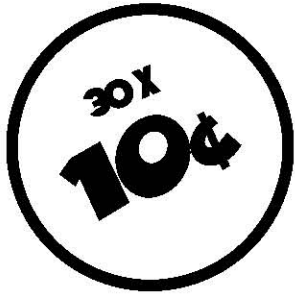


**THE
STRONGHOLD
FILES,
VOLUME I**

STEVEN S. LONG

THE STRONGHOLD FILES,

VOL. I



A Hero Plus Adventure for

CHAMPIONS

SUPERPOWERED ROLEPLAYING

Author: Steven S. Long

Editing & Development: Steven S. Long

Layout & Graphic Design: Steven S. Long
(well, OK, using tools and templates developed by Andy Mathews, and with some suggestions by Andy Mathews...)

Everything Else: Stev... you get the picture

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Produced and distributed by DOJ, Inc. d/b/a Hero Games.
Stock Number: DOJHERO-HPA21
<http://www.herogames.com>

THE STRONGHOLD FILES, VOL. I

HERO PLUS ADVENTURES

The Stronghold Files, Vol. I is one of Hero Games's *Hero Plus Adventures*, a series of short, no-frills, inexpensive adventures in PDF format. Hero Plus Adventures are designed to provide roughly one game session's worth of entertainment, though they include suggestions on how to lengthen or expand the scenario if you want to. They're written with simplicity and ease of use in mind so you can run them with a minimum of preparation.

PRINTING

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THE CONQUERORS

NEUTRON

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
13	DEX	9	12-	OCV: 4/DCV: 4
12	CON	4	11-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
4	PD	2		Total: 14 PD (10 rPD)
8	ED	6		Total: 18 ED (10 rED)
4	SPD	17		Phases: 3, 6, 9, 12
4	REC	0		
24	END	0		
21	STUN	0		Total Characteristics Cost: 64

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

Cost	Powers	END
15	<i>Electromagnetic Manipulation:</i> Elemental Control, 30-point powers	
15	1) <i>Magnetic Blast:</i> Energy Blast 6d6	3
15	2) <i>Electric Bolt:</i> RKA 2d6	3
20	3) <i>Magnetokinesis:</i> Telekinesis (30 STR); Only Works On Ferrous Metals (-½)	4
15	4) <i>Magnetic Shield:</i> Force Field (10 PD/10 ED), Protects Carried Objects	3
15	5) <i>Magnetic Flight:</i> Flight 10", Reduced Endurance (0 END; +½)	0
12	<i>Electromagnetic Sensing Field:</i> HRRP (Radio Group)	0
20	<i>Electromagnetic Sensing Field:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0

Perks

15 Money: Filthy Rich

Talents

3 Bump Of Direction

Skills

12	+4 with Electromagnetic Manipulation EC
3	Computer Programming 13-
3	Deduction 13-
3	Electronics 13-
3	KS: Electromagnetism 13-
1	Language: Arabic (basic conversation; English is Native)
3	Mechanics 13-
3	Oratory 13-
17	Power: Electromagnetic Powers 20-
3	Security Systems 13-
3	Stealth 12-
3	Streetwise 13-
3	Tactics 13-
3	Scientist
1	1) SS: Biology 11-
2	2) SS: Chemistry 13-
2	3) SS: Physics 13-
1	4) SS: Robotics 11-

Total Powers & Skills Cost: 214

Total Cost: 278

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: Stronghold 14- (Mo Pow, NCI, Watching)
15	Psychological Limitation: Arrogance (Common, Strong)
25	Social Limitation: Prisoner (Very Frequently, Severe)
15	Social Limitation: Public Identity (Hassan Akbar) (Frequently, Major)

Total Disadvantage Points: 285

Background/History: Time was, Hassan Akbar could have ruled the world.

The son of a career criminal who emigrated to the United States from Egypt, Akbar was born with the mutant power to control various forms of electromagnetic energy, primarily magnetism. His powers manifested unusually early, when he was only eight, and by the time he was ten he was helping his father commit burglaries.

Akbar kept on helping his father as he grew up, his powers making otherwise difficult jobs a snap.

