Deflection (any Ranged attack), Missile Reflection (any target); Only Works Against Electromagnetic Spectrum Energy Attacks (-1)	0

19	<i>Inhuman Form:</i> Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing)	0
10	<i>Lightspeed:</i> FTL Travel (1 LY/year)	0
19	<i>Electromagnetic Sense:</i> Detect Electromagnetic Fields 13- (no Sense Group), Range, Rapid (x10), Sense, Telescopic (+8 versus Range Modifier)	0
10	<i>X-Ray Vision:</i> N-Ray Perception (blocked by lead, gold, or Force Fields) (Sight Group)	0
5	<i>IR Vision:</i> Infrared Perception (Sight Group)	0
5	<i>UV Vision:</i> Ultraviolet Perception (Sight Group)	0
15	<i>Radar Sense:</i> Radar (Radio Group)	0
12	<i>Radio Sensing:</i> High Range Radio Perception (Radio Group)	0

Skills	
12	+4 with <i>Mastery Of The Electromagnetic Spectrum</i> Multipower
3	Bureaucratics 14-
3	Computer Programming 13-
3	Demolitions 13-
3	Disguise 13-
3	Electronics 13-
3	KS: Soviet-Era Superhumans 13-
3	KS: The Soviet-Era Espionage World 13-
2	Language: English (fluent conversation; Russian is Native)
3	Navigation (Air, Space) 13-
15	Power: Electromagnetic Spectrum Manipulation 19-
3	PS: Soviet Agent 13-
8	SS: High-Energy Physics 18-
3	SS: Astrophysics 13-
3	Systems Operation 13-
3	Tactics 13-

Total Powers & Skills Cost: 577
Total Cost: 817

200+ Disadvantages	
10	Hunted: Justice Squadron 8- (As Pow, Harshly Punish)
15	Hunted: Russia 8- (Mo Pow, NCI, Limited Geographical Area, Harshly Punish)
10	Physical Limitation: Man Out Of Time (see text) (Frequently, Slightly Impairing)
15	Psychological Limitation: Fervent Communist And Old-Soviet Patriot; Hates The Current Russian Regime (Common, Strong)
15	Psychological Limitation: Emotionally Lost, Looking For A Cause To Believe In (Common, Strong)
10	Psychological Limitation: Isolated From Humanity (Common, Moderate)
10	Rivalry: Professional, with other super-patriots (Seeks to Harm or Kill Rival)
10	Unluck 2d6
522	Experience Points

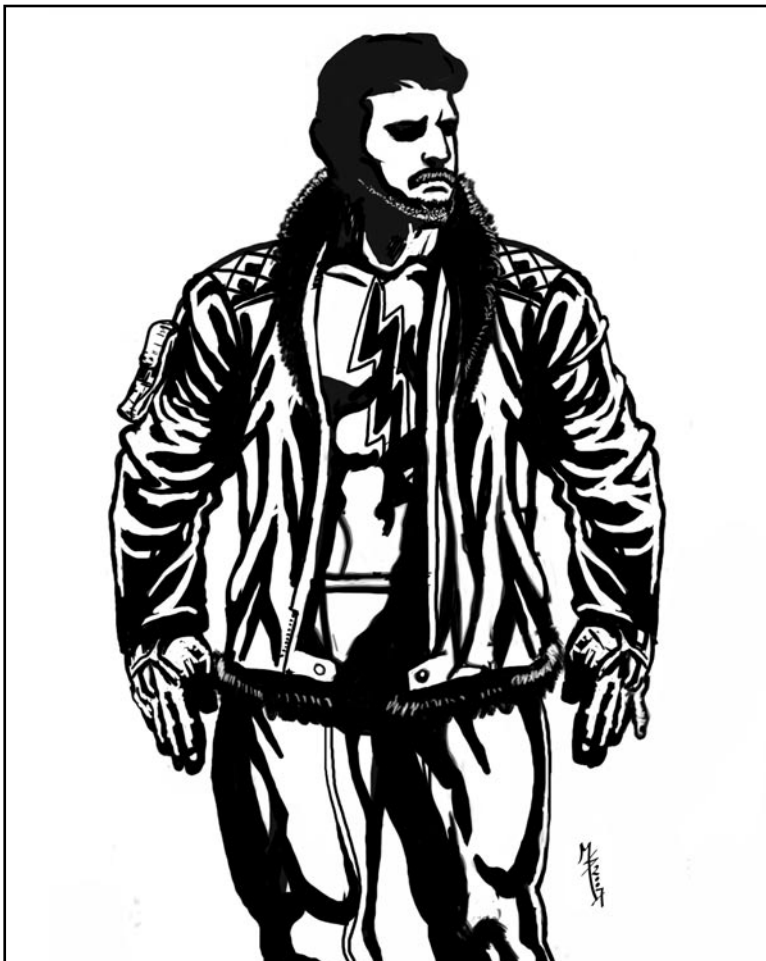
Total Disadvantage Points: 817

SPEKTR PLOT SEEDS

Spektr teams up with the Warlord to reconquer the "former Soviet republics" and restore the Soviet Union. Of course, assuming they succeed, it's just a question of which of them will betray the other first and try to seize all power for himself...

Spektr decides that since no heroes seem to be doing it, *he* will clean up Russia. He goes on a rampage, murdering gangsters, corrupt politicians, and anyone else he sees as "betraying" Russian ideals and glories. The Russian Defenders ask the heroes to help them apprehend him.

During a fight against some heroes (maybe your PCs, maybe the Justice Squadron...), Spektr gets knocked into a generator... but this time, instead of having his body scattered across the ether, it makes him more powerful. *Much* more powerful. Your PCs have to team up with other heroes to stop him, or at least delay him, while Dr. Silverback and the Goodman Institute find a way to de-power him.



Background/History: During the late 1950s and early 1960s, Viktor Simolenko was a Soviet scientist working to develop powerful new weapons for his Communist masters. In 1964 a laboratory accident during a test of an experimental “microwave cannon” resulted in his body being bombarded with microwaves and somehow being transformed into “living energy.” As a result he gained power over the electromagnetic spectrum.

The Soviet military wasted no time “enlisting” him as one of its super-agents and christened him *Spektr*. During the Sixties and Seventies he was a frequent thorn in the side of American superheroes, particularly Vanguard and the Justice Squadron. But his supervillainous career came to an end in 1984 when Vanguard knocked him into a dynamo at a power plant. The resulting explosion somehow disincorporated Spektr’s body and projected it into the ether.

It took twenty years for Spektr’s consciousness to slowly, agonizingly, piece his energy body back together again. In 2004 he re-appeared in the exact same spot where he’d been when Vanguard hit him.

Personality/Motivation: Spektr now finds himself still trapped... but in a different way. He’s living in a world he cannot really understand, where there is no Soviet Union and his beloved Russia is being run by thugs and gangsters. The computers, the constant media bombardment, the Internet, the cell phones, the global economy... he can’t really wrap his head around any of it, and has no idea how most of it works. He’s emotionally adrift and isolated from the people around him (even his old foe Vanguard is dead), and eager for a cause he can believe in and fight for the way he once supported the Soviet Communist regime. He works as a mercenary supervillain to make ends meet, particularly when he has the chance to fight the Justice Squadron.

Quote: “What is it that your book says? “Let there be light?” Very well, let there be light — and microwaves, and electricity, and every other form of energy I can use to kill you with!”

Powers/Tactics: Spektr has broad control over the electromagnetic spectrum as a result of being transformed into “living energy.” In combat he can project microwaves, laser light, or electricity to injure his foes, emit an EMP to disrupt electrical devices, or “absorb” forms of energy to deny other people the ability to use them (for example, but absorbing light he creates fields of impenetrable darkness). He’s got several other tricks, too, like transforming his body into a semi-light form that lets him fly at high speed (or in space, at light-speed), or bending lightwaves around his body to render himself invisible.

Spektr usually begins combat with an aggressive attack. If that doesn’t work, he becomes more defensive; one of his favorite tricks is to Flash his opponent(s), then use his Invisibility to hide from them while they can’t see. Then he can either flee or ambush them, as appropriate.

