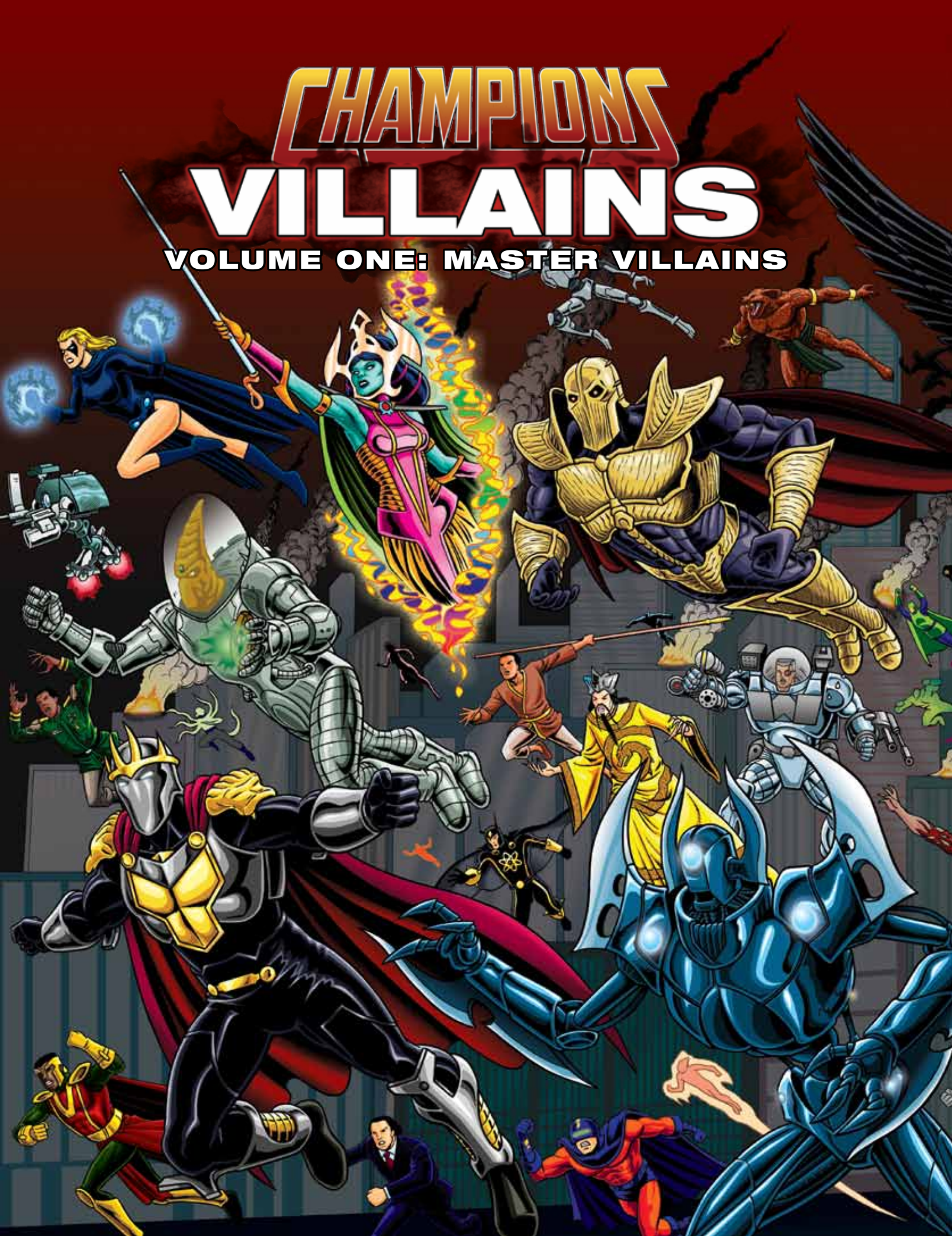


CHAMPIONS

VILLAINS

VOLUME ONE: MASTER VILLAINS



CHAMPIONS VILLAINS

VOLUME ONE: MASTER VILLAINS

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DEDICATION

The Champions Universe has grown organically over thirty years thanks to the contributions of dozens of talented people who created the first versions of many of the villains in this trilogy. *Champions Villains* is dedicated to them.

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INTRODUCTION

ABBREVIATIONS

This book uses the following abbreviations to refer to other *HERO System* books:

6E1: *The HERO System 6th Edition, Volume I: Character Creation*

6E2: *The HERO System 6th Edition, Volume II: Combat And Adventuring*

APG: *The HERO System Advanced Player's Guide*

CU: *Champions Universe*

CV 1, 2, 3: The respective three volumes of *Champions Villains*. This book is CV1; CV2 covers villain teams and CV3 describes solo villains.

HSB: *The HERO System Bestiary*

HSG: *The HERO System Grimoire*

HSMA: *HERO System Martial Arts*

HSS: *HERO System Skills*

As fun and fascinating a place as it is, the *Champions Universe* wouldn't be nearly as exciting a setting for superhero roleplaying campaigns without one major element: the villains. Player Characters are important, but without equally as impressive adversaries, antagonists, and foils, there wouldn't be much reason for them to be heroes.

Champions Villains — a trilogy of *Champions* supplements — describes the bad guys of the *Champions Universe* in thorough detail. It doesn't describe every single villain, of course (three books, even big ones, aren't enough for that), but within these three volumes you'll find over 300 villains — the most important, intriguing, dangerous, and defining supercriminals in the setting. This book, Volume 1, covers *master villains*: major, extremely powerful adversaries who can determine the course of campaigns and threaten the entire world. (Volume 2 covers villain teams, and Volume 3 solo villains.)

Although the characters in *Champions Villains* are tied to the *Champions Universe* setting (which is detailed in the aptly-named *Champions Universe* book), you can adapt them to your game in just a few seconds if you're not using that campaign. Just change the background, and perhaps the name, and *voilà!* — you've got a new villain for your game. Nothing could be simpler.

Similarly, you should feel free to re-arrange or revise the villains in this book to suit your campaign. If you'd rather have Ogre in the *Ultimates* instead of Blackstar, you can easily make the switch. If you need more teams instead of solo villains, pick some likely candidates from Volume 3 and group them into a gang. If Gravitar is too powerful for your game, decrease her Characteristics and the Active Points in her powers. Each character comes with a "Campaign Use" section that includes suggestions on how to make him stronger or weaker, in case you have to adapt him to the power level of your campaign. After all, each game is a little different, so not every published character fits every GM's preferences as-is. The Campaign Use section also discusses possible ways to integrate the character into your game, interesting plot hooks associated with him, how he'd function as a Hunted, and so on.

As an enemies book, *Champions Villains* is designed primarily for use by GMs. If you're not a GM, you may still find it useful as a source of example powers and character ideas, but get the GM's permission to read it. Some GMs may prefer to keep the information in this book secret until they reveal it during game play, and may not ever want players to read villains' character sheets.

OTHER USES FOR VILLAINS

Although all the characters in *Champions Villains* are costumed supercriminals from a Comic Book Superheroes setting, there are plenty of other ways you can use them if you're running some other type of *HERO System* game than *Champions*. For example, they could be:

- a fallen god the heroes battle in a Fantasy campaign
- a demon who tempts and attacks the heroes in an Urban Fantasy game
- a powerful alien in a Science Fiction campaign
- a mad scientist's creation run amok in a Pulp Hero game

Beyond that, you can adapt specific types of villains to certain campaigns. Any of the martial arts or Oriental-themed villains (such as Dr. Yin Wu, Cheshire Cat, or Spirit Fist) could appear in some form as NPCs in a Ninja Hero campaign, for example.

VILLAIN DESCRIPTIONS

In addition to a character sheet, each villain in this book has a description covering the following subjects:

Background/History: This section covers the villain's early life, origin, and general personal history.

Personality/Motivation: In many ways the most important part of a villain's entire description, this section explains how he thinks and why he does what he does. It discusses the traits that give rise to his Psychological Complications, Enrageds, and the like, but may also touch on aspects of his personality that don't rise to the level of Complications.

Quote: A memorable quote that epitomizes the villain.

Powers/Tactics: A general review of the villain's powers and how he prefers to use them in combat. This section may be short and simple, or long and detailed, since not all villains are combat-oriented.

Resources: Master villains, some teams, and some other villains have a section reviewing the resources available to them.

Campaign Use: A brief discussion of how the villain could function in your campaign, as mentioned above.

Associates, Allies, And Adversaries: Some villains have a section discussing their relationships with other members of the Champions Universe. Not every villain's description includes this section, since not every villain has notable associations.

Appearance: A description of the villain, his costume, and so forth.

Additionally, most character sheets include a sidebar of *Facts* concerning that villain. These are tidbits of information the GM can tell PCs if they succeed with a Skill Roll at the indicated penalty. ("N/R" means "no roll required" [any character knows that particular fact if necessary, or if he asks]; "K/R" means "knowable with research" [anyone can learn that particular fact after no more than an hour's research (and often much less!) using the Internet, newspaper archives, and similar readily-available sources of information].) This assumes the PCs use general Knowledge Skills like KS: The Superhuman World or KS: Supervillains. If they have more specific KSs, such as KS: Supervillains Of [City] or KS: The Crowns Of Krim, the GM should reduce the listed penalty for knowing a particular fact, or even change it to an N/R or K/R fact. If more than one fact is listed for a particular modifier, the GM chooses which one to reveal (or may reveal them all if he prefers).

MMO INTO RPG, RPG INTO MMO

The three volumes of *Champions Villains* include material based on the massively multi-player online (MMO) roleplaying game *Champions Online* created by Cryptic Studios. While a lot of effort has been devoted to making sure the MMO content is accurately represented in these books in *HERO System* terms, MMOs and RPGs aren't the same type of game, so the same type of content isn't appropriate for each one. For example, a villain's lair in an MMO is deliberately simple, often with one room leading to another to guide game play. That doesn't make much sense for an RPG, where it's possible (and often very useful) to expand things beyond the scope of an MMO. Similarly, a villain or costume that works well on-screen in an MMO might not be as appropriate for a paper-and-pencil RPG (and vice-versa!).