Even while attending Rensselaer Polytechnic Institute on a full scholarship he'd come home on the weekends and school holidays to rob a bank or a jewelry store with his dad. Despite his intellect and power, that might have been the extent of his ambition... had some cops not stumbled onto one of their robberies and started firing when Akbar used his powers on one of them. A bullet ricocheted off his magnetic shield, striking his father in the chest. Akbar quickly used his powers to remove the bullet, but it was too late — his father was dead.

His father's death changed Akbar entirely. He went from being a pretty happy-go-lucky guy to a brooding, obsessed young man. Convinced the government, all governments, were run by corrupt, stupid bullies, he decided only he had the intelligence and power to run the world properly. When he ran things, good men like his father wouldn't suffer.

Akbar spent the next few years intensely dedicated to two things: his studies; and improving his power. With practice he found that he had enormous untapped potential... and he tapped it. He went from an average student who had relatively minor electromagnetic powers to a certified genius with enough superhuman power to threaten the world.

And threaten the world he did. In 1972 he announced himself and his intentions to mankind, using the name Neutron and attempting to take control of the US government. His attack failed — barely — and he was forced to flee. But that didn't stop him from trying again, and again, and again, each time using his native intelligence and powers to escape capture when superheroes foiled his plans. Beginning with Arc (see below), a group of villainous henchmen, whom he christened the Conquerors, coalesced around him.

Neutron's last hurrah came in 1989, when he tried to use his powers to take over the burgeoning global computer network. He would have succeeded, too, had it not been for the technological genius of Digitak and the efforts of the rest of the Sentinels. In the ensuing battle, he and Arc were captured and the other two other members of the Conquerors (Castle, a brick; and Bonespur, a biokinetic) were killed. A quick trial followed, and Neutron and Arc were sentenced to life imprisonment in Stronghold.

Neutron has remained in prison ever since. Initially he was classified as Orange-4, and in his arrogance and pride he did not take well to having to submit to the authority of the guards. After he twice assaulted guards and attempted to overload the power negators, Warden Charles Wildman was forced to impose Stronghold's most severe punishment: a month in hot sleep. Unfortunately for Neutron, that month was when the Great Stronghold Breakout occurred, and his was not one of the hot sleep coffins that lost power or malfunctioned.

Today, nearly twenty years later, Neutron is old and bitter. Now a senior citizen, he's slowly but surely watched his powers ebb as he aged. Whereas once he could take on entire superhero teams by himself, now even if he could use his powers he probably couldn't stand up to the likes of Black Mask. Once he could lift dozens of tons of any type of metal, now he can only lift a little over a metric ton of ferrous materials. All he wants is to live out his life in peace.

Personality/Motivation: Although he's still every bit as arrogant, proud, insulting, and generally obnoxious as he once was, Neutron has finally resigned himself to the fact that he's going to die in Stronghold... almost. If confronted with the opportunity to re-invigorate his powers or regain his youth, he'd leap at the chance. But he no longer tries to come up with escape plans or gives the guards any trouble; age has brought weariness, if not wisdom.

Quote: "Soon this world will be mine, to rule as I see fit. It will be a new age for mankind, an age of wisdom, learning, and progress. The age of Neutron!"

Powers/Tactics: Neutron has the mutant power to control electromagnetic energy. As he's gotten older most of his powers have disappeared or weakened considerably (though compared to the average sexagenarian he's remarkably fit, fast, and spry.) He can still fire a low-level magnetic blast or a lightning bolt that's about as deadly as a high-powered handgun, and he retains some of his magnetic shield, magnetic flying, and energy-sensing powers. His mind is as intelligent as ever, though he no longer actively turns his genius to malevolent purposes.

Campaign Use: To make Neutron more powerful you need to return him to what he was like in his glory days. At the height of his powers, about the period 1980-88, he would have had a massive Variable Power Pool (200 base + 100 control cost, Cosmic) only for electromagnetic powers. (See *The UNTIL Superpowers Databases* and *The Ultimate Energy Projector* for dozens of example powers.) Before that, or after that for about a decade, he had a much better Elemental Control — powers with 60 or more Active Points, and a lot more slots. (During either time period, he'd have had higher Characteristics: 15 STR, 20 DEX, 23 CON, 6 SPD.) As he continues to age, his powers are just going to keep getting weaker.