Campaign Use: Spektr offers you a way to tie the heroes into the Silver Age if you want, since he’s a “fish out of water” historically speaking. He also makes a great foe for patriotic characters, particularly ones who are older and were part of the American-Soviet struggle.

To make Spektr more powerful — to make him a *true* master of the EM spectrum — convert his Multipower and EC into an enormous Cosmic Power Pool. To weaken him, reduce his SPD to 5 and his Energy Damage Reduction to 25%.

These days Spektr doesn’t Hunt anyone unless hired to do so, and in that case he follows orders. He prefers to stalk a target using his Invisibility.

Appearance: Spektr is 6’0” tall with a muscular build, black hair cut short, and a neatly-trimmed short black beard and moustache. He wears a slightly out-of-date-looking golden bodysuit with a lightning-bolt motif at the chest, under a clearly padded leather jacket with fur lining and trim and utilitarian work boots.

STALKER				
Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
24	DEX	42	14-	OCV: 8/DCV: 8
23	CON	26	14-	
18	BODY	16	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
15	PD	8		Total: 15 PD (10 rPD)
10	ED	5		Total: 10 ED (8 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
14	REC	4		
46	END	0		
50	STUN	2		Total Characteristics Cost: 194

Movement: Running: 9"/18"

Cost	Powers	END
30	<i>Fangs:</i> HKA 1d6 (2d6 with STR), Penetrating (+½), Armor Piercing (+½)	3
23	<i>Blood Drain:</i> Drain BODY 1d6, No Normal Defense (defense is rPD on the neck; +1), Continuous (+1), Reduced Endurance (0 END; +½); Fangs Must Do BODY First (-½)	
47	<i>Create Vampire:</i> Major Transform 10d6 (humans into lesser vampires, heals back though special exorcisms and holy rituals), Reduced Endurance (0 END, +½); No Range (-½), Extra Time (1 Turn; -1¼), All Or Nothing (-½), Limited Target (humans; -½), Only Works On Targets Reduced To 0 BODY Or Less By Blood Drain (-1)	0
70	<i>Hypnotic Gaze:</i> Mind Control 12d6, Telepathic (+¼), Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
9	<i>Undead:</i> Damage Resistance (10 PD/8 ED)	0
30	<i>Undead:</i> Physical Damage Reduction, Resistant, 50%	0
15	<i>Undead:</i> Energy Damage Reduction, Resistant, 25%	0
6	<i>Undead:</i> Mental Defense (10 points total)	0
36	<i>Undead Vitality:</i> Healing BODY 3d6, Resurrection, Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (Regeneration, 3 BODY per Turn (Post-Segment 12); -1¼), Self Only (-½)	0
47	<i>Undead Vitality:</i> Life Support (Total, except for Diminished Eating)	0
6	<i>Swift:</i> Running +3" (9" total)	1
10	<i>Silent:</i> Invisibility to Hearing Group	1
5	<i>Vampire's Eyes:</i> Nightvision	0
27	<i>Mist Form:</i> Desolidification (affected by cold, heat, or wind); Cannot Pass Through Solid Objects (-½)	4
35	<i>Wolf and Bat Forms:</i> Multiform into Wolf or Bat form built on up to 150 Character Points	0
52	<i>Call The Creatures Of The Night:</i> Summon up to 16 Wolves, Bats, Rats, or Insects built on up to 90 Character Points, Expanded Class (+¼), Reduced	

Endurance (0 END; +½), Slavishly Devoted (+1); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)

Talents
 15 Combat Sense 13-
 2 Trackless Stride

Skills
 20 +4 HTH
 3 Breakfall 14-
 3 Climbing 14-
 3 Concealment 13-
 3 Conversation 14-
 3 Disguise 13-
 8 Gambling (Cards) 16-
 3 High Society 14-
 3 AK: Southern United States 13-
 4 KS: History Of Serial Killers 14-
 3 Language: French (completely fluent)
 3 Mimicry 13-
 3 Riding 14-
 5 Seduction 15-
 3 Shadowing 13-
 7 Stealth 16-
 3 Streetwise 14-

Total Powers & Skills Cost: 545
Total Cost: 739

200+ Disadvantages
 20 Distinctive Features: No Reflection (Not Concealable; Causes Major Reaction)
 10 Distinctive Features: Has No Soul (Not Concealable; Causes Major Reaction; Detectable Only By Unusual Senses)
 10 Physical Limitation: Cannot Enter A Dwelling Without Permission (Infrequently, Greatly Impairing)
 15 Physical Limitation: Paralyzed In Deathless Sleep When Staked Through Heart (Infrequently, Fully Impairing)
 20 Psychological Limitation: Obsessive (Very Common, Strong)
 15 Psychological Limitation: Considers Humanity His Feeding Stock (Common, Strong)
 15 Psychological Limitation: Loves The Thrill Of The Hunt (Common, Strong)
 25 Susceptibility: takes 2d6 per Phase from physical contact with holy items (Common)
 30 Susceptibility: takes 2d6 per Phase from direct sunlight (Very Common)
 379 Experience Points

Total Disadvantage Points: 739

Background/History: The Stalker was once Billy Hearn, born in Wyoming in 1852. Hearn was a criminal, a cheater at cards, and an occasional cattle rustler, and occasionally part of a small gang of bank robbers. In 1878 he fell afoul of a vampire called Carraway. The bloodsucker killed Hearn and several of his friends, transforming them into a pack of vampire henchmen to attack his enemy, the sixth Black Mask. Narrowly avoiding being staked like his sire during their final confrontation in a burning church near Soda

STALKER PLOT SEEDS

Stalker transfers his attentions to a female PC or NPC in your Campaign City and begins pursuing her at night. At first he'll just be trying to unnerve her, allowing himself to be seen in the distance or emerging from a shadow just to show how *easy* killing her will be. The more of her time and attention he commands, the happier he'll be, until at last they come to a physical confrontation.

Stalker was present the last time a mystical MacGuffin was used, or has some other piece of information the PCs require. What can they possibly offer him to get his cooperation?

As it turns out, Carraway wasn't permanently dispatched either all those years ago. When he returns, the two vampires join forces, first to take down the new Black Mask and then to rule the entire city.



Lake, Hearn struck off on his own, traveling south and east while leaving a trail of death and horror in his wake. He soon began thinking of himself under another name: Stalker.

After nearly 80 years of careful killing, during which he encountered but escaped from several of the great Pulp heroes, Stalker's luck ran out. In 1957 in rural Texas he had a run-in with El Espectro. The masked Mexican wrestler, an expert at fighting vampires and other monsters, staked him through the heart, leaving him a paralyzed skeleton. El Espectro intended to burn the bones and kill Stalker for good, but at that point the floor of the printing plant they were fighting in collapsed, and the skeleton was lost in the rubble.

Almost half a century later, in 2001, a Texas construction company working overtime to build a new shopping mall discovered a previously unknown cavern beneath the site. A worker found an intact skeleton inside it, with a wooden stake running through the ribcage. Not realizing what he'd discovered he removed the stake. A few minutes later Stalker was alive again. He killed the worker and escaped into the night, resuming his reign of terror across the South until he made his way to Vibora Bay in late 2005. There he encountered the descendant of his old nemesis, the tenth Black Mask, and began a fateful game of cat-and-mouse on the streets at night, culminating in his physically defeating and nearly killing her.

He remains at large in Vibora Bay, hunting both his revived enemy, her sidekick Nocturne, and her friends and loved ones... as well as anyone else who takes his fancy. Adapting to the modern world has taken him a little time, but now that he's used to it he thinks it's a fine hunting ground.

Personality/Motivation: Stalker is first and foremost a predator. All of humanity is his prey, and he greatly enjoys the stimulation of a challenging hunt. However, he's found that superhumans are a little too challenging, so he's begun carefully avoiding them. He's content to stick with the likes of Black Mask, who's just a highly-trained and well-equipped human.

Quote: "The most beautiful music is when they scream. Will you sing me a song, too, little one?"