Thus, the MMO-based information in this book, while containing the essence of the *Champions Online* presentation, may add to it, or rework it in minor ways, to make things more "realistic" and appropriate for an RPG. Characters who have one or two simple abilities in *Champions Online* may get fleshed out into more detailed characters with a greater variety of powers in this book, since an RPG character sheet isn't constrained by the same restrictions as an MMO. And of course, there may be some MMO secrets that you should only be able to learn by playing the MMO itself.

So don't be surprised if you see a some slight variation between the *Champions Universe* as portrayed in this book and the *Champions Universe* of *Champions Online*. The differences are just the result of the book taking the wonderful elements Cryptic Studios has created and doing even more with them.






DEPARTMENT OF DEFENSE DESIGNATIONS

Accompanying most character sheets is an icon — a stylized A, B, Δ, or Ω — representing that villain's classification in the Department of Defense's annual *Superhuman Survey* (Alpha, Beta, Delta, or Omega). See CU 44 for more information on the Survey. If a villain doesn't have an icon, that means he's not ranked by the Survey for some reason, typically because the Department isn't aware of him. (In the case of villains who are presumed dead, the icon indicates the rank they'd have if known to be alive.)



BOREALIS

Background/History: “The twentieth century belongs to Canada.”

Stirring words can be prologues for great dramas. Those words, spoken at the beginning of the twentieth century by Canadian Prime Minister Sir Wilfred Laurier, left a permanent mark in Martin Frobisher’s psyche. Son of a schoolteacher in a northern Ontario mining town, he could see so much wrong with his country, and yet he could feel its grandeur around him. Those words took him away from the bitter reality around him — drunken aboriginals; sneering, profane whites; brutal, ugly scars carved into the Canadian Shield — and took him into the Canadian Ideal: a country linked from sea to sea by steel, populated by a vigorous, prosperous people working toward the highest ideals, allowing neither greed nor modern cynicism to stand in their way. It was a vision that demanded fulfillment.

Martin got older and life got more brutal, but Martin never surrendered those ideals, the dream of the Canada that *should* be. He got an arts degree and a job as an administrator in Ottawa, working for the Department of Indian and Northern Affairs. Unfortunately, the job that should have fueled his passion for Canada disheartened him instead. Instead of teamwork, there was office politics. Instead of the best and brightest fighting together to solve Canada’s problems, people fought over promotions and perks. There had to be a better way.

As his discontent grew, he began to experience dreams of a vast snowy landscape barren of trees. It was calling to him. At first he thought it was a dream, then a sign that he was going crazy. Finally it became a mission for which he would not apologize. In 1988 he quit his job, abandoned his marriage, packed his things, and journeyed into the Far North.

He nearly died. He should have died. But at the end of his ordeal, when he lay on his stomach freezing in the cold of an arctic night, came not death but apotheosis. He became greater than what he was. The Land saw this dying man and sensed great power within him. It allowed that power to blossom. He became the most powerful superhuman in Canada. He christened himself Borealis because he believed his powers came from the northern lights.

Borealis emerged from the North and proclaimed a new Canadian Order — a fierce, independent Canada that would lead the world. He attacked American icebreakers in Canadian waters and American defense installations on Canadian soil. He brutalized a Russian diplomat who’d killed a Canadian woman in a drunk-driving incident. He took Canadian bureaucrats and judges who were guilty of what he considered corruption and incompetence and stranded them on top of the Peace Tower, to put their corruption in public view. He soon became the most wanted supervillain in Canada, but thanks to his nationalism also the most popular. He never deliberately killed his targets, though some people did die in the attacks, including a few bystanders. Since several of these deaths occurred on American soil, he’s been wanted in the US ever since. Nevertheless, in Canada he had (and has) more than a few defenders.

In 1993, Borealis made his largest grandstand play yet. Claiming that Canada was “America’s parking lot for nuclear weapons,” he attacked a NATO installation and seized American missiles stationed on Canadian soil. He intended to embarrass the United States and destroy the missiles. But the United States reacted with alarm, dispatching a makeshift team of military supers with orders to bringing Borealis down at all costs. Realizing the Americans intended to kill him — and that he had an opportunity to play Canada and the US against each other in an unprecedented way — Borealis surrendered to his old enemies, the Vancouver superhero team SUNDER. He hoped the Americans would use lethal force to attack SUNDER and trigger a diplomatic incident that would prove his point. Instead, the heroes found the missing missiles and settled the dispute without coming to blows. Worse, Borealis had overestimated his ability to escape from captivity. The RCMP had prepared a special containment unit just for him.

Borealis spent seven years in prison before becoming the first inmate in Stronghold North in 2001. He’d played the role of rebel martyr for years, and maintained a small but rabid following. He smuggled out messages and essays from prison which were compiled into a book *Canadian Blood, Canadian Soil*, a 2004 best seller in Canada. Some of his supporters lobbied for a pardon but no one was remotely inclined to give him one. Because

America had a death penalty, Canada refused to extradite him for his crimes on American soil, which probably saved his life.

By 2005, Borealis had become desperate to escape. He missed his freedom and the open sky. He had no way of knowing what was happening on the outside except when a guard got careless. The thought that he would die as a forgotten relic, trapped inside a force-field prison, was more than he could take. When an agent of the Land attacked the prison, Borealis was overjoyed. The aurora was shining in the sky, and his powers were at their zenith. But there was a snag — the Land demanded that he renounce his allegiance to Canada and place himself directly in service to the Land.

“I will always respect the Land of my birth,” Borealis answered, drawing himself up haughtily. “But my light was meant for eyes that can see it.”

The Land was displeased, but did not directly oppose Borealis’s escape. At least he was respectful. Moreover, failure would crush him as it had done before, as it does any man who dares to think of himself as a Force.

Borealis returned to Canada with a vengeance. He attacked Parliament Hill but was beaten back by Celestar. He gathered his sympathizers into a new, militant Canada Destiny and assaulted major foreign interests on Canadian soil. He invaded the United States and visited destruction on American timber firms and American listening posts built along the US border.

As of 2010, Borealis is one of the most wanted felons in the world. His patriotism has turned into a full-blown messianic complex; he believes the conquest of Canada is the first step to a greater goal, a *Pax Canadiana*, a utopia where he reorganizes the world along “Canadian” lines of peace, tolerance, and respect for the poor and the environment. He hasn’t figured out how to achieve this objective. He intends to maintain his assault on government corruption until the system breaks so he can seize power to institute “reforms”... and Heaven help anyone who has different ideas.

Personality/Motivation: Martin Frobisher has adopted the guise of the noble villain who’ll become an enlightened dictator when he assumes power. It’s a façade. Borealis is as petty and ruthless as they come. Prior to his incarceration he had a streak of nobility; he cared about the human condition. That’s all but gone now, replaced by bitterness and a harsh, uncompromising hate. He’s capable of great individual acts of charity and mercy — but only to individuals, not collectives, and only to maintain the image of Borealis, not out of true compassion. The legend has become greater than the man.

Borealis loves to make grandiloquent, politically-charged speeches that rail against the injustice of his foes. His love of oratory is his great weakness: he’d rather face his opponents and argue than blast from a safe distance.

Borealis takes pains not to harm innocent bystanders, though he’s not as careful as he once was. He’s far more willing to sacrifice innocent lives for the cause than before. It’s only a matter of time before he causes a major tragedy.

Quote: “The twenty-first century has begun in darkness. Who better to bring light to it than I?”

Powers/Tactics: Borealis is a mutant whose powers of light control and manipulation were unlocked by the Land. They have a bit of a mystical tinge (the powers usable only under the light of an aurora are magical), but for the most part Borealis is a genetic enhancement.

Borealis has numerous tactical options at his command — direct attacks or area-affecting ones, attacks that severely injure versus those that just blind or stun. If need be he can even erect a Barrier to *really* protect himself, though that defense comes at the price of preventing him from attacking. He becomes especially powerful when the aurora borealis is visible in the sky, gaining significant boosts to several Characteristics, the ability to regenerate damage, and access to more powerful attacks. Needless to say he tries to plan as many of his missions as possible to take advantage of this, though there’s only so much he can do.

Resources: In addition to his two superpowered minions, the Landsman and Augury (see below), Borealis’s main resource is *Canada Destiny*, a militant political organization that shares his views and considers him its leader. The members of Canada Destiny range from gangs of young people lashing out at the system due to frustration and misdirected anger (or just the desire to cause trouble and “have fun”), to sincere and dedicated people who passionately believe in the cause, to academics who love the philosophy but haven’t given much consideration to the practical implications. Some “Destinyites” have infiltrated Canadian security interests, the world of Canadian politics, and other important social networks.

Campaign Use: Borealis is meant to be one of the five heavyweight villains most often encountered in Champions campaigns set in Canada (along with Kigatilik, Necrull, Baron Nihil, and Teleios). However, it’s not too difficult to use him in settings beyond Canada’s borders. His hatred of the United States for its “abuses” of Canada makes him prone to attacking targets near the border, or even launching more grandiose assaults on America if the opportunity presents itself.

In addition to his raw power, which should be enough to let him take on entire superteams singlehandedly, Borealis has the forces of national pride and social reform on his side to some extent. Plenty of Canadians support his goals (if not always his actions in achieving them) and he enjoys a lot more popular acclaim (and help) than any of the other four major Canadian villains.