Appearance: As Neutron, Hassan Akbar never used any one costume for long; he could never find one that he felt properly conveyed his majesty and power. He usually favored the colors purple and gold, and often had a symbol like an atom or the letter N (or both) on his chest or belt buckle. Almost all his costumes featured a cape, and in some he had a crown-like headpiece. Akbar himself is 5'7" tall with a slender build. His olive complexion and dark eyes give away his Middle Eastern ancestry, but his once-black hair is now mostly grey.

NEUTRON PLOT SEEDS

The classic Neutron plot: someone somehow discovers a way to re-empower Neutron and gets word to him with an offer. Now if Neutron can escape, or be broken out, he can once again make the world tremble at his feet...

A doctor thinks he's found a revolutionary new way to treat certain rare, deadly cancers — but his invention needs Neutron to power it. If someone can convince Stronghold to let Neutron out (constantly escorted by guards, of course) to help with a humanitarian mission, will Neutron agree? And what if it's not an actual medical procedure but someone's plan to free the former master villain?

Neutron is shocked to discover that his powers seem to be getting stronger! He has no idea why, but never look a gift horse in the mouth. He conceals what's happening from the guards and begins biding his time until he's powerful enough to overload Stronghold's negators and escape...

ARC				
Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
10	BODY	0	11-	
13	INT	3	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
15	PD	9		Total: 15 PD (4 rPD)
20	ED	16		Total: 20 ED (12 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
10	REC	0		
40	END	0		
35	STUN	0		Total Characteristics Cost: 118
Movement: Running: 6"/12"				
Cost Powers				
24	<i>Arc Blast:</i> Energy Blast 12d6; Activation Roll 14- (-½), Must Follow Grab (-½), No Range (-½)			END 6
7	<i>Arc Blast:</i> Energy Blast +4d6, Reduced Endurance (0 END; +½); Activation Roll 8 (-2), Must Follow Grab (-½), No Range (-½)			0
8	<i>Mutated Form:</i> Damage Resistance (4 PD/12 ED)			0
Skills				
12	+4 with Block, Grab, and Arc Blast			
1	Computer Programming 8-			
3	Electronics 12-			
1	KS: History 8-			
1	Language: Turkish (basic conversation; English is Native)			
3	Stealth 13-			
1	Streetwise 8-			
3	Scientist			
2	1) SS: Biology 12-			
2	2) SS: Chemistry 12-			
2	3) SS: Physics 12-			
Total Powers & Skills Cost: 70				
Total Cost: 188				
200+ Disadvantages				
20	Hunted: Stronghold 14- (Mo Pow, NCI, Watching)			
15	Psychological Limitation: Low Self Esteem (Common, Strong)			
10	Psychological Limitation: Likes Fighting (Common, Moderate)			
25	Social Limitation: Prisoner (Very Frequently, Severe)			
15	Social Limitation: Public Identity (Achmed Stinwartz) (Frequently, Major)			
5	Unluck 1d6			
10	Vulnerability: 2 x STUN from Ice/Cold (Uncommon)			
Total Disadvantage Points: 280				

Background/History: In 1982 Achmed Stinwartz, a recent graduate of MIT, got a job as a staff scientist on a special project. He thought he had it made — until it turned out that the project was a secret death ray financed by VIPER. When the authorities found out about it everything came to a screeching halt and the leaders of the project were taken into custody. Stinwartz hadn't been in on it so he wasn't arrested, but now his name was mud in the scientific community. He couldn't find any work and was on the verge of homelessness.

Then a reclusive scientist, Dr. Hassan Akbar, contacted him about a job. Having no other options, Stinwartz accepted. It didn't take him long to realize this new assignment wasn't entirely on the up-and-up either, but he kept his mouth shut and just went on working.

Then the accident happened. Stinwartz had always been prone to clumsiness, and this time it cost him — he tripped and fell against one of Dr. Akbar's machines, simultaneously hitting several switches. There was a bright, painful flash of light, and he passed out.