Powers/Tactics: Stalker is a classic vampire, with a vampire's strengths and weakness. He can transform himself into wolf, bat, or mist form; he's physically powerful and resilient; he can drain someone's blood (and if necessary turn his victim into a vampire); he has no reflection; he can't abide the touch of holy objects or direct sunlight. On the other hand he lacks some of the classic vampiric weaknesses — he can cross running water freely and doesn't mind garlic at all. This may throw your heroes for a loop if they try those tricks on him. He may even fake being affected by, say, garlic to lure a victim in closer.

Stalker isn't much of a stand-up-and-fight combatant. He's a hunter, and prefers to be in a situation where he's stalking his prey and the prey has to react to him. He'll patiently follow a target, waiting for just the right moment of solitude and unawareness to strike. If the situation changes to one where he's having to react to what his target does, he usually flees to await another chance to hunt.

Campaign Use: Stalker works well in any campaign where you have at least one hero who's "low-powered" enough for a classic vampire to make an intriguing foe. He's less well-suited as a traditional superhero adversary, but he works well as a lieutenant or henchman for a villain like Takofanes, Dark Seraph, or the Demonologist. (He might even be a suitable candidate for membership in the Devil's Advocates.)

To make Stalker tougher, make him a "superheroic" vampire. Increase his STR to 50, raise his PD and ED to 25 each (with full Damage Resistance), and so on. To weaken him, give him *all* the classic vampiric weaknesses.

See above regarding how Stalker behaves as a Hunter.

Appearance: Stalker is a thin man of indeterminate age, with a shock of white hair, pale skin, and sunken eyes with tiny pupils. His features are drawn and he gives off an air of almost frailty, at least until he starts moving with his catlike grace. He doesn't have a regular costume; he prefers either finely-tailored suits or dark leather "clubbing" ensembles when he stalks his prey at night.

VALAK THE WORLD-RAVAGER

Val	Char	Cost	Roll	Notes
100	STR	90	29-	Lift 25 ktons; 20d6 [10]
21	DEX	33	13-	OCV: 7/DCV: 7
45	CON	70	18-	
30	BODY	40	15-	
20	INT	10	13-	PER Roll 13-
26	EGO	32	14-	ECV: 9
35	PRE	25	16-	PRE Attack: 7d6
4	COM	-3	10-	
25	PD	5		Total: 50 PD (50 rPD)
25	ED	16		Total: 50 ED (50 rED)
6	SPD	29		Phases: 2, 4, 6, 8, 10, 12
29	REC	0		
190	END	50		
103	STUN	0		Total Characteristics Cost: 397

Movement: Running: 6"/12"
 Flight: 20"/160"
 MegaFlight: 7 to 70 million km
 FLT Travel: 1 LY/2 minutes

Cost	Powers	END
25	<i>Can Fight All Day:</i> Reduced Endurance (½ END; +¼) for 100 STR	0
62	<i>Cosmic Halberd:</i> HKA 4d6 (7d6+1 with STR), Armor Piercing (x2; +1); OAF (-1) plus Stretching 1", Reduced Endurance (0 END; +½); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼)	12
100	<i>Enhanced Psyche:</i> Multipower, 100-point reserve	
20m	1) <i>Psychic Shockwave:</i> Ego Attack 9d6 (Human and Alien classes of minds)	10
10m	2) <i>Psychic Domination:</i> Mind Control 10d6	5
10m	3) <i>Psychic Invasion:</i> Telepathy 10d6	5
10m	4) <i>Psychic Sense:</i> Mind Scan 10d6	5
11m	5) <i>Psychic Force:</i> Telekinesis (30 STR), Fine Manipulation	5
9m	6) <i>Psychic Defensive Force:</i> Force Field (15 PD/15 ED/15 Mental Defense)	4
20	<i>Battle Armor:</i> Armor (10 PD/10 ED); OIF (-½)	0
25	<i>Tough Body:</i> Damage Resistance (25 PD/25 ED)	0
30	<i>Tough Body:</i> Energy Damage Reduction, Resistant, 50%	0
30	<i>Tough Body:</i> Physical Damage Reduction, Resistant, 50%	0
30	<i>Tough Mind:</i> Mental Damage Reduction, Resistant, 50%	0
50	<i>Tough Body:</i> Life Support (Total, including Longevity: Immortality)	0
50	<i>Cosmic Energy Propulsion:</i> Multipower, 50-point reserve	0
5u	1) <i>Atmospheric Flight:</i> Flight 20", x8 Noncombat	5
4u	2) <i>Interplanetary Flight:</i> Flight 7", MegaScale (1" = 10 million km; +2), Can Be Scaled Down 1" = 1km (+¼)	4
5u	3) <i>Interstellar Flight:</i> Faster-Than-Light Travel (30 Light Years/hour)	

Talents

17 *Psychic Language Convertor:* Universal Translator 18- ; OIF (-½)

Skills

16 +2 with All Combat
 10 +2 HTH
 4 +2 OECV with Psychic Shock
 3 Concealment 13-
 3 Electronics 13-
 3 AK: Valak's Galaxy And Worlds 13-
 3 Mechanics 13-
 3 Oratory 16-
 3 PS: Warlord 16-
 3 Systems Operation 13-
 3 Tactics 13-
 2 TF: Military Spacecraft, Personal Use Spacecraft

Total Powers & Skills Cost: 579

Total Cost: 976

200+ Disadvantages

15 Hunted: Star*Guard 11- (As Pow, Harshly Punish)
 10 Hunted: Sentinels 8- (As Pow, Harshly Punish)
 15 Physical Limitation: Does Not Understand Earth Culture Or Technology (Frequently, Greatly Impairing)
 25 Psychological Limitation: Lives Only To Conquer And Destroy (Very Common, Total)
 20 Psychological Limitation: Overconfidence (Very Common, Strong)
 15 Psychological Limitation: Vengeful (Common, Strong)
 10 Reputation: Ravager of Worlds, 11- (Extreme; known only to a small group [some alien species and some Earth heroes])
 666 Experience Points

Total Disadvantage Points: 976

Background/History: Valak, Ravager Of Worlds, is widely regarded by many interstellar societies as a myth — a story told to younglings at bedtime to persuade them to be good or Valak will get them. But a few planets have learned, to their eternal sorrow, that there's a great deal of truth behind the tales.

Valak was born centuries ago on a world somewhere in the Sextans dwarf galaxy some 300,000 light-years from Earth. A powerful mutant among his own race, he conquered his own world with ease, then sent his armies forth to do the same to nearby planets. A group of worlds formed an alliance against him, and their combined armies overwhelmed his own, destroying them entirely as well as reducing his own planet to rubble. But Valak himself escaped, and over the next several centuries attacked each of those worlds in turn individually, destroying their armies, overthrowing their governments, and slaying millions.

Finally his enemies were defeated, but Valak still burned with an unquenchable rage and desire for combat. He left the burning worlds of his home system and headed out into space, determined to bring the glory of war and destruction to

VALAK THE RAVAGER PLOT SEEDS

Valak's incredible physiology overwhelms Stronghold's hot sleep technology, and he wakes up. He breaks out of Stronghold in a spectacular fashion... which of course allows many other villains to escape (some flee, some become Valak's followers, some join with the heroes to defeat the cosmic menace). His first stop will be the Goodman Institute to get his Halberd back, and after that he plans a visit to Sentinel Island...

Valak's unable to escape on his own. However, the Star*Guard's arch-nemesis Mordace discovers the Ravager is imprisoned on Earth. He finds a way to juice the monster back up to his original planet-ravaging power level on the (correct) assumption that the Guard will be one of Valak's first targets. Of course, Mordace has a mysterious anti-Valak weapon in reserve just in case he's misjudged the creature — the enterprising PCs have to find out about it and take it from him if they can't defeat the World-Ravager any other way.

Valak's unable to escape on his own, but Dr. Destroyer's personal follower within Stronghold's upper echelons sneak the creature's hot sleep chamber on a fast flight to Javangari. Now Dr. Destroyer's got a new weapon, if he can just figure out how to control it....



Personality/Motivation: Valak has precisely one dimension to his personality — everything else has been burned away by centuries of rage and conflict. He lives to fight and to kill, preferably in the most spectacular way possible so that his name is spread far and wide. Nothing makes him happier than the sight of crowds running away from him, except perhaps for the placing of his enemies' heads on pikes. He really enjoys that.