BOREALIS

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
26	DEX	32	14-	
35	CON	25	16-	
23	INT	13	14-	PER Roll 14-
18	EGO	8	13-	
35	PRE	25	16-	PRE Attack: 7d6
9	OCV	30		
8	DCV	25		
3	OMCV	0		
6	DMCV	9		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
20	PD	18		Total: 50 PD (30 rPD)
20	ED	18		Total: 50 ED (30 rED)
20	REC	16		
90	END	14		
23	BODY	13		
90	STUN	35		
				Total Characteristics Cost: 341

Movement:

Running:	12m
Teleportation:	50m
MegaTeleportation:	up to 50,000 km
FTL Travel:	1 LY/year



Cost	Powers	END
210	Gift Of The Northern Lights: Multipower, 210-point reserve	
6f	1) Aurora Mega-Blast: Blast 22d6 Reduced Endurance (0 END; +½); Only When The Aurora Borealis Is Visible (-2), No Knockback (-¼) plus: Sight Group Flash 6d6 Reduced Endurance (0 END; +½); Only When The Aurora Borealis Is Visible (-2), Linked (-½)	0
16f	2) Intense Light Blast: Blast 15d6 Reduced Endurance (0 END; +½) plus: Sight Group Flash 10d6 Reduced Endurance (0 END; +½); Linked (-½)	0
15f	3) Field Of Light: Blast 12d6 Area Of Effect (16m Radius, +¾), Reduced Endurance (½ END; +¼); No Knockback (-¼) plus: Sight Group Flash 8d6 Area Of Effect (16m Radius, +¾), (Reduced Endurance (½ END; +¼); Linked (-½)	8
21f	4) Concentrated Light Blast: Sight Group Flash 12d6 Reduced Endurance (0 END; +½), No Range Modifier (+½) plus: RKA 3d6 Reduced Endurance (0 END; +½), No Range Modifier (+½)	0
16f	5) Intensely Painful Light: Sight Group Flash 12d6 Reduced Endurance (0 END; +½) plus: Blast 8d6 AVAD (Sight Group Flash Defense; +1), Reduced Endurance (½ END; +¼); Linked (-½)	4
12f	6) Solid Light Bands: Entangle 7d6, 7 PD/7 ED, Stops A Given Sense (Sight Group) Reduced Endurance (0 END; +½)	0
21f	7) Light Control: Drain Light Powers 3d6 Expanded Effect + Variable Effect (all Light powers simultaneously; +4), Delayed Return Rate (points return at the rate of 5 per Hour; +1¾), Reduced Endurance (½ END; +¼)	10
15f	8) Blinding Light: Sight Group Flash 20d6 Reduced Endurance (0 END; +½)	0
12f	9) Blinding Light Field: Sight Group Flash 14d6 Area Of Effect (32m Radius Explosion; +½), Reduced Endurance (½ END; +¼)	5
6f	10) Hypnotic Lights: Mind Control 16d6 Normal Range (-½)	8
6f	11) Lightwall: Barrier 16 PD/16 ED, 12 BODY (up to 20m long, 6m high, and ½m thick), Dismissable, Non-Anchored Costs Endurance (to maintain; -½), Limited Range (100m; -¼)	10

51	Aurora Boost: Aid STR, DEX, EGO, and PRE 8d6 Expanded Effect (those four Characteristics simultaneously; +1½), Delayed Return Rate (points fade at the rate of 5 per Hour; +1¾); Only Aid Self (-1), Only When The Aurora Borealis Is Visible (-2)	20
28	Absorb Light: Absorption 50 BODY (energy, goes to STUN) Limited Phenomenon (Light only; -¾)	0
19	Create Light: Sight Group Images, +4 to PER Rolls Area Of Effect (16m Radius; +¾); Only To Create Light (-1)	4
90	Lightshield: Resistant Protection (30 PD/30 ED)	0
10	Aurora Shield: Energy Damage Reduction, Resistant, 50% Only When The Aurora Borealis Is Visible (-2)	0
10	Aurora Shield: Physical Damage Reduction, Resistant, 50% Only When The Aurora Borealis Is Visible (-2)	0
30	Eyes Of Light: Sight Group Flash Defense (30 points)	0
20	Intense Willpower: Mental Defense (20 points)	0
11	Immortal Form: Life Support (Longevity: Immortality; Safe Environments: High Radiation, Intense Cold, Intense Heat)	0
75	Lightspeed Travel: Multipower, 75-point reserve	
7f	1) Atmospheric Combat Lightspeed Travel: Teleportation 50m Reduced Endurance (0 END; +½)	0
2f	2) Atmospheric Distance Lightspeed Travel: Teleportation 5m MegaScale (1m = 10,000 km; +2), Reduced Endurance (0 END; +½); Does Not Work Outside The Atmosphere (-0)	0
1f	3) Lightspeed Travel In Space: FTL Travel (1 Light-Year per year)	0
5	Borealis Eyes: Infrared Perception (Sight Group)	0
5	Borealis Eyes: Ultraviolet Perception (Sight Group)	0
24	Borealis Eyes: +12 to PER Rolls with Sight Group	0
48	Light Form: Desolidification (affected by Light or Darkness powers) Reduced Endurance (0 END; +½); Cannot Pass Through Opaque Barriers (-¼)	0
19	Regeneration By The Aurora: Regeneration (2 BODY per Turn), Can Heal Limbs, Resurrection (does not work in darkness or shadow) Only When The Aurora Borealis Is Visible (-2)	0
	Talents	
31	Limited Precognition: Danger Sense 23- (immediate vicinity, out of combat, Sense, Intuitional)	
	Skills	
24	+3 with Ranged Combat	
3	Bureaucratics 16-	
3	Disguise 14-	
7	AK: Canada 16-	
7	CuK: Canada 16-	
8	KS: Canadian History 17-	
6	KS: The Canadian Military 15-	
7	KS: Canadian Politics 16-	
2	Navigation (Land) 14-	
3	Oratory 16-	
3	Persuasion 16-	
9	Power: Light Powers 14-	
6	Survival (Arctic/Subarctic, Temperate/Subtropical, Mountain) 14-	
3	Tactics 14-	
3	Linguist	
1	1) Language: Algonquian (fluent conversation)	
3	2) Language: French (idiomatic) (4 Active Points)	
1	3) Language: Haidan (fluent conversation)	
1	4) Language: Inuktitut (fluent conversation)	
1	5) Language: Iroquoian (fluent conversation)	
1	6) Language: Salishan (fluent conversation)	
1	7) Language: Siouan (fluent conversation)	
1	8) Language: Tsimshian (fluent conversation)	
1	9) Language: Wakashan (fluent conversation)	
	Total Powers & Skills Cost: 946	
	Total Cost: 1,287	
	400 Matching Complications (75)	
10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)	
10	Enraged: when takes BODY damage from an attack (Uncommon), go 11-, recover 14-	
20	Hunted: Canadian Government (Infrequently, Mo Pow, NCI, Capture)	
10	Hunted: Celestar (Infrequently, As Pow, Capture)	
5	Hunted: COMET (Frequently, Less Pow, Limited Geographical Area, Capture)	
20	Negative Reputation: Canadian revolutionary supervillain, 14- (Extreme)	
20	Psychological Complication: Fanatical Canadian Nationalist (Common, Total)	
10	Psychological Complication: Messianic Complex (Common, Moderate)	
10	Psychological Complication: Hates Government (Common, Moderate)	
10	Vulnerability: 1½ x BODY from Darkness/Shadow attacks (Common)	
	Total Complications Points: 75	
	Experience Points: 887	

BOREALIS FACTS

Here are some facts characters and NPCs might know about Borealis if they succeed with an appropriate Skill Roll:

N/R: Borealis is a fanatic pro-Canadian patriot and hater of the United States.

K/R: His real name is Martin Frobisher.

-1: Borealis is a mutant.

-2: Borealis takes extra damage from attacks based on darkness or shadows.

-4: Borealis is much more powerful when the *aurora borealis* is visible in the sky.

-6: Although Borealis is a mutant, there's a mystic "tinge" to some of his powers.

If Borealis isn't powerful enough to take on your team of PCs by himself, ratchet up his power until he is. Change the "only during aurora borealis" Limitation to something like "Only In Sun-, Moon-, Or Starlight" and add a few DCs to all of his attacks across the board. Increasing his SPD to 7, 8, or even higher also gives him a real leg up when fighting multiple heroes; you should also consider increasing his Damage Reduction to 75% (though at 50 defense and 50% Reduction he shouldn't take much damage to begin with). Since he's meant to be powerful, don't reduce his abilities unless that's absolutely necessary to keep him from running roughshod over your PCs; trimming down his Characteristics and reducing his Damage Reduction to 25% might be good places to start.

Associates, Allies, And Adversaries: Borealis is too close to the heroic ideal for many villains, who run on the pragmatic side. He despises Baron Nihil and would gladly team up with heroes to foil the Baron's most dangerous schemes; he has the same outlook on Necrull. Teleios considers him as a buffoon who's easily manipulated; he views Teleios as a coward and a fool. Doctor Destroyer once described Borealis as a poseur and "intellectual dilettante playing at games best left to his betters." Kigatilik pays him no notice. VIPER thinks of him as an ally, albeit an unstable one.

Appearance: Borealis is in his late fifties, but his mutant powers, which include reduced aging, make him look like a man in his mid-thirties. He stands 6'0" tall and weighs a solid 175 pounds. He has thinning black hair and green eyes. His costume is a light green bodysuit with gold mask, gloves, cape, belt, and boots.

AUGURY

Background/History: In a small green house in Peterborough, there lived an ordinary housewife named Connie Smith. Her life was not a happy one. She was trapped in a dead-end marriage to an abusive spouse. She kept telling herself that things would get better. But one day when she received a visit from someone: a badly-beaten future version of herself appeared on her doorstep. "Things don't get better, you idiot," she told herself as she dragged herself away from the house.

A long conversation followed, and the future Connie awoke her younger self's powers. "There," she said. "I've undone my existence and created a paradox for you, just so you don't get messed over. Don't screw it up."