He awoke to find himself seemingly unharmed, but with Dr. Akbar — arrogant, insulting, better-than-everyone Dr. Akbar — shouting angrily at him. He didn't even care that Stinwartz might be hurt, only about the damage to his precious machine. For once, Stinwartz decided he'd had enough — he grabbed Akbar, intending to shake some civility into him. To his utter astonishment a bolt of bluish electricity arced between his two hands and through Akbar, zapping him and sending him flying across the lab! Merciful Allah, Stinwartz thought, I've got superpowers! He was about to really teach his boss a lesson, but then he noticed Dr. Akbar's eyes and hands were glowing...

When Stinwartz woke up from being thoroughly thrashed by the man he now knew to be the master villain Neutron, he was given a simple choice: work for me or die. For Stinwartz, soon to be known as Arc, it was an easy choice. He became the first member of the Conquerors... and the only one to survive and be sent to prison alongside his former leader.

Personality/Motivation: Arc is the ideal follower. Afflicted with extremely low self-esteem, he tends to believe anything an authority figure says about him, making it easy to order him around or use him as a patsy (or bully him with a Presence Attack). He's really only comfortable when he's working for someone. Since Stronghold keeps him separated from Neutron nearly all the time, he's found one villain after another to attach himself to as a thug or sycophant.

Even though he has a degree from MIT and knows a lot about science, Arc is widely regarded as sort of dimwitted. This has more to do with his lousy luck and inferiority complex than anything; sometimes he surprises people with an insightful observation or the extent of his knowledge about a subject.

Quote: “Sure thing, boss. Consider him fried.”

Powers/Tactics: Arc (not to be confused with the superhero of the same name) has one basic power: he can create a powerful arc of electricity between his two hands to hurt or damage anything he’s holding. It’s not an entirely reliable power; sometimes it doesn’t work at all, and sometimes it’s more powerful than he expects. (In game terms, make his Activation roll: on a 15 or higher nothing happens; on a 9 through 14 he does 12d6 damage; on an 8 or less he does 16d6 damage.) If the attack does Knockback he automatically loses hold of his victim when the victim gets knocked away from him. Other than that the accident made him much stronger, tougher, and faster than normal humans.

Campaign Use: To make Arc more powerful, first give him more control over his powers — allow him to roll the 8- part of his attack separately, so he only has a chance to use it when he wants to. Alternately or in addition, expand the basic attack into a Multipower so that he can vary the power of the energy he uses between an Energy Blast, an RKA, and one or more Drains or Transfers. You could also give him a Sight Group Flash (he creates a bright arc of energy right in front of someone’s eyes to blind him). To weaken him, reduce his STR to 20, his SPD to 4, and the Activation Roll on his basic power to 11-.

Appearance: As Neutron’s chief henchman, Arc wore a dark blue bodystocking with a blue-white arc of electricity running from his right shoulder to left hip, plus a gold belt with a large A on the belt buckle and gold knee-high boots. He concealed his identity with a dark blue mask resembling a handkerchief tied around his lower face. His eyes are dark; his hair short, dark, and curly.