Quote: "Well done, little man! I nearly felt that. You should be honored, as your suffering will now be legendary!"

Powers/Tactics: Valak's character sheet shows him at only a fraction of his original power level — it cost him much to break out of the Star*Guard's prison. But even at that he's a terrifying opponent, with vast strength, dangerous psionic abilities, and a Cosmic Halberd he took from one of his conquests; it can cut through nearly anything. He has little use for tactics beyond "attack without respite

each and every one of the stars that shone in the night sky. Eventually his travels brought him to humanity's portion of the Milky Way Galaxy, where he destroyed several minor civilizations before being trapped by the combined efforts of dozens of Star*Guards, and imprisoned at the center of a small planetoid.

It took Valak many years to escape, but at last he did, and began traveling from Star*Guard outpost to outpost, killing everyone he found. By the time he was approaching the Sol system in May 2006 CONTROL had figured out what had happened and sent a message that Earth's Star*Guard... which he received while he was in New York assisting the Sentinels. They accompanied him into space in an attempt to slow Valak down and save Star*Guard's support crew. Fortunately, his escape efforts and long years without sustenance had weakened Valak, so the heroes were able to defeat him in an epic battle that ranged from the orbit of Jupiter to the streets of New York City. Valak once again found himself imprisoned, this time via "hot sleep" in Stronghold; his armor and Cosmic Halberd are being studied by the Goodman Institute.

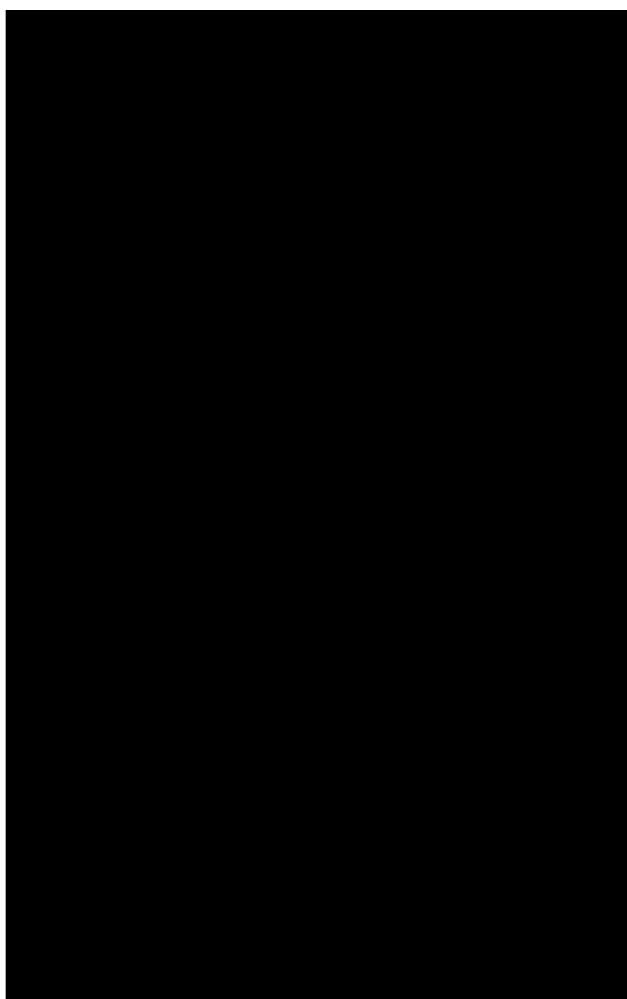
until your opponents fall before you."

Campaign Use: Valak as he is now is a dangerous opponent for most teams. If he were to escape and find an appropriate power source, you should increase his abilities until he's a threat not just to your team of PCs, but to an entire world's worth of hero teams — the sort of menace that the heroes have to team up with master villains like Dr. Destroyer and Yin Wu to defeat.

Valak doesn't Hunt heroes. Sooner or later they will all fall before him; what's the point of chasing one or two?

Appearance: Valak the World-Ravager is a humanoid alien nearly eight feet tall with navy blue skin. Compared to a Human's his head is slightly disproportionately large, with a mouthful of sharp light blue teeth and a series of distinctive furrows running from the bridge of his nose to halfway across his bald scalp. His hands have three fingers and a thumb, his feet four toes. He wears a burnt orange bodysuit with sleeves that end halfway down his forearms, and heavy black boots. He carries a Cosmic Halberd, a polearm-like weapon whose oddly-shaped bladed head is surrounded by a field of purple-black energy motes that allow it to cut through almost anything.

chapter seven:



THE GM'S VAULT

THE GM'S VAULT



This chapter contains additional and/or secret information about the Champions Universe and recent events in the various Champions settings for the GM's eyes alone. *If you're playing in, or plan to play in a campaign based in the Champions Universe, do not read this section!*

CHAPTER ONE

PAGE 6 - CONSTRUCTION

Of course, with all of the money flowing into the coffers of construction companies, it's also a boom time for the shadier businesses that own a piece of that action. Matthew Cresse has become the undisputed "king of organized crime" in the Millennium City area for two primary reasons: first, his legitimate businesses are doing very well, providing plenty of cash flow to help cover the illicit cash that gets laundered; second, he formally "bought out" the interests of the Sorelli family, officially ending the days of Mafia control of any part of the area's organized crime networks and transferring their assets (and in most cases their employees) directly into Cresse's hands.

So far, Cresse's had the good sense not to get greedy and upset the apple cart with any big splashes. Loansharking, drug dealing, and the casinos are all quite profitable as currently run, and he has little interest in VIPER-style operations that only attract attention. Instead he's concentrated his efforts on consolidating his empire and providing for its future. He's hired several bodyguards with minor superhuman abilities to supplement his already-imposing staff, paying them well enough to keep their loyalty without making them cocky. He's also started the process of grooming his son James to take over his operations. Unfortunately for him, James (who's now 24) is proud, headstrong, and has grander ideas and a good deal less subtlety... as well as an impressive cocaine habit that only feeds the family's natural paranoia. Matthew's completely aware of his son's failings, but largely dismisses them as a phase he'll grow out of. His advisors think he's wrong and worry about Cresse's health, since a premature death could set off a war of succession between James and his various lieutenants that would definitely be bad for everyone's business.

PAGE 6 — CURRIE AND HARMON

James (Defender) Harmon is one of Currie's strongest supporters and has held several fundraisers for him. As a rule, the Champions try not to let their political views become public knowledge, since they rightly fear it would hamper

their effectiveness as a team. But in private both Defender, Witchcraft, and Sapphire are politically active, and usually somewhat at odds (Defender's a fairly staunch right-winger, Witchcraft a right-leaning moderate, and Sapphire a dyed-in-the-wool liberal).

PAGE 6 — MCAULIFFE

McAuliffe, who was both a VIPER agent and in the thrall of Madeline "Medusa" Bruner and therefore a double agent, was discovered by VIPER mentalists just before the breakout of the so-called "PSI War." McAuliffe renounced Bruner and PSI and underwent a vigorous program of "retraining" while his trial was going on, and was returned to a minor post in the local Duchess Industries corporate office as a reward (other than letting him live, of course) for his successfully having copied all of PSI's files before their destruction in the Mind, Inc. building fire.

PAGE 7 — CAZULON

The cause of Cazulon's de-miniaturization was Peter Prentiss, a twelve year-old super-genius who seems to be well on track to eventually become a supervillain. Using bits and pieces from various household devices, combined with some more sophisticated electronic components that he shop-lifted, Prentiss built a de-miniaturization ray "just to see if it would work" and for the fun of watching Cazulon smash things. He was so thrilled with the results that he's planning more "pranks."

PAGE 8 — HOLOCAUST AND THE IHA

Holocaust agreed to attack the construction site chosen by Interface because the building being built there was intended to house the new offices of the mutant-hating Institute for Human Advancement. The robots who fought him were not Interface's constructs, but Minutemen robots serving the IHA. The IHA's involvement in the situation remains a secret.