Connie began to explore her powers. Motivated by her compassion toward the weak, helpless, and innocent, she debuted as the superheroine *Augury* in 1991, when she began working as a consultant to the Toronto PD Special Crimes unit. When the second incarnation of the Northern Guard formed, she joined. She fought crime and fought it well. Then came 1998.

It began with her first visit to another dimension, Laurentia, where Quebec held sway over the world and polite politicians from her world were Nazi-like thugs. It was hard enough to balance the timelines of one dimension; being exposed to multiple dimensions drove her to the verge of insanity. She began experiencing apocalyptic visions and was convinced that if the Northern Guard remained together, Canada was doomed.

No one believed her, but Forceknight, the team leader, decided to check it out. He traveled to the Cat's Cradle, the interdimensional nexus located in northern Canada, and spoke to the Land itself. The Land confirmed that Augury was telling the truth... so Forceknight disbanded the team.

People weren't happy when the Northern Guard disbanded and they took it out on Augury. Still nursing a nervous breakdown, she bounced between a few sympathetic relatives who never approved of "that superhero stuff" and now had an opportunity to say "I told you so." Their "care" didn't help her sanity very much.

In 2004, Augury began to have visions of a new superhuman, one who needed to be helped at all costs. These visions led her to pledge her allegiance to Canada Destiny, and its leader, the archcriminal Borealis. Borealis was suspicious at first, but she knew the right words to soothe even his suspicions. But her true objective isn't to aid Borealis, though she does so ably. It's to help mentor Borealis's other superhuman follower, the Landsman, in whom she senses a destiny far greater than that of the man he serves.

Personality/Motivation: Augury comes across as a remote, emotionally detached woman. That's largely due to the circumstances of her powers and her emotional breakdown, all of which lead her to view life with a clinical eye. She still shows compassion toward the innocent, helpless, and oppressed, especially children.

Although she hides it, Augury experiences anguish over her decision to join Borealis. She knows it was necessary, but she feels a great deal of shame when she faces established heroes, especially her old comrades.

Quote: "Pray that time proves me wrong. Or be prepared to weep."

Powers/Tactics: Augury is a mutant with precognition powers, which sometimes makes her a bit tricky to use in a scenario. First, there's her most fundamental power, Oracle Sight, which allows her to view and hear both the past and the future. This could be very unbalancing in the hands of a PC; you need to take care not to make it too overwhelmingly powerful in the hands of a villain. Use it for flavor and clever tactics, not to thwart everything the heroes try to do. It's a prerequisite for the use of her main psychic powers and other abilities, so she'll spend a lot of Phases using it alone.

Second, she's got a *Temporal Escape Route* ability that represents how she can get out of the way of danger or avert other unpleasantness. If she makes a Danger Sense roll, she gets extra defenses (the special effect of them being, "she gets out of the way, dodges, or otherwise avoids the harm").

Third, she has Skill Levels with All Non-Combat Skills because of her ability to "scan" past events and future timelines to see what caused something to occur or the results of her actions. For example, her Security Systems roll might benefit from a retrocognitive flash of vision that shows her how a system component was installed. On the other hand, she can't "fake" having Demolitions to disarm a bomb (*i.e.*, she lacks Demolitions, so the Skill Levels are useless in that situation).

Augury's *Paradox Path* ability is in some respects her most powerful, since it represents an ability to actually alter the past in tiny ways (and hints at the possibility that she may develop other temporal manipulation powers at some point). She wills herself to be at some other place within 40m by changing what she did in the past so she ends up standing where she wants to be. This creates minute temporal paradoxes within her body, causing her pain. In game terms she takes ½d6 Normal Damage for every 10m of Teleportation (or fraction thereof) she uses, with a minimum of 1 BODY and 3 STUN damage regardless of the roll or the distance traveled.

Augury's tactics are similar to those employed by any sensible telepath: maintain as much distance as possible to take advantage of the LOS range of her powers. She primarily relies on her Mental Illusions, though her Luck is often quite helpful.



AUGURY FACTS

Here are some facts characters and NPCs might know about Augury if they succeed with an appropriate Skill Roll:

N/R: Augury has the ability to view both the past and the future, and to make other people witness her visions of events to come.

K/R: Augury was a member of the second Northern Guard; the team disbanded because one of her visions predicted a terrible future for Canada if it remained together.

-1: Augury's precognitive powers make it difficult to surprise or ambush her.

-4: Augury also has the ability to "teleport" by minutely altering the timestream of the recent past, though it seems to pain her and she doesn't use it frequently.

-6: Augury's real name is Connie Smith. She's a mutant

Campaign Use: Augury is full of plot potential — she might sense a great destiny in a PC and be moved to help or hinder him to see it come to fruition, for example.

To make Augury more powerful, give her more precognition-based powers (see the relevant sections of *Champions Powers* for plenty of examples). To weaken her, halve the effect of her *Temporal Escape Route* and remove her *Paradox Path* power.

Augury may "Hunt" someone if she senses that her "victim" has some important future role to play that she needs to be part of, much like she's currently shaping the destinies of Borealis and the Landsman.

Associates, Allies, And Adversaries: Augury doesn't associate much with the Superhuman World, and is scorned by many in it due to her turn to villainy. Her former teammates in the Northern Guard feel compassion and sympathy toward her, knowing as they do what she goes through, but won't hesitate to fight her if necessary.

Appearance: Augury appears to be an athletic woman in her late twenties (though she is in fact much older). She has long, wavy brown hair and green eyes. She wears a green bodysuit with gold shoulder pads, belt, glove, and boots, and a golden circlet on her forehead.

B**AUGURY**

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [2]
14	DEX	8	12-	
15	CON	5	12-	
15	INT	5	12-	PER Roll 12-
23	EGO	13	14-	
20	PRE	10	13-	PRE Attack: 4d6

5	OCV	10		
5	DCV	10		
8	OMCV	15		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12

6	PD	4		Total: 36 PD (30 rPD)
6	ED	4		Total: 34 ED (28 rED)

5	REC	1		
30	END	2		
18	BODY	8		
32	STUN	6		

Total Characteristics Cost: 143

Movement:	Running:	12m
	Teleportation:	40m

Cost	Powers	END
35	Temporal Visions: Mental Illusions 14d6 Can Only Be Used In Phase After The Use Of Oracle Sight (-½), Set Effect (only to show a person something horrible from a possible future; -½)	7
67	Temporal Escape Route: Resistant Protection (20 PD/20 ED/20 Mental Defense/20 Power Defense/20 Sight Group Flash Defense) Nonpersistent (-¼), Instant (-½), Requires A Danger Sense Roll (-½)	0
15	Armored Costume: Resistant Protection (10 PD/8 ED) OIF (-½), Activation Roll 15- (-¼)	0
10	Mental Strength: Mental Defense (10 points)	0
27	Paradox Path: Teleportation 40m Side Effects (see text, always occurs; -½)	4
52	Oracle Sight: Clairsentience (Sight and Hearing Groups), Precognition, Retrocognition Reduced Endurance (0 END; +½); Extra Time (Full Phase; -½), Precognition And Retrocognition Only (-½)	0
4	Hold The Ravages Of Time At Bay: Life Support (Longevity: eight times normal human lifespan)	0
15	Precognitive Advantage: Luck 3d6	0

Talents

43	Danger Sense (immediate vicinity, any danger, Discriminatory, Sense) 18-
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Skills

12	+2 with All Mental Powers
33	Foresight Competence: +5 with all Non-Combat Skills Only Applies In Phase After The Use Of Oracle Sight (-½)

3	Bureaucratics 13-
3	Conversation 13-
3	Criminology 12-
3	Climbing 12-
3	Combat Driving 12-
3	Forensic Medicine 12-
2	Gambling (Card Games)12-
3	High Society 13-
3	Interrogation 13-
2	KS: The Superhuman World 11-
4	Language: French (idiomatic; English is Native)
3	Oratory 13-
3	Paramedics 12-
2	PS: Secretary 11-
3	Security Systems 12-
3	Survival 12-

Total Powers & Skills Cost: 359**Total Cost: 502****400 Matching Complications (75)**

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
15	Hunted: StarForce (Infrequently, As Pow, NCI, Capture/Kill)
20	Hunted: Canadian Government (Infrequently, Mo Pow, NCI, Capture/Kill)
10	Hunted: Borealis (Frequently, Mo Pow, Watching)
15	Negative Reputation: traitorous precognitive, 14-
15	Psychological Complication: Dedicated To "The Greatest Good For The Greatest Number" (Common, Strong)
10	Psychological Complication: Compassion Toward The Weak (Common, Moderate)

Total Complications Points: 75**Experience Points: 102**

THE LANDSMAN

Background/History: The Landsman has no name. One of Teleios's greatest creations, he was the result of Project Enkidu: Teleios bred an eight-foot-tall man, the perfect son for the Perfect Man, then left him out in the wilderness to fend for himself (after establishing a permanent mental link between the "boy" and one of his computers so he could monitor what happened, of course). Teleios wanted to see if a physically perfect *tabula rasa* could survive and grow without intellectual guidance. His plans were derailed when the Land — the mystic force of Canada's environment — found the man and saw in him a perfect vessel for its will. It bestowed upon him the ability to speak, power over earth and stone, and a great love for the world.

When reports of a rampaging superhuman powerhouse reached the ears of Borealis, he decided to investigate. Borealis prepared himself for a fight, but the man beheld the villain and was entranced by his light (even without Borealis's powers). Although Borealis's words irritated him — the man talked far too much for his liking — he felt something in his soul that was close to his own. Borealis could see the influence of the Land on him and decided to accept him as his acolyte, christening him as "The Landsman." When Borealis needs brute force and raw power, the Landsman gathers the earth around him and becomes a colossus of stone and dirt; in the right environment, he ranks among the most powerful men on Earth.

Teleios, although frustrated that his experiment was interrupted, was delighted that he had an unsuspecting agent in a potential rival's midst. He continues to use the Landsman to monitor (and when possible, influence) Borealis's activities.