INDEPENDENT VILLAINS

ARROWHEAD

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
25	DEX	45	14-	OCV: 8/DCV: 8
18	CON	16	13-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
8	PD	5		Total: 16 PD (8 rPD)
8	ED	4		Total: 16 ED (8 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
7	REC	0		
36	END	0		
30	STUN	0		Total Characteristics Cost: 107
Movement:		Running:	9"/18"	
		Swinging:	20"/40"	
Cost Powers		END		
30	<i>Bow And Arrows:</i> Multipower, 60-point reserve; all OAF (-1)			
2u	1) <i>Broadhead Arrow:</i> RKA 3d6; OAF (-1), 16 Charges (-0) [16]			
2u	2) <i>Chisel-Point Arrow:</i> RKA 2d6, Armor Piercing (+½); OAF (-1), 8 Charges (-½) [8]			
2u	3) <i>Lightning Arrow:</i> Energy Blast 12d6; OAF (-1), 8 Charges (-½) [8]			
2u	4) <i>Glue Arrow:</i> Entangle 4d6, 4 DEF, Sticky (+½); OAF (-1), 8 Charges (-½) [8]			
2u	5) <i>Flare Arrow:</i> Sight and Hearing Group Flash 11d6; OAF (-1), 4 Charges (-1) [4]			
2u	6) <i>Smoke Arrow:</i> Darkness to Sight Group 4" radius, Uncontrolled (ends after 1 Turn or if exposed to high winds or rain; +½); OAF (-1), 4 Charges (-1) [4]			
2u	7) <i>Explosion Arrow:</i> Energy Blast 8d6, Explosion (+½); OAF (-1), 8 Charges (-½)[8]			
2u	8) <i>Knockout Gas Arrow:</i> Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (4" Radius; +1); OAF (-1), 4 Charges (-1) [4]			
1u	9) <i>Boomerang Pincer Arrow:</i> Telekinesis (20 STR); OAF (-1), Affects Whole Object (-¼), Only Works On Limited Types Of Objects (objects small enough to be grabbed by the pincer on the arrow; -½); 4 Charges (-1) [4]			
1u	10) <i>Swingline Arrow:</i> Swinging 20"; OAF (-1), Extra Time (always takes a Full Phase to use regardless of distance Swung; -¼) 1			
14	<i>Throwing Master:</i> Multipower, 31-point reserve; all OIF (appropriate objects of opportunity; -½), Range Based On STR (-¼), Requires A Throwing Master Roll (-½)			

1u	1) <i>Blunt Objects:</i> Energy Blast 6d6; OIF (appropriate objects of opportunity; -½), Range Based On STR (-¼), Requires A Throwing Master Roll (-½) 3
1u	2) <i>Sharp Objects:</i> RKA 2d6; OIF (appropriate objects of opportunity; -½), Range Based On STR (-¼), Requires A Throwing Master Roll (-½) 3
1u	3) <i>Many Blunt Objects:</i> Energy Blast 5d6, Autofire (up to 3 shots; +¼); OIF (appropriate objects of opportunity; -½), Range Based On STR (-¼), Requires A Throwing Master Roll (-½) 3
1u	4) <i>Many Sharp Objects:</i> RKA 1½d6, Autofire (up to 3 shots; +¼); OIF (appropriate objects of opportunity; -½), Range Based On STR (-¼), Requires A Throwing Master Roll (-½) 3
7	<i>Good In A Fight:</i> HA +2d6; Hand-To-Hand Attack (-½) 1
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½) 0
6	<i>Fast:</i> Running +3" (9" total) 1

Talents

3 Absolute Range Sense

Skills

20	+4 with Ranged Attacks
24	+8 versus Range Modifier with All Attacks
8	+4 versus the OCV penalty for throwing unbalanced/non-aerodynamic objects
4	+2 OCV with Good In A Fight
3	Acrobatics 14-
3	Breakfall 14-
3	Climbing 14-
3	Deduction 14-
2	Gambling (Sports Betting) 12-
1	Lockpicking 8-
11	Power: Throwing Master 18-
1	Security Systems 8-
3	Sleight Of Hand 14-
3	Stealth 14-
3	Streetwise 12-
2	Weaponsmith (Muscle-Powered Ranged) 12-

Total Powers & Skills Cost: 192

Total Cost: 299

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: Stronghold 14- (Mo Pow, NCI, Watching)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
15	Psychological Limitation: Showoff (Common, Strong)
25	Social Limitation: Prisoner (Very Frequently, Severe)
15	Social Limitation: Public Identity (Jared Williams) (Frequently, Major)

Total Disadvantage Points: 300

Background/History: Jared Williams was the kid who had it all: the good looks; the good grades; the starring position on every sports team. It was the sports that really interested him; he had a natural athleticism that made other players look clumsy and slow.

Williams got into college on a full academic scholarship. It was looking like he'd make it to the pros long before he graduated, but a jealous teammate informed the authorities Williams was taking steroids. That was completely untrue, as the investigation confirmed... but the tests involved in proving the allegations were false revealed that Williams was a mutant. That meant he couldn't compete in collegiate or professional sports, and since the school assumed he'd deliberately hidden his mutant nature it revoked his scholarship.