PAGE 10 — THE PSI WAR

Kevin Poe couldn't ordinarily afford Teleios's services. The master geneticist offered him a reduced rate in exchange for some future considerations once Poe had destroyed PSI. Teleios doesn't really think he'll need the services that much, but the boy's determination and desire to eliminate a group Teleios considered a minor threat to his own activities amused him greatly.

Of the apparently deceased, only Trace is actually and finally dead. The Inquisitor was the recipient of a multiple mental transfer by Bodyjacker and wound up with his mind in possession of the body



of Lewis Adair, scion of the multi-media conglomerate family. From this intriguing vantage point he's plotting some new criminal activities (and gaining weight at a remarkable rate). Medusa's barely-living body

was not recovered from the rubble left over after an explosion utterly destroyed the Mind Inc. corporate offices. It was stolen by Teleios, who considers the opportunity to work on (and with) her neural matter more than enough recompense for his expenses in the matter. Her brain now resides in a tank in one of Teleios's labs, her badly-injured body in one of his "spare parts" storage lockers.

Mind Slayer has wound up in the employ of Menton (see below), and surprisingly so have Kevin Poe and his girlfriend Gina. Despite originally being on opposite sides in the battle, the two have buried the hatchet (at least temporarily) and become two of Menton's most effective agents. Mind Slayer continues to press Menton for a mission to free Psimon from Stronghold.

PAGE 11 — THE ALLIANCE

GMs may want to use the Alliance scenario to menace their own hero teams. Perhaps the PCs encounter some of the Alliance members on one of their early "fundraising" criminal missions, and find evidence that White Lightning is covertly helping them by sabotaging their missions. Or instead, perhaps some or all of the PCs might take up the mission of covertly infiltrating the organization themselves! While the organization can be run straightforwardly as written, it's entirely appropriate in a story involving as much deception and infighting as this one for the Alliance themselves to actually be a front for an even more sinister plot; perhaps Interface and his group are being manipulated by yet another group in order to distract or eliminate the superheroes so another plan can succeed. Perhaps the mysterious Malcolm James is in fact Rakshasa, and the entire affair is actually being run from the dark heart of Javangari...

PAGE 26 — DUKE STEEL PLOT SEEDS

Here are three plot seeds for Duke Steel:

The classic Duke Steel plot: VIPER comes after Duke Steel seeking revenge. A treacherous sneak attack lets the snakes capture him and take him back to a Nest, where he's certain to be tortured to death for information. Project Mongoose needs to find him in time to save him, so after all his leads go nowhere Nighthawk swallows his pride and asks the PCs for help.

The steel-like quality of Duke Steel's body begins expanding inward — his inner organs start to transform into metallic versions, thus matching his skin. This is causing him a whole host of medical problems, so he turns to the heroes for help to

find out why this is happening to him and what should be done about it. If there's no external cause the heroes may have to shrink to micro-size and venture inside his body to find the solution...

Duke Steel decides he needs "a night out on the town" to relax. Wackiness ensues.

PAGE 28 — SCARLET ARCHER PLOT SEEDS

Bradley Winston mysteriously disappears! Scarlet Archer tries to find him but comes up with nothing. Concerned that he may have been kidnapped by an old enemy, she asks the PCs to help her track him down.

Warpath decides it's time to prove who's the best archer in the world. She commits a series of crimes in Millennium City designed to lure the Scarlet Archer out for a contest. But of course the PCs get involved in the whole mess by investigating the crimes themselves...

When she takes her thrillseeking ways just a *bit* too far and ends up in the hospital, the Scarlet Archer becomes concerned that the lack of her presence on the streets will have a negative effect. She asks a female PC to "substitute" for her a little each day for a few weeks.

PAGE 31 — HYDRO PLOT SEEDS

The classic Hydro plot: something odd is happening to one (or all) of the Great Lakes. Either he can't figure out what's going on, or he discovers it's too big for him to handle, so he asks the PCs to help him.

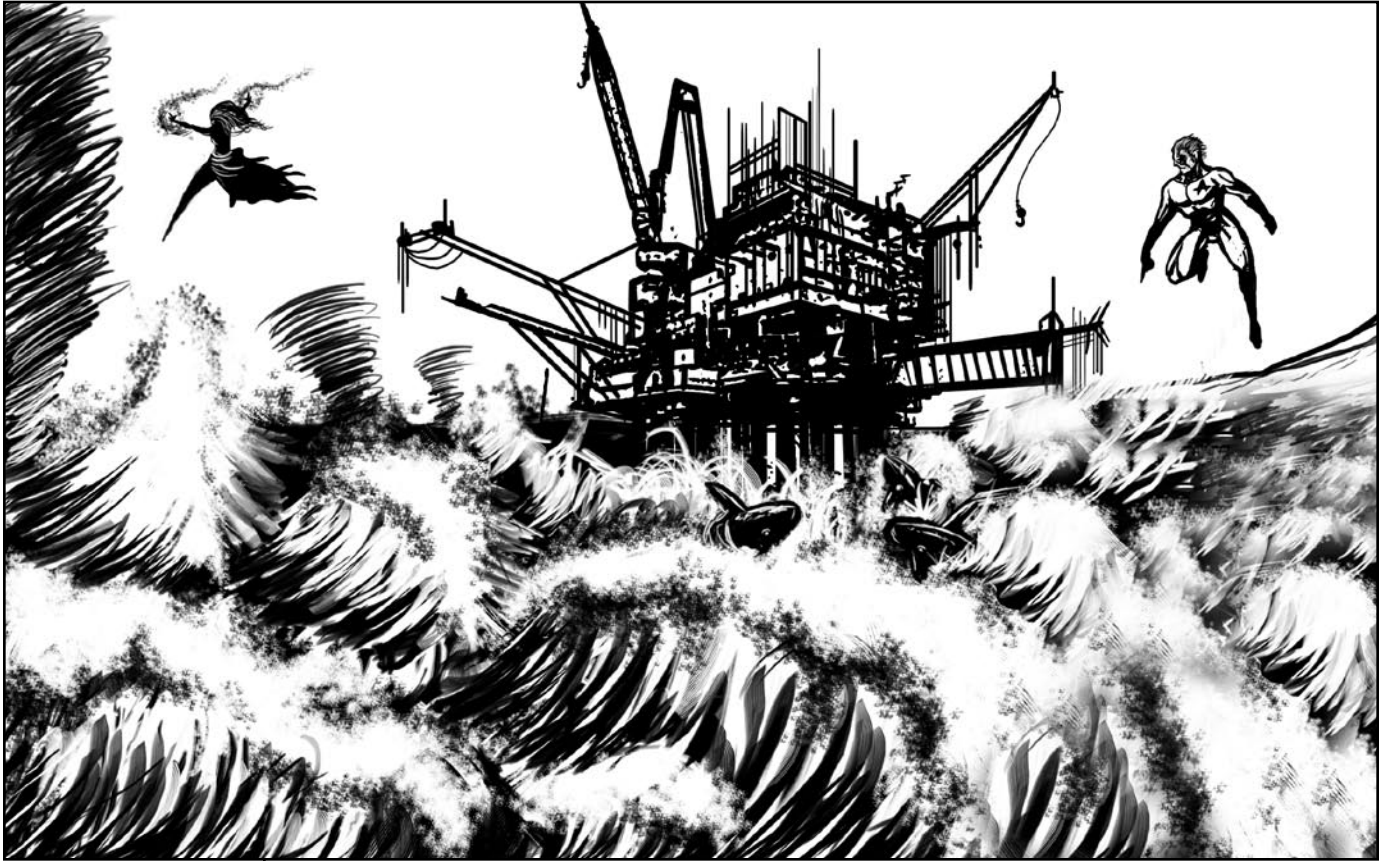
A mysterious benefactor offers to pay for Hydro to upgrade his armor significantly. Leery of such an offer after his experience with Leese, but lacking the skill and resources to investigate it, he turns to the PCs for help.

Hydro seemingly turns evil, attacking shipping and sportsmen throughout the Great Lakes. The heroes have to track him down and find out what's happening.