Personality/Motivation: The Landsman is a solitary, stoic man, uncomfortable with strong passions or self-expression. He rarely answers questions directly, preferring to respond with a tangential remark related to the topic at hand. He's not stupid, but can come across as a dullard until you get to know him. He's not completely anti-social, but it takes the right combination of an emotional detachment and a philosophical nature to spark an interested conversation. His other odd habit, talking with the stones to find out their memories of what happened where they are, would seem like schizophrenia if other people couldn't hear the stones talking back.

The Landsman's sole passion is toward the wilderness. He delights in wandering around unspoiled landscapes, smelling fresh air and drinking from unspoiled mountain springs. But he's attached himself to Borealis and remains stubbornly loyal to him despite his annoying tendency toward long-winded speeches.

The Landsman doesn't know his origin and is only mildly curious about the mysteries of his background. He doesn't care for Borealis's nationalistic agenda, but he likes many of the other things he represents. He has no idea Teleios keeps tabs on everything he does.

Quote: "Why do I serve Borealis? (pause) Why do I stare into the morning, when the frozen land touches the clear cold northern sky?"

Powers/Tactics: The Landsman is a magical/mutant hybrid. Formed in Teleios's laboratories, he was given a mystical bond with Canada by the Land itself. He doesn't manipulate earth and rock the way superhumans like Temblor and Geos do; instead, his powers involve drawing on the power within the land to make himself rockier (heavier), larger, give himself two extra arms, and so on. (In game terms, any power with the *Limited Use* Limitation only has full effect in the mountains; it's at roughly 75% effect on rocky ground or concrete, 50% effect on dirt or soil, and 25% effect on grass or sand. Like many of his other powers it has no effect at all if he's not in contact with the ground, such as when he's on the second or higher floor of a building.)

The Landsman's tactics are very simple: get as big and as dense as he possibly can, then attack. He prefers to avoid combat but won't back down if ordered into battle. His tactics tend to be very brick-ish; against flyers, he often Grabs opponents or objects and hurls them as missiles to knock the foe out of the air. Against non-flyers, he tries to engage in a more conventional slugfest. If necessary, he retreats by tunneling into the earth or running away at top speed.

Campaign Use: The Landsman is a minion with a mysterious past for the PCs to investigate. Beyond that, he's a big opponent with some flashy special effects who's perfect for *bricko-o-bricko* combat.

To make the Landsman tougher, give him some Damage Reduction (usually 50% works well) and the ability to shape his rocky limbs (when using Density Increase or Extra Limbs) into weapons — stone blades, stone spiked maces, and the like. He might also be able to Absorb Physical damage into his STUN or BODY. To weaken him, reduce his STR to 30-40, his HTH Combat Skill Levels to only one, and the Active Points in his Elemental Control slots to more like 30 points each.

Appearance: The Landsman is over eight feet tall and weighs over 400 pounds. He has long brown hair, piercing green eyes, and an extraordinarily handsome face atop a broad, bronzed physique. He eschews normal clothing, but usually wears a crust of rock and earth that serve as pants from the waist down, and a thin layer of dirt covers most of his (otherwise shirtless) upper body.

LANDSMAN FACTS

Here are some facts characters and NPCs might know about the Landsman if they succeed with an appropriate Skill Roll:

N/R: The Landsman is one of Borealis's superpowered minions.

K/R: The Landsman somehow seems to embody the spirit of Canada's environment.

-2: The Landsman's powers seem to be strongest when he's in the mountains or other natural areas.

-6: The Landsman's powers work best, or may only work, when he's in contact with the ground.

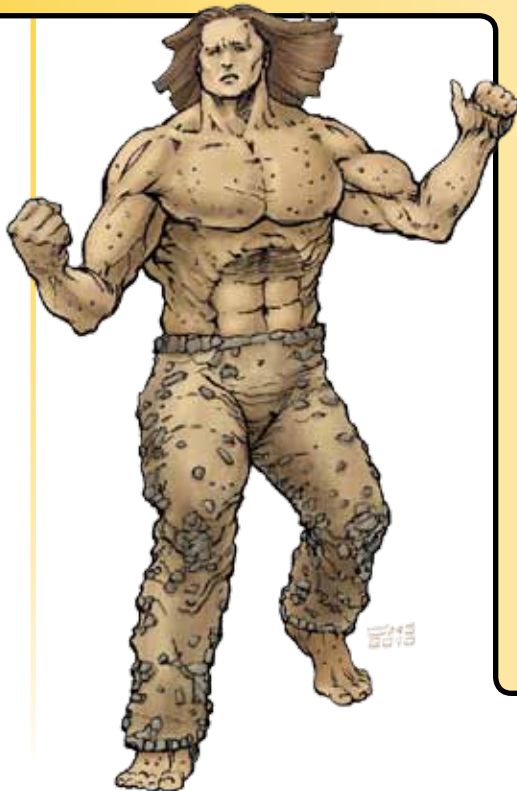
B THE LANDSMMAN

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [12]
20	DEX	20	13-	
33	CON	46	16-	
10	INT	0	11-	PER Roll 11-
18	EGO	8	13-	
40	PRE	30	17-	PRE Attack: 8d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
15	PD	13		Total: 25 PD (10 rPD)
15	ED	13		Total: 25 ED (10 rED)
20	REC	16		
65	END	9		
20	BODY	10		
66	STUN	23		

Total Characteristics Cost: 327

Movement: Running: 52m
 Leaping: 24m
 Tunneling: 10m

Cost	Powers	END
43	Create Earthen Form: Growth (+30 STR, +10 CON, +10 PRE, +6 PD, +6 ED, +6 BODY, +12 STUN, +3m Reach, +24m Running, -12m KB, +4 to others' OCV to hit character, +4 to others' PER Rolls to perceive character, 8m tall, 4m wide, 6,400 kg) Reduced Endurance (0 END; +½); Limited Use (see text; -½), Unified Power (-¼)	0
20	Dense As Stone: Density Increase (6,400 kg mass, +30 STR, +6 PD/+6 ED, -12m KB) Reduced Endurance (0 END; +½); Limited Use (see text; -½), Unified Power (-¼)	0



34	The Earth Moves Under His Feet: Running +40m (52m total) Reduced Endurance (0 END; +½); Limited Use (see text; -½), Unified Power (-¼)	4
35	Stone Passage: Tunneling 10m through 12 PD material, Fill In Unified Power (-¼)	4
33	Talk to the Stones and Hear A Tale of What Happened There: Clairsentience (Sight And Hearing Groups), Retrocognition Requires Natural Stones (-¼), Unified Power (-¼)	5
30	Earth Immunity: Physical Damage Reduction, Resistant, 75% Only Works Against Limited Type Of Attack (Earth/Stone; -1)	0
24	Natural Armor: Resistant Protection (10 PD/10 ED) Only Works When In Contact With The Ground (-¼)	0
4	Create Earthen Limbs: Extra Limbs (2) Only Works When In Contact With The Ground (-¼)	0
16	Rooted: Knockback Resistance -20m Only Works When In Contact With The Ground (-¼)	0
8	Rooted: Power Defense (10 points) Only Works When In Contact With The Ground (-¼)	0
24	Life Support (Longevity): Immortality; all Safe Environments; Self-Contained Breathing	0
Skills		
24	+3 HTH	
3	Breakfall 13-	
3	Climbing 13-	
9	Power: Earth/Stone Powers 14-	
6	Survival (Arctic/Subarctic, Temperate/Subtropical, Mountain) 11-	
3	Tactics 11-	

Total Powers & Skills Cost: 319
Total Cost: 646

400 Matching Complications (75)

25	Dependence: must establish contact with Natural Earth or Stone at least once every 6 Hours or suffer 3d6 damage per Minute (Very Common)
15	Hunted: Borealis (Very Frequently, Mo Pow, Watching)
20	Hunted: Teleios (Very Frequently, Mo Pow, NCI, Watching)
20	Hunted: RCMP (Infrequently, Mo Pow, NCI, Capture)
0	Physical Complication: unknown to him he's mentally linked to Teleios's computers (Infrequently, Slightly Impairing)
15	Psychological Complication: Sworn Protector Of The Environment (Common, Strong)
5	Vulnerability: 1½ x BODY from Biological attacks (Uncommon)
5	Vulnerability: 1½ x STUN Biological attacks (Uncommon)

Total Complications Points: 75

Experience Points: 246

DOCTOR DESTROYER



Background/History: Born to a Bavarian doll-maker and his wife in the bitter winter of 1917, Albert Zerstoiten was a precocious child. Able to walk before he was a year old, and to speak coherent sentences before he was two, he constantly amazed his parents with his intellect and strength.

Although the family was poor, Rudi Zerstoiten often entertained his son with stories of his ancestors' past glories, when the Zerstoitens were renowned nobles. Albert loved the tales of grandeur and power, and sat quietly in his father's workshop and helped him make dolls just so Rudi would tell him more. As he grew up, the stories of his noble blood, together with his rising awareness of his intellectual superiority, combined to make him insufferably arrogant and proud.

Nor was that his only social difficulty. Albert displayed a terrible temper, becoming furious whenever he was slighted, frustrated, or denied in any way. His parents soon learned it was best not to anger him, but other people simply kept their children away from him, fearing he'd hurt them. Albert didn't care; he had no desire to spend his time in the company of inferiors. He grew up alone, immersed in his studies.

So vast was Zerstoiten's intelligence that he was enrolled in university at age 12. By the time he was 20, he had two Ph.D degrees. His learning and Aryan good looks attracted the attention of the Nazi government, which offered him a job working on a number of secret military projects. Zerstoiten readily agreed to the "offer," knowing not only that he had no choice, but that he could improve his already extensive skills through such cutting-edge projects. Though he mouthed Nazi slogans when required to, he considered the Nazi philosophy foolish. He was well aware that no one race, German or otherwise, was superior to all the rest; only he and he alone stood above the teeming masses of humanity. Even the purest of Germans was as nothing compared to him.