Angry and bitter, Williams drifted into gambling for awhile, making enough money to get by. He finally decided that if everyone thought he was some sort of crook, he might as well become one. After all, with his abilities, he could be a really good thief! But just being a good thief wasn't enough for him, he wanted to be noticed and recognized. That meant becoming a supervillain — a natural enough thing, since he had superpowers (sort of) — and to be a good supervillain he needed a gimmick. After doing a little research he decided a bow and trick arrows were the best way to showcase his abilities and attract attention. Soon Arrowhead was on the streets, stealing from the rich and giving to himself.

Personality/Motivation: Arrowhead has a strong streak of overconfidence born of his high level of skill and the general level of success he's enjoyed in his life. As far as he's concerned, between his cleverness and his uncanny aim, there aren't many obstacles that can stand in his way — and no challenges he can't overcome (which makes him a sucker for competitions with heroes and other villains). This Stronghold thing, it's just a temporary setback; he's going to get himself out of prison real soon now....

Quote: "All that fancy armor's not gonna do you much good against a guy who's skilled enough to target the eyeholes in your helmet, pal."

Powers/Tactics: Arrowhead is a mutant with powers of supreme hand-eye coordination (and, secondarily, great agility and speed). This in turn gifts him with phenomenally accurate aim. He's found that his aim is best when he can actually touch what he's shooting or throwing, so he developed a special bow and gimmicked arrows rather than relying on firearms. But he can use nearly any throwable object as a missile weapon, which means Stronghold's guards have to be very, very careful around him.

Arrowhead is no stranger to using deadly force, but he's not a hardened killer. He prefers to use his non-lethal attacks if possible, switching only to the RKAs if he must.

Campaign Use: To make Arrowhead tougher, expand the scope of his mutant powers to give him greater control over his body — joints that can flex in any direction, bones that are practically unbreakable, and so on. You could also expand his list of Skills easily. To weaken him, get rid of his Throwing Skill Levels and remove two or three arrows from his Multipower.

Appearance: Jared Williams is a white male, 5'11" tall with blue eyes, blonde hair cut short and spikey, and a muscular, athletic build. As Arrowhead he wears a navy blue and red costume: blue half-face mask that leaves his hair free, tunic, and leggings, with red gloves, boot, belt, and quiver on his back.

STILETTO

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	3		Total: 14 PD (8 rPD)
5	ED	1		Total: 13 ED (8 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
7	REC	0		
40	END	0		
33	STUN	0		Total Characteristics Cost: 101

Movement: Running: 6"/12"

Cost Powers **END**

- 16 *Questionite-Bladed Fighting Knives:* HKA 1d6 (1½d6 with STR), Armor Piercing (+½); OAF (-1) plus Range Based On STR (+¼) for up to 45-point HKA, Reduced Endurance (0 END; +½); OAF (-1), 1 Recoverable Charge (-¼) 1
- 15 *Questionite-Bladed Fighting Knives:* Five more Knives (total of 6) 1

Martial Arts: Knife-fighting

Maneuver	OCV	DCV	Damage/Effect
4 Block	+2	+2	Block, Abort
4 Dodge	—	+5	Dodge, Affects All Attacks, Abort
4 Foist	+2	+0	Weapon +2 DC Strike
3 Grab	+0	-1	Grab One Limb, 25 to STR for holding on
4 Slashes	+0	+2	Weapon +2 DC Strike
5 Stabs	-2	+1	Weapon +4 DC Strike
5 Thrusts	+1	+3	Weapon Strike

1 Use Art Unarmed
Martial Arts: Karate

Maneuver	OCV	DCV	Notes
4 Atemi Strike	-1	+1	2d6 NND(1)
4 Disarm	-1	+1	Disarm, 25 STR
3 Legsweep	+2	-1	4d6; Target Falls

16 *Armored Costume:* Armor (8 PD/8 ED); OIF (-½) 0

3 *Mask Lenses:* Infrared Perception (Sight Group); OIF (-½) 0

Talents

4 Double-Jointed

Skills

- 10 +2 HTH
- 9 +3 with Knife-fighting
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 3 Climbing 13-
- 3 Contortionist 13-
- 3 Conversation 12-
- 3 Lockpicking 13-
- 3 Security Systems 12-
- 3 Stealth 13-
- 5 Streetwise 13-
- 10 Two-Weapon Fighting (HTH)
- 7 WF: Common Melee Weapons, Common Missile Weapons, Small Arms, Off Hand