CHAPTER TWO

PAGE 38 — THE MAYORAL RACE

Tom Stanko's candidacy was supported by a collection of businesses who felt that Earl Jamison couldn't beat Barker thanks to his straight-laced attitudes and general unpopularity with the city's freethinking, eccentric majority. Stanko received a great deal of money from Guy Sweetland and his Easton mob, and was hand-selected for the job by Sofia Sweetland. Sweetland was extremely disappointed in the outcome of the election, and privately attributes Barker's victory at least in part to secret efforts by Clark Robinson and The Big Picture to keep her in office. (This is partly true, though less sinister than it sounds — Barker's not dirty, but Robinson finds her reliable and predictable and certainly prefers to keep her in office instead of Jamison [who favors his business connections] or Stanko [who'd would give Sweetland entirely too much power for Robinson's taste].) Sweetland's relationship with Robinson has soured;



both police and the city's street-level crimefighters have noticed an upswing in tensions on the street between the two organizations, and fear that any small incident amid all the tinder that's been gathered recently might be enough to set off a gang war.

PAGE 38 — HURRICANE KATRINA

The rumors that Katrina was caused by a “water-demon” are absolutely incorrect. But a few people *did* see something in the floodwaters, something that was fought by Dr. Ka, Brother Thunder, and Sister Rain. None of them are entirely sure what it was and are investigating; in the meantime they haven't said anything publicly because they don't want to cause any sort of panic. What they fought was a Water Viceroy of Tyrannon the Conqueror, sent to Earth on an espionage mission. Tyrannon has finally noticed Earth and its dimension and decided to “scout it out” at an opportune moment. The defeat of his Viceroy there intrigues him, and when he's finished other projects that are central to his current plans he may examine Earth further — but that could be years from now, as Earth measures time.

PAGE 38 — NIGHT OF THE MUMMY

To create the mummies that were a part of this event, use the *Mummy* character sheet from page 122 of *The HERO System Bestiary*, but give it an HKA 1d6 to represent the fangs or beak of its beastly head. Some of them may also have HKA ½d6 claws.

PAGE 39 — THE JANUS KEY

The Janus Key “gave” itself to Amnesia. It's at least semi-intelligent, if not fully so (a difficult question for humans to resolve, since its sentience is decidedly inhuman), and its mystic senses perceived how cleverly and destructively the Cirque would use it. It remains buried somewhere in the San Sebastien Swamp, an inviting target for mystical villains able to detect its reality-altering power. Carlota Sylvestri plans to make another effort at it herself. So far she's kept its location secret from her own family and the Sylvestri's various rivals. She wants to become the sole owner of the Key, and to that end she's both been studying every scrap of information she can get on it, as well as quietly recruiting a team of mystical mercenaries that are powerful enough to help her but not so powerful as to become rivals or truly know what to do with the Key if they got hold of it. Of course, any other Sylvestri might catch wind of this; so could just about any other mystical villain, from the likes of Salt or Valerian Scarlet locally to Black Paladin, Zorran the Artificer, or pretty much the entire roster of *Arcane Adversaries*. An entire “mystic underground war” could break out as various villains and factions try to obtain the Key. The Key itself seems content to remain in the swamp... for now.

The swamp itself has only a limited awareness of the potential danger of the Janus Key, but feels a powerful urge to keep it hidden from humans. Therefore, anyone searching for it also has to deal with the full force of the swamp and its natural protectors. Perhaps the arcane energies of the Key will begin to twist and warp the swamp's collective intelligence, turning it into a menace. Or perhaps the Key is a vital ingredient

to Therakiel's plans (or could become one...), which means that now that it's in place the Final Battle is at last prepared to begin.

PAGE 41 — NOCTURNE

Here are three plot seeds for Nocturne:

One of Nocturne's old stoner friends sees her on the news and figures out her secret identity. Eager to cash in on this particular meal ticket, he travels to Vibora Bay and begins blackmailing her. She doesn't want Black Mask to find out about it and can't figure out a way to save herself on her own, so she asks a sympathetic PC for help.

After being struck with a magical "backlash" while disrupting an evil voodoo ceremony, Nocturne loses control of her powers, which begin *broadcasting* nightmarish thoughts into the minds of those around her. Sister Rain believes she can reverse the process and restore Nocturne to normal, but she needs some rare mystical components that only the PCs can obtain.

Nocturne accidentally absorbs thoughts from a man who turns out to be Black Paladin! Learning that he's planning a major crime in Vibora Bay, she decides to show Black Mask how much she's learned by taking him out herself! Unfortunately she's out of her league — in a battle broadcast live on citywide TV, Black Paladin defeats her and takes her captive, announcing to the world that she'll make a perfect sacrifice for his upcoming ritual. Unable to leave baby Benjamin alone to rescue her protégé, the Black Mask asks the PCs for help.

CHAPTER THREE

PAGE 49 — BLACK ROSE PLOT SEEDS

Here are three plot seeds for Black Rose:

While recuperating from some battlefield injuries, Black Rose gets word that Lythrum is under attack! The rest of the Sentinels are in deep space on a mission, so she asks the PCs to go to the help of the darkling dimension.

Black Rose believes she's found a way to make her thaumaturgical powers work on Earth as well as in Lythrum, but it involves a long and arduous quest. For some reason the Drifter advises her to take the PCs along for help rather than her teammates on the Sentinels.

Lord Stolas decides to get revenge on Black Rose by using his illusions and spells to trick the PCs into attacking her.

PAGE 51 — DIAMOND PLOT SEEDS

Here are three plot seeds for Diamond:

ARGENT contacts Diamond with an offer. It claims it can transform him back to human, and perhaps even leave him a little of his super-strength and durability in the process, with no negative side effects. All he has to do for them first is betray the Sentinels....

Diamond's body starts to become more deformed — rockier, lumpier, even with sharper edges in some places. When none of the Sentinels can figure out what's happening to him, he turns to the PCs for help.

One of the many heroes Diamond has trained over the years is a PC. For some reason he keeps paying a lot of attention to that hero — he's constantly looking in on him, stopping by for a visit, phoning with questions about his latest adventures, and so forth. Why all the interest?

PAGE 54 — DIADEM PLOT SEEDS

Here are three plot seeds for Diadem:

Menton decides that a (suitably brainwashed) Diadem would make the perfect bride, so he begins devoting all his efforts to "winning" her. Even the Sentinels can't stand up to an ongoing onslaught by the world's most powerful psychic, so Diadem asks the PCs to help thwart Menton's plans.

Diadem's husband Paolo has been kidnapped! The mysterious ransom message insists that she not tell the Sentinels anything about it or get their help, or Paolo will be killed — but it says nothing about seeking the help of *other* heroes, like say the PCs....

The experiments Apocalypse performed on Diadem when she was a girl did more than just activate her latent mental powers... they primed her to be the focus of an arcane ritual of immense evil power. Now the time has come for that ritual to take place, and Apocalypse needs to have Diadem in hand. Rather than risk his own neck he decides to trick the PCs into capturing her for him by framing her for a series of crimes.

PAGE 56 — BRAVO PLOT SEEDS

Here are three plot seeds for Bravo:

The classic Bravo plot: the Shadow Queen (see below) or some other evil denizen of Faerie decides that it needs him for some reason — maybe his blood is the required element of a sacrifice, or only with the help of a fellow Faerie-ite can this being return home. Whatever it needs, it's not something Bravo's going to do or give voluntarily, and the being is too powerful for just the Sentinels to combat. Time for the PCs to lend a hand....

Bravo's sentient magical rope falls in love with a sentient magic item owned by a PC. Wackiness ensues... especially if the PC is a beautiful female not particularly interested in Bravo's incessant wooing.

The *Griffon* shows up one day at the PCs' headquarters (or a PC's house)... but without Bravo on board! Nor can the heroes reach Bravo or any of the Sentinels. Time to climb aboard and sail off to find out what's going on....

PAGE 60 — DR. VOX PLOT SEEDS

Here are three plot seeds for Dr. Vox:

While the other Sentinels are off-planet, a disaster strikes — a tsunami, earthquake, volcanic eruption, flood, or whatever is most appropriate for your campaign. It turns out the cause is a rampaging supervillain (choose an appropriate one), and Dr. Vox needs the PCs' help to get to the area and defeat or sneak around him so she can provide medical assistance to people injured in the tragedy.