Zerstoiten worked on numerous war projects for the Nazis from 1938 until 1944, including several involving the new *Übermenschen*, who intrigued him and became a subject of lifelong fascination. But when he realized Germany was destined to lose the war, he defected, betraying his colleagues to the French Resistance. Reports that several scientists whom Zerstoiten intensely

disliked were already dead when the Resistance attacked have never been confirmed.

Zerstoiten cared for the French no more than he had for the Germans. When the opportunity arose, he betrayed the Resistance as well and took ship for South America. He already knew what destiny lay in store for him — rulership — and it was time to begin fulfilling it. But fate had other ideas. The British stopped the cargo ship he was on and captured him — the first, and last, time anyone ever took him against his will. He was escorted to America under careful guard. The Allies knew who he was, and though they despised him, they could not deny his towering intellect or his devilish creativity when it came to inventing weapons. American officials, eager to take advantage of his abilities in the Cold War they knew would inevitably follow World War II, overlooked his activities on behalf of Nazi Germany. The hideous experiments involving human subjects tortured to death in the name of Science, the advanced firebombs designed to devastate entire cities, the dabbling with germ warfare — all were conveniently forgotten. Instead of facing judgment at Nuremburg, Albert Zerstoiten found himself living in a comfortable split-level home in America and working on the next generation of atomic bombs.

But the temporary derailment of his plans did nothing to change Zerstoiten's mind about his ultimate destiny. His superiority, not only over common folk but even the other "advanced" scientists he worked with on a daily basis, was readily apparent to anyone with even the slightest wit. He stayed just long enough to learn what he needed to know about America's technological and military secrets. Then he departed, hiding himself in a Colombian villa purchased before the war from German Jews desperate for money so he could work unmolested. Scientists who'd annoyed or aggravated him turned up dead shortly after he left, but no one was ever able to definitely connect their deaths to him.

For the next quarter of a century, Zerstoiten worked to build not only his scientific acumen, but a world-wide criminal network. He soon gained a reputation as a supplier of advanced weaponry to underworld gangs, terrorist organizations, and supervillains, but his empire was far greater than that. By 1960, his smuggling operations,

DOCTOR DESTROYER FACTS

Doctor Destroyer has been the subject of an unusual amount of coverage during his career. Over the past several decades dozens of books have been written about Dr. Destroyer, ranging from the sensationalistic to dry academic tomes. Writing about Destroyer has always been something of a dicey proposition; he's been known to murder authors, apparently because he considered their work insulting or trivializing. On the other hand, he once sent a handwritten note to Professor Edward Ashcroft of Gonzaga University, complimenting him on the thoroughness and accuracy of his *Atlantic Monthly* magazine article concerning Destroyer's impact on modern (as of 1987) society.

Perhaps the most highly-regarded general book on the subject of Destroyer is Andrew Meredith's *Feeling The Thunderbolt: Dr. Destroyer And Humanity*, which is the basis for numerous college courses and is widely considered highly accurate. Written in 1999, it draws on German archival material, extensive interviews with numerous superheroes and government officials, and Dr. Destroyer's own statements to paint a vivid portrait of the most dangerous man in the world. It begins with his life story (to the extent it's known or researchable), then chronicles each of his major attempts to conquer the world in riveting language. Meredith is said to be considering a revision and updating of his book to address the "resurrected" Destroyer (*i.e.*, Shadow Destroyer), though concerns for his safety and that of his family seem to have delayed the project several times.

Thus, even someone with just a casual interest in Dr. Destroyer can easily learn about his early years (including his real name), his work for Nazi Germany during World War II, that he came to America after the war (though not what he did for the US government, which remains highly classified), and the publicly-known details of his many attacks and plans to conquer the world. (The Battle of Detroit in particular has been written about extensively.) A person who wants to learn more can uncover many more details about Destroyer's past. However, the 1950-75 period still remains relatively obscure, since during that time Destroyer was actively trying to conceal his movements. Furthermore, he was dealing with people who either are unwilling to talk to reporters and investigators, cannot now be found, or are dead.

Pictures of Albert Zerstoiten are available through 1945. After that there are no confirmed photographs, though journalists have unearthed a few that they *claim* feature him. However, there are no even suspected photographs of him after 1968. There are plenty of pictures (and since the Seventies, some video clips) of Dr. Destroyer.

dummy corporations, and other resources had made him a millionaire many times over. Across the globe, powerful underworld figures knew him only by the English translation of his name — Dr. Destroyer.

In the Sixties he realized that he needed to augment his body to match the quality of his mind. Taking his cue from some members of the newest generation of superheroes, who used advanced technology instead of innate powers, he designed himself a suit of powered armor, the most advanced in the world at that time. In 1966 he tested the suit in New York City, handily defeating the Sentinels — though no one has ever connected the "Golden Gladiator" (as the press dubbed him) to Destroyer.

By the mid-Seventies Dr. Destroyer had further refined and improved his armor and felt prepared to begin his conquest of Earth in earnest. After years of preparation he embarked on his first scheme of conquest: a plan to take over California, and eventually the entire United States. With America out of the way, it would be child's play to conquer Europe, Russia, and anyone else who dared resist him. On March 5, 1975, he launched his assault, backed by an army of agents equipped with super-tech vehicles and weapons of his own design. The superheroes of America, including the Fabulous Five, the Justice Squadron, the Sentinels, and many independent heroes, responded. After a fierce battle, they drove Destroyer from his initial gains and forced him to abandon the attempt, though it cost them dearly — both Kid Chameleon and the Ocelot fell by Destroyer's hand.

Between 1975 and 1992, Destroyer tried several times to conquer the world, often making impressive initial gains but always suffering eventual defeat at the hands of heroes — albeit by frighteningly narrow margins. (Though he also helped to defeat the Gadroon and stave off other threats to Earth during this time.) Some of his many schemes include:

- having his then-minions Menton and Mentalla mentally control dozens of supervillains and force them to attack Washington, D.C. in January, 1980;
- Operation Eisgefängnis (Ice Prison) in November 1981, when he attempted to freeze the Earth so he could take it over;
- a three-month period in 1984 when he used mind-control satellites to, in fact, take over the world (making him the only supervillain to ever truly succeed with this goal, albeit for a much shorter period than desired); and
- a December, 1988 attempt to eradicate 90% of humanity so he could more easily rule the rest while simultaneously preserving Earth from the effects of overpopulation.

But by far the most infamous of his efforts at conquest was his 1991 attack on America using the artificial island *Destruga*, and the follow-up effort in 1992 that resulted in the almost total

destruction of Detroit... and, to humanity's great relief, Destroyer's death. (See CU 84-86 for details on the Battle of Detroit.)

Or so Destroyer preferred for the world to believe. His analysis of his activities during the past two decades convinced him he needed more resources, better technology, and stronger forces if his plans were to succeed. The superheroes of Earth represented an X-factor he could never completely predict or compensate for, so the only solution was to greet them with overwhelming force. The attack on Detroit was nothing more than a feint, a way to fake his own death so he could go into seclusion to develop his most irresistible plan of conquest yet.

For ten years Destroyer remained in hiding, so carefully concealed that not even a whisper of his continued existence reached the ears of the governments of the world. Only his two most loyal servants, Gigaton and Rakshasa, were aware of his continued existence, and he put mental blocks in them to prevent them from revealing the truth (or having it read in their minds). During that decade he concentrated on scientific research, developing new weapons and systems even more advanced than his already cutting-edge technology. Incorporating breakthroughs in computing, robotics, microelectronics, bioengineering, and nanotechnology into his inventions, he built himself a new suit of armor — the most powerful the world has ever seen. More regal and impressive than ever, he stood poised to fulfill his destiny and become ruler of the world... regardless of how many costumed fools chose to stand against him.

In 2002 he was ready to reveal himself to humanity once more and resume his journey to his ultimate destiny of rulership of Earth. But then something happened that he'd never expected or planned for: the arrival on Earth of *another* Dr. Destroyer — Shadow Destroyer (see page 153). Baffled and disturbed by this development, Destroyer chose to remain in hiding and observe events. He began monitoring the situation carefully, “nudging” events in the direction he preferred whenever possible. And he continued to work on improving his technology and weapons.

In early 2009 Dr. Destroyer's sensors detected the dimensional flux when Shadow Destroyer used his Rift Gate (CU 154) and were able to track the energies back to the Multifarian. Believing he now had the advantage, he transported himself to New Harmon and attacked Shadow Destroyer. But he'd miscalculated, underestimating his Multifarian counterpart's resources. After a long, fierce, destructive battle, Shadow Destroyer triumphed... but only by the slimmest of margins. He wasn't able to kill Dr. Destroyer, nor could he take off Destroyer's armor. He obtained certain information (such as Destroid control codes) from Destroyer's mind, but that was the most he could do after being weakened by the fight. Unwilling to slaughter Destroyer before he could learn everything Zerstoiten knew, Shadow Destroyer placed him in a mystic stasis field in New Harmon. He's remained there ever since, awaiting the time

when Shadow Destroyer has the power and spells to break Destroyer to his will... or the matchless intellect of Albert Zerstoiten finds a way to free him from his prison.

Personality/Motivation: Destroyer is arrogance and imperial ambition personified. He *knows*, from years of experience, that he is intellectually and physically superior to all other human beings (and, for that matter, other sentients), and that as such it is his right to rule the planet Earth. All mankind must bow to him, and acknowledge him its unquestioned master, before he will be satisfied. Compared to other people, he is a god, and he intends to be recognized as one. He will not tolerate scorn, mockery, or impudence; on more than one occasion he's casually slaughtered someone who made a trivial remark he found offensive.