Total Powers & Skills Cost: 129

Total Cost: 230

200+ Disadvantages

- 20 Hunted: Stronghold 14- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Proud And Macho; Won't Back Down From A Fight (Common, Strong)
- 25 Social Limitation: Prisoner (Very Frequently, Severe)
- 15 Social Limitation: Secret Identity (unknown) (Frequently, Major)

Total Disadvantage Points: 275

Background/History: Stiletto's real name is unknown, and his path to supervillainy obscure. His signature weapons, knives with blades made of questionite, seem to have been made by Wayland Talos; they bear the marks of his style and craftsmanship. Talos mostly remains quiet on the subject, though he's dropped a few hints that he's known Stiletto a long time and possibly even that the man once worked for him in some capacity.

Stiletto first appeared as a supervillain in 1997, working sometimes as a solo thief and sometimes as muscle-for-hire. Included among his frequent employers was VIPER, though he turned down repeated offers to join the organization. During an attack on an Angelstone Laboratories facility in Chicago in 2003, he and Dragon Branch member Tornado were captured by the Peacekeepers. Tornado was sentenced to Stronghold. Stiletto was initially sentenced to a ordinary maximum security prison, but after he nearly escaped three times and did escape once (only to be recaptured by the police) he was transferred to Stronghold himself.

Since arriving at the super-prison, Arrowhead has become a major pain in the neck for the guards and staff. His repeated attempts to escape and his frequent brawls with other inmates have earned him an Orange-3 rating.

Personality/Motivation: Stiletto has a stubborn, prideful attitude that's gotten him into a lot of trouble in Stronghold. Anything that even remotely resembles a challenge or an insult — someone staring at him a bit too long, an innocent comment he takes as disrespectful, another inmate using something he wants to use — provokes him into an aggressive, confrontational mode that usually ends in a fight. When he's "on the job" he's usually professional enough to keep his pride under control; in Stronghold there's nothing holding him back.

Quote: "Think you can take me, little man? I don't need knives to carve you up."

Powers/Tactics: Stiletto is a driven, highly-trained combatant whose signature weapons are fighting knives with questionite blades. They're so sharp and durable that given time he can cut through nearly anything with them, including things like safe doors and brick walls that would totally resist ordinary blades. Even without his knives, Stiletto is a trained fighter and a tough guy — abilities he doesn't lose in Stronghold. Having been considered something of a "second-class" supervillain on the outside, he gets a kick out of beating up villains who only know how to use their superpowers to fight.

Campaign Use: To make Stiletto tougher, convert him into a low-powered "brick" with STR 30, CON 25, and PD/ED 12 with 6 points of Damage Resistance for each. You could also give him some Extra DCs with his Martial Arts. To weaken him, reduce his SPD to 4 and DEX and CON to 18.

Appearance: Stiletto is a dark-haired white male with hazel eyes. His costume is a black bodysuit with red boots and belt, and a red dagger chest emblem. He carries six knives with blades made of questionite: one on each of his upper arms with the hilt downward (so he can draw both simultaneously by crossing his arms); one on each of his hips; and one in each boot. The sheaths for the knives are red. He conceals his identity with a black half-face mask tied in the back; the eyeholes are sinisterly outlined in red.

WILDEYE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
25	DEX	45	14-	OCV: 8/DCV: 8
22	CON	24	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
7	COM	-1	10-	
12	PD	8		Total: 12 PD (3 rPD)
10	ED	6		Total: 10 ED (3 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
8	REC	0		
44	END	0		
50	STUN	14		Total Characteristics Cost: 160

Movement: Running: 11"/22"
Leaping: 8"/16"