To test Earth's defenses, the Hzeel broadcast an energy wave that takes control of Dr. Vox via her Hzeel technology-induced mutations. Now she's

destroying downtown and the PCs have to stop her without hurting her.

Doctor Vox wakes up one morning stone deaf and with only partial control over her powers. After an unrestrained burst of sonic energy lays the other Sentinels low, the PCs are called in to find out what happened to Vox and correct the problem.

PAGE 62 — PROTEUS PLOT SEEDS

Here are three plot seeds for Proteus:

The classic Proteus plot: Rodney Covington uses his powers to frame Proteus for some horrible crime (typically murder), forcing the Sentinels and the PCs to go to great lengths to clear their friend.

One of Proteus's most ardent fans decides to become his hero's sidekick by re-creating the accident that gave the stretchy superhero his powers. Unfortunately all that happens is that he gets transformed into a raging, gigantic, protoplasmic blob. Proteus feels partly responsible for the whole mess and asks the PCs to help corral the blob without hurting it so Dr. Vox can work on a way to reverse the transformation.

ZigZag agrees to participate in a wrestling match against Proteus for charity in exchange for a slight reduction in his sentence. Proteus asks the PCs to serve as security at the match, both to prevent ZigZag from escaping on his own and to keep any of ZigZag's villainous friends from breaking in and freeing him.

PAGE 66 — PATRICK KELLY

If you like, the accident that cost Patrick Kelly his eye could be a plot seed. For example, perhaps while on an EVA (extra-vehicular activity) work assignment Kelly was hit in the eye with a micro-meteoroid carrying an alien life-form similar to the ones that gave Esper her powers — aliens who now lurk within his mind and body, just waiting for a chance to strike against humanity and take over Earth.

CHAPTER FOUR

PAGE 70 — BLINK PLOT SEEDS

Here are three plot seeds for Blink:

Blink teleports away one day to deliver a piece of JS equipment to the NYPD... and never reappears. The JS is very concerned and enlists the help of the PCs so the mystery can be solved as quickly as possible. Did someone "snatch" him in mid-teleport, and if so how and why? Did he somehow accidentally wind up in another dimension?

Blink finally finds himself a girlfriend who seems just perfect. She doesn't even mind that he's a superhero! But after he introduces her to his friends the PCs, something doesn't sit quite right. She seems awfully familiar. Could that be Lady Blue in disguise? Howler? Riptide? Scorpia? Whoever it is, what's she up to?

Blink comes to visit the PCs and socialize a little... but then when they're not looking he teleports them, and himself, far away! They end up in a

maze-like underground arena filled with traps and puzzles. Blink explains that the Black Harlequin kidnapped his parents and has trapped them here to die unless he and the PCs rescue them. For some reason the Harlequin requested that he bring the PCs, not the JS...

PAGE 72 — BRAWLER PLOT SEEDS

Here are three plot seeds for Brawler:

During some of his "down time" Brawler makes a charity appearance at a local children's hospital. One of the Squadron's enemies decides to take advantage of the opportunity to eliminate Brawler once and for all, even arranging an off-planet distraction to keep the rest of the JS from saving him. Desperate to protect the sick children and everyone else at the hospital, Brawler radios the PCs for help.

Brawler agrees to participate in a tug-of-war for charity against Diamond of the Sentinels. When he arrives at the scene, though, he thinks there's something wrong with Diamond. He and the other members of the two teams have to remain in the spotlight during the event, so he asks the PCs to investigate. Has some imposter taken Diamond's place?

The Black Harlequin slips some hallucinogens and paranoia-inducing drugs into Brawler's beer one night. Oh, the merriment!

PAGE 74 — THE DRIFTER PLOT SEEDS

Here are three plot seeds for the Drifter:

The classic Drifter plot #1: the Drifter senses a great danger to humanity or the Earth — one the PCs are ideally suited to deal with for some reason. He appears before them and uses his powers to drag them right into the thick of the matter.

The classic Drifter plot #2: the heroes need information or some other type of help from the Drifter. He agrees to give it... but only if they let him come along to help, or do something for him. As usual, he refuses to explain why — but that's the deal, take it or leave it. (If they don't agree, something *really* bad will happen, of course.)

The Drifter doesn't show up for a scheduled JS meeting. That's not entirely out of character for him... but then he misses another... and another. Now the JS is worried, and they ask the heroes (and anyone else they can contact) to help find him.

PAGE 77 — FLASHOVER PLOT SEEDS

Here are three plot seeds for Flashover:

Flashover discovers that her desire for revenge on the JS wasn't really her own idea... it was implanted there by psychic mind control! Who did this to her, and why? Was it Teleios's intention to drive her into his laboratory all along as part of some grand scheme that hasn't yet come to fruition? Concerned that the other Squadronites might stop trusting her if she reveals what she's learned, she asks the PCs to help her investigate.

Hurricane once again attacks the JS, and they send out a call to the PCs for help. Hurricane seems more powerful than ever... but perhaps at a price. From what they can tell he's literally burning him-

self up inside to fuel his powers. Can the heroes keep Hurricane from destroying the city without effectively causing him to commit suicide?

Flashover contacts the PCs secretly and asks for help. It seems that during her villainous career she had a brief fling with Holocaust, and now he's using that fact — including, so he claims, pictures of some of the things they did — to try to blackmail her into betraying the Squadron. She will *not* do that, but she'd prefer that the information not become public either. She'd like the PCs to help her *quietly* find him, defeat him, and take the pictures away from him.

PAGE 80 — SUPERSTAR PLOT SEEDS

Here are three plot seeds for Superstar:

It appears as if Superstar finally took the law into his own hands and killed a supervillain in cold blood. He claims that he's innocent and is being framed. The JS can't investigate because they're under some suspicion as well for including him on the team, so the PCs are asked to uncover the truth.

Superstar starts hearing some sort of compelling call to journey out into space, maybe to Mars or Venus (he's not sure). Finally he reaches the point where he can't resist anymore; he *has* to find out who or what is calling him. Knowing how dangerous space can be, he asks both the JS and the PCs to accompany him. Could it be that he's not really a mutant — that his powers come from some outside source that's now summoning him to serve it?

Superstar discovers that he has the power to re-arrange matter (a large Major Transform, anything to anything)... and that he can't control it! The heroes have to join the Justice League to find a way to shut down his powers before he begins transmuting entire buildings, or even cities!

PAGE 82 — TOMAHAWK PLOT SEEDS

Here are three plot seeds for Tomahawk:

The classic Tomahawk plot: the Baykok returns to this world more powerful than ever. He's not sure he can handle it on his own, and the other JSers aren't available, so he asks the PCs to help him.

The PCs are about to embark on a wilderness adventure, but none of them have any woodcraft skills. They ask Tomahawk to come along... but of course, he may have his own ideas about how to conduct the hunt or fight the bad guy.

Uncle Two Hawks says that Tomahawk must go on a mystical quest to another land to learn information vital to the protection of the tribe and to recover a new mystical weapon... and he must take the PCs with him. Not sure why he needs any companions, Tomahawk has to convince the PCs to join him.

CHAPTER FIVE

The "secret" or GM-only information for villains and criminal organizations discussed in Chapter Five is covered in Chapter Six.

PAGE 89 — MESSENGER PLOT SEEDS

Here are three plot seeds for the Messenger:

The classic Messenger plot: a villain looking for revenge, publicity, money, or all of the above attacks the Messenger's church during services. It's more than he can handle alone, so the heroes have to help him stop the bad guys... without getting any of the terrified civilians killed.

The Messenger begins receiving much more precise dream-visions from God — some of which tell him to do things that don't seem very Godly. Is it really the divine talking to him, or an evil mentalist manipulating him for some other purpose?

The Messenger vanishes from the pulpit in front of his entire congregation (and on live TV) one Sunday morning. A stench of brimstone fills the air — is it the work of Satan? Or has DEMON arranged a long-range mystical kidnapping so it can use one of God's highest-profile servants in a sacrificial ritual...