Destroyer's ego and arrogance manifest themselves in grandiloquent ways. He's not content to sit quietly and conspire behind the scenes to take over the world; he wants to bring humanity to its knees with one terrifying gesture that embodies his irresistible power and intelligence. Given to long, pompous speeches describing his own superiority and inevitable triumph (and in which he usually refers to himself in the third person), Destroyer is so confident in his own success that he usually doesn't hesitate to reveal his plans to superheroes. After all, they can't possibly stop him in time.

At times, Destroyer carries himself with a noble air, as if affecting the manners of the emperors of old, and pretends to be honorable and trustworthy. In truth, he is neither. Though he claims his word is his bond, he readily breaks promises he finds inconvenient and willingly betrays anyone foolish enough to ally with him if he can gain by doing so.

Although the rest of the world considers Destroyer irredeemably evil (and he is), no one denies his extraordinarily intelligence and other gifts. Anyone who underestimates his intellect, his capacity for creating multiple-layered plans, or his willingness to do whatever he must to achieve his goals is in for a rude surprise. The same goes for those who consider Destroyer a straightforward combat opponent; in truth, he enjoys manipulating people intellectually and emotionally — especially if, by doing so, he can make them question their ethics or morals. He's particularly fond of using superheroes' Codes Versus Killing against them.

For more information about Dr. Destroyer's personality and motivations, see pages 31-34 of *The Book Of The Destroyer*.

Quote: “One must expect to feel a few thunderbolts when one challenges the gods.”

Powers/Tactics: At the time of his death, Doctor Destroyer was widely, and correctly, regarded as the most technologically advanced and adept person on Earth. He retains that distinction today, although no one besides himself is aware of it yet. He wears a suit of powered armor that's more

sophisticated and powerful than any other in existence, and the super-technology in his bases, vehicles, and weapons is similarly advanced. Every time superheroes capture some of Destroyer's technology, the scientists of the world learn new things. Destroyer's armor, and much of his technology, is constructed of *Destreum*, a super-strong alloy he invented.

Because Destroyer almost never takes off his armor (and then only in the most safe conditions), and it cannot be removed against his will without circumventing elaborate security technology, it does not take a Limitation such as *Focus* or *Only In Alternate Identity*. For game purposes, Dr. Destroyer simply has innate powers — though the GM should, of course, keep the special effect in mind when resolving specific situations. (But note, as discussed above, that even someone as powerful as Shadow Destroyer has been unable to remove Dr. Destroyer's armor.)

Destroyer's armor comes equipped with systems designed to make him as physically superior to superhumans as he already is intellectually. His Primary and Secondary Weapon Arrays contain blasters and other weapons powerful enough to kill or harm even the likes of Grond and Ripper, and his defensive systems (ranging from the natural defenses of his armor, to walls of force he can generate at range) protect him from most types of harm. He can fly, effortlessly lift hundreds of tons of weight, and perform many other astounding feats. With his vast technological resources, he can add to or adapt his armor for specific situations if need be.

But Destroyer's armor is not his greatest weapon. His matchless mind is what gives him the edge he needs to triumph. He's enormously skilled, a world expert in dozens of sciences and related subjects, and a polymath of almost unprecedented scope.

Doctor Destroyer rarely engages in combat himself, preferring not to soil his hands with such menial tasks. He usually sends a robot duplicate or other flunkies instead. If he does fight, he begins battle without employing any advanced tactics — he simply stands there and blasts away at his foes, knowing they cannot withstand his attacks for long. He prefers single attacks, but will resort to Multiple Attacks if necessary, or to impress onlookers. If his enemies somehow resist, avoid, or counteract his attacks, he quickly adapts, using his intellect and tactical insight to find ways to lay them low. Superheroes who mistake his arrogant approach to combat for a true lack of tactical sense are in for a shock.

Destroyer has two Achilles's heels — one known to the world, one carefully kept secret. The first is his pride and arrogance, through which he can sometimes be taunted into exposing himself, and which drive him to grandiose schemes when more covert action would probably allow him to achieve his goals more quickly. The second is a quirk of genetics that played him false. The same genes responsible for his incredible intelligence and good health also render him not susceptible

to the standard age-retarding scientific treatments known to the Champions Universe as of 2010. (They also make it extremely difficult to viably clone him.) Destroyer is now 93 years old, and though he has slowed down his aging somewhat, he cannot stop it altogether. His armor in essence acts as a life support system, not only granting him powers but keeping him as healthy as possible as long as possible. He is desperately researching new ways to halt, or even reverse, his aging before it becomes too late.

Resources: Doctor Destroyer possesses more, and more advanced, resources than many nations. In addition to his technological prowess, he is a billionaire dozens of times over, with income deriving not only from his numerous criminal schemes but the many dummy corporations he's established over the years to exploit patents obtained on his lesser inventions. Prior to the Battle of Detroit, approximately twenty thousand highly-trained servants, troops, and technicians served him with absolute loyalty; since his "death," nearly all of them have been captured or drifted off to work for other organizations (such as VIPER); only his people in the Vale of Javangari (see below) remain loyal, convinced that he watches them from beyond the veil and will eventually reincarnate and return to them. He also has a cadre of superpowered minions (see below for information on several of them), though only Gigaton and Rakshasa know he's not dead; they've all remained together as "the Destroyers," one of Earth's most powerful and feared supervillain teams. If and when he returns to "life," they will readily return to his service.

In addition to his human followers, Destroyer has uncounted legions of robots, androids, and other mechanical constructs at his command. Second only, perhaps, to Mechanon in terms of his skill with robotics, Destroyer often uses robotic duplicates to insulate himself from direct contact with or harm from superheroes. He rarely uses cloned servants or constructs, preferring to leave the less precise and powerful biological sciences to the likes of Teleios.

Destroyer has four main headquarters and several minor bases around the world, and beyond (all of which are currently "powered down," with only robotic staff to perform whatever maintenance is necessary to prevent deterioration). The first is hidden deep in the Vale of Javangari in the Himalayas. He discovered this ancient valley, inhabited by peoples who had had no contact with the outside world for centuries, in 1980. He conquered it so effortlessly that the people there now revere him as a god, an incarnation of Shiva, and serve him without question or complaint. In but a decade he raised them from a primitive society with a seventeenth century civilization to one of the most technologically advanced cultures on Earth. The second is Tartarus, an underground base in Siberia with underground river access to the Pacific Ocean. The third is the *Poseidon's Fist*, a gargantuan submarine. The last is *Zerstorenstern* ("Destroyer-Star"), an orbital facility hidden by

advanced stealth technology and equipped with weaponry even more powerful than the cannon with which he razed Detroit. Also of note is *Zuflucht* (“Haven”), built into an asteroid in the belt between Mars and Jupiter. No one (not even Sennacherib) knows of its existence. That’s where he spent the years between 1992 and 2009 in hiding, working on his new armor and weapons.

Destroyer uses a powerful artificially intelligent computer, named Sennacherib, to run the automated features of his facilities and assist him with his research. Possibly the most advanced computer in the world, Sennacherib has powerful encryption and stealth systems to prevent anyone from hacking into it or monitoring/tracking its transmissions.

Campaign Use: Doctor Destroyer is the single most powerful supervillain in the Champions Universe, the one villain any superteam, no matter how powerful, should regard as an extreme danger to the safety and security of the world. Even if the GM reduces Destroyer’s power to make it possible for the PCs to defeat him, triumphing over him and stopping his schemes should *never* be easy.

The points allocated on Destroyer’s sheet for agents and bases are approximations. As a master villain, Destroyer should have whatever resources and facilities he needs to carry out one of his schemes. Add to or change his Perks as needed.

Doctor Destroyer is perhaps the most dangerous Hunted any superhero can have; he counts as More Powerful than any given hero or superhero team. He might start Hunting a hero because he thinks the hero stole from him, or humiliated him in some way. If he really put his mind to it, Destroyer could kill just about any hero without much trouble. Only the fact that he has dozens of other things to occupy his attention keeps him from simply wiping out anyone he Hunts as soon as that person attracts his unfavorable attention.

If Destroyer is too powerful for your group to challenge (assuming you want them to confront him personally in combat at all), reduce the Active Points in his attacks appropriately (but typically to no less than 100-120 Active Points), and cut his Characteristics (reduce STR to 60, DEX to 25, and SPD to 6; do not reduce INT or PRE). You might also consider getting rid of his Damage Reduction or reducing his PD and ED. In the unlikely event he’s not powerful enough to challenge your PCs, increase the Active Points in his attacks and defenses until he is, or equip him with entire new suites of powers (e.g. a Multipower of Mental Powers resulting from a Cerebro-Stimulator built into his helmet).

For more details on Dr. Destroyer, including alternate versions of him and maps of his major bases, please see *The Book Of The Destroyer*.

Associates, Allies, And Adversaries: Destroyer doesn’t get along well with *anyone*; every powerful individual and organization in the world is but an obstacle to his goal of world conquest. He reserves his particular hatred for groups with similar objectives (such as VIPER), former followers who’ve “betrayed” him (Menton and Mentalla), and groups like DEMON which rely on magic instead of technology (which he considers foolish and dangerous, since wizardry cannot be controlled or scientifically analyzed). Nevertheless, Dr. Destroyer has from time to time joined forces with other supervillains or villainous organizations as a way to achieve his goals. Inevitably, he betrays these allies, or comes to blows with them when their megalomaniacal personalities clash with his own.

See *The Book Of The Destroyer*, pages 192-98, for more information on what Dr. Destroyer thinks about various persons and groups in the Champions Universe.