Cost	Powers	END
15	<i>Fingernail Claws:</i> HKA 1d6 (2d6 with STR)	1
5	<i>Sharp Teeth:</i> HKA 1 point (½d6 with STR)	1
5	Bared Fangs And Menacing Growl: +10 PRE; Only For Fear-/Intimidation-Based Presence Attacks (-1)	0
3	<i>Toughness:</i> Damage Resistance (3 PD/3 ED)	0
10	<i>Wildrun:</i> Running +5" (11" total)	1
4	<i>Wildleap:</i> Leaping +4" (8" forward, 4" upward)	1
12	<i>Bestial Senses:</i> +4 to PER Rolls with all Sense Groups	0
5	<i>Night's Eyes:</i> Nightvision	0
5	<i>Bestial Scents:</i> Tracking for Normal Smell	0
Talents		
3	<i>Environmental Movement:</i> Supreme Balance	
Skills		
20	+4 HTH	
3	Acrobatics 14-	
3	Breakfall 14-	
3	Climbing 14-	
3	Stealth 14-	
3	Streetwise 13-	
Total Powers & Skills Cost: 102		
Total Cost: 262		

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Enraged: if insulted, deeply annoyed, or badly frustrated (Common), go 11-, recover 11-
20	Hunted: Stronghold 14- (Mo Pow, NCI, Watching)
20	Psychological Limitation: Casual Killer (Very Common, Strong)
15	Social Limitation: Public Identity (Wilson Dempsey) (Frequently, Major)
25	Social Limitation: Prisoner (Very Frequently, Severe)

Total Disadvantage Points: 310

Background/History: Wilson Dempsey was born deformed, or so his parents and doctors thought. He had far too much hair for a baby (not just on his head, but his back and arms), his fingernails were oddly long and sharp, and his teeth unusually pointed. A series of tests soon revealed that he was a mutant. His terrified parents abandoned him, leaving the social services system to raise him.

By the time he was in grade school it was already apparent that Dempsey's differences were more than just physical, they were psychological. A bestial attitude mirrored his bestial features. His bullying and terrifying "pranks" soon led the orphanages he lived at to segregate him from the other children. By his mid-teens he already had a lengthy police record for a wide variety of minor (and not so minor) assaults, vandalism, and the like.

He tolerated "the system" until he was 16. One night he got fed up with yet another administrator trying to tell him what to do. He slashed her with his claw-like nails, nearly killing her, and fled to the streets. Soon he was doing enforcement work for various gangs, putting his creepy appearance and natural weapons to good use. During this period one of the gang leaders he worked for nicknamed him Wildeye, and he adopted the name as a badge of honor.

Slowly but surely Wildeye worked his way up the underworld ladder until he was a genuine supervillain working with other costumed criminals. A lot of villains didn't much like him, but it didn't matter as long as he was good enough to keep getting work. But then one of his rivals — he's never learned who — sold him out to the cops, and he ended up in Stronghold.

Personality/Motivation: Wildeye has a vicious, bestial temper that makes him prone to lashing out at anyone who annoys, frustrates, or insults him. He views other humans more as prey than people (though he's not a cannibal), and thus feels no qualms at all about killing them.

Quote: "I spy... with my little wildeye... someone who's about to die."

Powers/Tactics: Wildeye is a mutant with beast-like powers. His senses are incredibly acute, his reflexes and strength vastly superior to those of ordinary humans, and his fingernails and teeth are long and sharp enough to qualify as claws and fangs. Stronghold personnel have to trim his nails about once a week using a pair of tin snips, and about once a month send him to the medical facility to have his teeth filed down; he loathes both procedures and has promised himself that one day he will kill everyone who ever worked at Stronghold during his stay there.

Campaign Use: To make Wildeye tougher, give him Martial Arts for his claws. To weaken him, reduce his STR to 15, DEX to 21, CON to 20, and SPD to 5.

Appearance: Wildeye's general appearance could best be described as "creepy"; it tends to disturb a lot of people. His hair is long and black, and usually tied back in a sort of long ponytail; his hirsute body has noticeably thick dark hair on the lower arms, back, chest, and legs. His fingernails are long and thick enough to serve as claws, and his teeth are a little longer and much more pointed than a normal person's. Most disturbing of all are his eyes, which are red with yellow pupils and slightly angled; they remind many people of the sort of monstrous eyes seen staring out of the darkness in movies and Fantasy paintings. During his supervillain career Wildeye usually wore a costume consisting of nothing more than tight-fitting pants with mid-calf-length legs.