PAGE 91 — UNTIL

Secretary-Marshal Eckhardt has no intention of resigning. The whole thing is just a stupid "office" rumor around the organization with no basis in fact.

Firewing's attack on GATEWAY was the result of mental manipulation by Menton. The aim of the attack was to distract the station, and in that it succeeded. Menton's employers? VIPER, whose High Guard project needed to move some materials into orbit without being observed.

PAGE 93 — THE TRISMEGISTUS COUNCIL

The leading candidate for Archmage as of 2007 is Dweomer. While most scholars think (correctly) that Witchcraft will one day be far more powerful than the Scottish mage, at present she lacks the depth and breadth of his learning, experience, and mystical skills. In addition to his copious powers and gifts deriving from Faerie, in 2006 he took two more steps toward qualifying for Archmage: he tricked Mephistopheles into giving him a powerful enchanted item, a grimoire called *The Illumination of Kalchizadek*; and then he received a gift from Elysium, the power to pronounce a special blessing on others, as a reward for having thus mulcted the Emperor of Pride. If he can obtain a gift from Babylon, he'll be in a position to learn the Quaternion Banishment and thus become the new Archmage...

...assuming, of course, that no one beats him to it. Takofanes has long had gifts from the Netherworld, Babylon, and Faerie; if he could regain the Crowns of Krim (see page 103) he might have enough power to literally storm Elysium and take a "gift" from there, thus qualifying as Archmage himself.

PAGE 94 — GOODMAN INSTITUTE PLOT SEEDS

Here are three plot seeds for the Goodman Institute:

The Dallas branch of the institute becomes concerned when corpses begin disappearing from their morgue. Has Dr. Armistead returned to his mad science ways and begun performing insane experiments in the facility after hours?

A group of individuals dressed and equipped like an Institute Encounter Team (but in darker colors) keeps showing up at “sites of interest” and taking over or plundering them, seemingly on behalf of some villain or criminal organization. Who's behind this “anti-Institute,” and what are their goals?

Electron believes that a traitor within the Institute is selling its secrets and discoveries to someone... perhaps Dr. Destroyer! But this sort of investigation isn't her forte, and in any event she wants to avoid tipping the traitor off. She asks the PCs to look into it.

PAGE 97 — SUPERIOR

Superior isn't truly a member of VIPER — he's an agent of Dr. Destroyer's previously kept hidden from the world. Destroyer, who created him “from scratch” using cloned tissue from various superheroes, ordered him to infiltrate VIPER as a way of (a) obtaining more information about VIPER's European activities, and (b) preparing to strike a deadly blow against VIPER in Europe when the time comes to unleash Destroyer's own plans to conquer the continent.

For Superior's character sheet, use Brawler III's (page 72), but give him Flight 30”, Reduced Endurance (0 END; +½) as well.

PAGE 97 — SLUN

Slun's growing power and obvious ambition have made him a thorn in VIPER's side — the snakes don't want any competition in Russia! They've begun making plans to move against him, though whether this involves frontal assaults, a war of attrition, or tricking superheroes into doing the dirty work remains to be seen.

PAGE 97 — THE MIDDLE EAST

Turs al-Sh'ab isn't dead — he survived, albeit barely, and has been recuperating and preparing new schemes ever since.

PAGE 98 — AFRICA

There's more going on in Africa than meets the eye, though UNTIL's suspicions about Otanga, and their fears about his growing power and influence, are accurate. But it gets worse. First, Otanga either murdered or “brainwashed” the missing UNTIL agents, who are now low-powered (built on 250 Character Points) mystic villains slavishly devoted to him.

Second, the October 2007 meteor shower dropped far more than one chunk of kelvarite — it scattered little bits of the stuff over about half the continent! The result could be an explosion of

superhumanity in the Dark Continent over the next decade or so... or nothing at all.

Third, DEMON has at long last gained a foothold in Africa that neither superheroes nor Otanga has learned of yet. The new Demonhome is located in a cavern complex whose entrance lies amid some odd rock formations in the southern part of the Sahara. According to DEMON's researchers the caves were once used by prehistoric men as the site of foul religious rituals involving human sacrifice. From this base of dark power DEMON plans to spread over the continent like a shadow, taking other mystic sites and artifacts to bolster its own power. The Morbane's long-term plan is to replace Otanga with a puppet beholden to DEMON... or better yet, to himself personally...

PAGE 98 — INDIA

The authorities are correct — the dig the Slug attacked wasn't an Elder Worm site. It's a *Lemurian* site, but no one knows that because the only people who were truly familiar with it are now Elder Worm, and their notes and data were largely destroyed in the Slug's attack (or taken by him). If Zorran or other Lemurians were to learn about it, they'd focus their attention on it immediately.

PAGE 99 — THE BEIJING OLYMPICS

The Chinese government's guess is completely correct — it was Dr. Yin Wu who issued the warning against “Western athletic competition.” He absolutely intends to disrupt the 2008 Olympic Games in the hopes of not only embarrassing the Communists on the world stage but encouraging the Chinese people to either revolt against them or rededicate themselves to more appropriately Chinese activities. His plan is simple: after much effort he's located Li Chun the Destroyer, and at the right time Dr. Wu will awaken him and unleash him on Beijing...

PAGE 99 — SINGAPORE

The Seven Great Furies are in fact brothers and sisters, and are the creation of their father, a brilliant (if utterly deranged) scientist who built a machine that can infuse certain people with “fundamental energies” in a way that grants them superpowers. It hasn't yet been determined if the changes are permanent, or simply long-term — or whether they have any negative side effects on the subject. Fortunately for the world, the machine's creator is so insane that he wants to keep the machine to himself and his family; in the hands of VIPER or Dr. Destroyer, it would quickly become a device of world-menacing capacity.

PAGE 99 — MARMOO

Marmoo's “entrance” into the world came in the form of the supervillain Hornet (see Chapter Six), who was in Australia on a job at the time. He apparently can function as a sort of “gateway” that allows Marmoo to attack Earth. Hornet is totally unaware of this, though he assumes that the timing of the attack was not a coincidence and is a little perturbed by it. He wonders if maybe it's something he can learn to control, but that would mean visiting Down Under again....



PAGE 105 — SELENUS

The situation in Selenus is left open for the GM to use as he sees fit. It could be as innocent as a radio malfunction, or as serious as the Selenites planning to use their advanced technology to conquer Earth. Other possibilities include a disaster wiping them out (or nearly so), having been defeated by some cosmic supervillain who intends to use them as his footsoldiers, or the accidental unleashing of some ancient super-weapon.

There's also the question of who built those ruins, and what that "observatory" was intended to observe. Could it once have been an outpost of the Elder Worm, or some other species that would view Humanity as slaves, targets, or food? Or is its purpose more benevolent, or at least neutral?

PAGE 105 — HIDDEN LANDS

There's one more hidden land that even heroes don't know much (if anything) about: the Kingdom of the Apes.

In 1796 a strange radioactive meteor fell to Earth in the depths of the Congo, about a hundred miles north of the Zambian border. The meteor's mutagenic rays transformed a small tribe of native gorillas, granting them human intelligence and mutating their vocal cords so they can speak in a guttural voice (punctuated with growls and whistles). The original tribe, which numbered about forty, moved into a deep cave complex in the jungle to avoid contact with humans and began building a civilization of their own. They passed rapidly through basic tool use and soon adopted agriculture and mining technology, smelting iron ore and also making use of a rich lode of diamonds they found deep in the caves for tools and weapons.

As of early 2007, the Kingdom of the Apes numbers nearly 2,000 gorillas led by King Simianus, their nigh-immortal, superhumanly-strong ruler. Population pressures have forced them to the surface more frequently than ever. Thanks to their faint memories of human predation and a strident religious culture that's emerged over the past two centuries, they hate the "Hairless Ones." Environmental exploitation in the regions near their cave has only made that hatred stronger. Realizing their situation is rapidly becoming unstable, the apes have been preparing for a war they fear they have no way to win. Despite their greater strength and intelligence, they have no gunpowder and therefore must rely on stolen guns... at least until an ape miner working deep in the earth breaks through into an adjoining cave system and makes contact with a distant Lemurian outpost...

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