DOCTOR DESTROYER

Val Char Cost Roll Notes

80	STR	70	25-	Lift 1.6 ktons; 16d6 HTH damage [8]
30	DEX	40	15-	
55	CON	90	20-	
35	INT	25	16-	PER Roll 16-
26	EGO	16	15-	
60	PRE	50	21-	PRE Attack: 12d6

10	OCV	35		
8	DCV	25		
8	OMCV	15		
8	DMCV	15		
8	SPD	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12

40	PD	38		Total: 40 PD (40 rPD)
40	ED	38		Total: 40 ED (40 rED)

30	REC	26		
250	END	46		
30	BODY	20		
100	STUN	40		

Total Characteristics Cost: 629

Movement:

Running:	24m
Flight:	60m
MegaTeleportation:	1-60,000 km

Cost Powers

Offensive Powers

150	Destroyer-Beam: Multipower, 150-point reserve	
15f	1) Standard Mode: Blast 30d6	15
15f	2) Energy Conservation Mode: Blast 20d6 Reduced Endurance (0 END; +½)	0
12f	3) AP Mode: Blast 20d6 Armor Piercing (+¼)	15
15f	4) Explosive Mode: Blast 16d6 Area Of Effect (42m Radius Explosion; +¾)	15
15f	5) Transdimensional Mode: Blast 20d6 Affects Desolidified (+½)	15
15f	6) Mercy Mode: Blast 15d6 AVAD (defense is Power Defense; +1)	15
12f	7) Force Barrier Bypass Mode: Blast 20d6 Indirect (Source Point is always 4m in front of him; +¼); Only Works With Force Barrier (see text; -0)	12
15f	8) Power Mode: RKA 10d6	15
9f	9) Power-Pulse: Blast 12d6 Area Of Effect (32m Radius; +1), Personal Immunity (+¼); No Range (-½)	13

END

125	Secondary Weapons Array: Multipower, 125-point reserve	
11u	1) Particle Cannon: RKA 5d6 Reduced Endurance (0 END; +½)	0
12u	2) Secondary Destroyer-Beam: Blast 16d6 Reduced Endurance (0 END; +½)	0
12f	3) Sensory Overload Cannon: Sight and Hearing Group Flash 15d6 Reduced Endurance (0 END; +½)	0
12f	4) Tangleweb Projector: Entangle 10d6, 10 PD/10 ED Reduced Endurance (½ END; +¼)	0
220	Synaptic Interference Generator: Drain Characteristics 8d6 Variable Effect (any one Characteristic at a time; +½), Delayed Return Rate (points return at the rate of 5 per Minute; +1), Reduced Endurance (½ END; +¼)	10
67	Tactical Adaptation: +4 with All Combat Only Lasts For 1 Turn (-¼), Can Only Be Used Once Per Battle (-¼) plus: Physical and Energy Damage Reduction, +25% (75% total), Resistant Only Lasts For 1 Turn (-¼), Can Only Be Used Once Per Battle (-¼)	0
190	Technological Arsenal: Variable Power Pool (Gadget Pool), 150 Pool + 100 Control Cost Focus (all powers bought through VPP must have at least -¼ worth of this Limitation; -¼)	var
	Defensive Powers	
20	Destream Armor: Hardened (+¼) for 40 PD/40 ED	0
50	Destream Armor: Resistant (+½) for 40 PD/40 ED Hardened (+¼)	0
60	Destream Armor: Physical and Energy Damage Reduc- tion, Resistant, 50%	0
40	Destream Armor: Damage Negation (-4 DCs Physical and Energy)	0
87	Force Barrier Generator: Barrier 15 PD/15 ED, 12 BODY (up to 10m long, 4m tall, and ½m thick), Dismissable, Non-Anchored	9
19	Destream Helmet: Sight Group Flash Defense (15 points) Hardened (+¼)	0
19	Destream Helmet: Hearing Group Flash Defense (15 points) Hardened (+¼)	0
6	Intense Willpower: Mental Defense (10 points) Hardened (+¼)	0
6	Intense Sense Of Self: Mental Defense (+10 points) Hardened (+¼); Only Protects Against Mind Control (-1)	0
12	Destream Helmet: Mental Defense (+10 points) Hardened (+¼)	0
20	Destream Armor: Power Defense (16 points), Hardened (+¼)	0
35	Life Support Systems: Life Support: Total	0



Movement Powers

- 105 **Armor Jets:** Flight 60m, x8 Noncombat 0
Reduced Endurance (0 END; +½)
- 12 **Swift Runner:** Running +12m (24m total) 1
- 47 **Teleportation Web:** Teleportation 10m 0
MegaScale (1m = 10,000 km; +2), Armor Piercing (x4; +1), Invisible Power Effects (can't be traced; +¼), Reduced Endurance (0 END; +½)

Sensory Powers

- 5 **Visual Sensor Systems:** Infrared Perception (Sight Group) 0
- 5 **Visual Sensor Systems:** Ultraviolet Perception (Sight Group) 0
- 10 **Visual Sensor Systems:** Increased Arc Of Perception (360 Degrees) for Sight Group 0
- 15 **Visual Sensor Systems:** +10 versus Range Modifier for Sight Group 0
- 15 **Sonar System:** Active Sonar (Hearing Group) 0
- 3 **Audio Sensor Systems:** Ultrasonic Perception (Hearing Group) 0
- 8 **Communications Suite:** HRRP (Radio Group) 0
Affected As Sight And Hearing Groups As Well As Radio Group (-½)
- 20 **Radar System:** Radar (Radio Group), Increased Arc Of Perception (360 Degrees) 0
- 25 **Sennacherib Link:** Mind Link to Sennacherib Mainframe, Unlimited Range (in this dimension), No LOS Needed 0
Invisible Power Effects (can't be traced; +¼)

Perks

- 420 **Bases:** 16 Bases built on up to 2,000 Total Points each
- 100 Well-Connected plus 97 points' worth of Contacts throughout the underworld, world governments, and the world scientific community
- 15 **Money:** Filthy Rich
- 265 **Followers:** Sennacherib (32 AI computers built on up to 1,200 Total Points each)
- 215 **Followers:** approximately 32,000 robots built on up to 700 Total Points each (see below)
- 18 **Positive Reputation:** world's most powerful and dangerous supervillain (on Earth; 14-) +6/+6d6

Any other Followers, Vehicles, or Bases he might possibly need

Talents

- 3 **Armor Computer Systems:** Absolute Range Sense
- 3 **Armor Computer Systems:** Absolute Time Sense
- 3 **Armor Computer Systems:** Bump Of Direction
- 5 Eidetic Memory
- 3 Perfect Pitch
- 5 Resistance (5 points)
- 4 Speed Reading (x10)
- 3 **Armor Computer Systems:** Lightning Calculator
- 20 **Armor Computer Systems:** Universal Translator 16-

Appearance: Doctor Destroyer wears the most advanced and powerful suit of powered armor in the world. The basic armor, not much bulkier than ordinary clothing thanks to his nanotechnological breakthroughs, is jet black. Attached to it are a breastplate, gauntlets, and boots in silver-grey, and golden pauldrons in the shape of lion's heads. Over it all he wears a red cloak, and sometimes a sword for effect. His head and face are concealed by a silver-grey helm of distinctive shape, with a headpiece reminiscent of a golden crown on top.

Out of his armor, Albert Zerstoiten is, as of 2010, a 93 year old white male, extremely healthy and fit for his age but still showing the signs of nearly a century of hard-lived life. He has a thick head of grey hair, and his face, handsome even today, looks cultured and intelligent even when he's committing the most evil acts imaginable. His eyes, lively and piercing, betray the cruelty that lives within him.

Skills

- 48 +4 Overall
- 32 +4 with Ranged Combat
- 3 Bureaucratics 21-
- 3 Combat Piloting 15-
- 7 Computer Programming 18-
- 15 Cramming (x3)
- 3 Criminology 16-
- 3 Cryptography 16-
- 3 Deduction 16-
- 3 Demolitions 16-
- 7 Electronics 18-
- 3 High Society 21-
- 3 Interrogation 21-
- 11 Inventor 20-
- 7 Mechanics 18-
- 5 Navigation (Air, Land, Marine, Space) 16-
- 3 Oratory 21-
- 3 Paramedics 16-
- 3 Persuasion 21-
- 31 Power: Gadgeteering 30-
- 2 PS: Dollmaking 11-
- 3 PS: Play Chess 16-
- 3 PS: Play Piano 15-
- 3 Security Systems 16-
- 3 Systems Operation 16-
- 3 Tactics 16-
- 9 TF: Common Motorized Ground Vehicles, Science Fiction & Space Vehicles, Combat Aircraft, Helicopters, Large Planes, Small Planes, Submarines
- 13 Weaponsmith (all categories) 18-



- 3 Linguist
- 2 1) English (completely fluent; German is Native)
- 2 2) French (completely fluent)
- 2 3) Greek (completely fluent)
- 2 4) Hindi (completely fluent)
- 2 5) Italian (completely fluent)
- 2 6) Japanese (completely fluent)
- 2 7) Latin (completely fluent)
- 2 8) Mandarin Chinese (completely fluent)
- 2 9) Portuguese (completely fluent)
- 2 10) Russian (completely fluent)
- 2 11) Sanskrit (completely fluent)
- 2 12) Spanish (completely fluent)
- 3 Scientist
- 2 1) SS: Anatomy 16-
- 2 2) SS: Anthropology 16-
- 2 3) SS: Archaeology 16-
- 2 4) SS: Astronomy 16-
- 2 5) SS: Bacteriology/Virology 16-
- 2 6) SS: Biochemistry 16-
- 2 7) SS: Biology 16-
- 2 8) SS: Botany 16-
- 2 9) SS: Chemistry 16-
- 2 10) SS: Computer Science 16-
- 2 11) SS: Density Physics 16-
- 2 12) SS: Dimensional Engineering 16-
- 2 13) SS: Electronic Engineering 16-
- 2 14) SS: Force Field Physics 16-
- 2 15) SS: Genetics 16-
- 2 16) SS: Geology 16-
- 2 17) SS: Gravitics 16-
- 2 18) SS: Materials Science 16-
- 2 19) SS: Mathematics 16-
- 2 20) SS: Medicine 16-
- 2 21) SS: Metallurgy 16-
- 2 22) SS: Nanotechnology 16-
- 2 23) SS: Nuclear Physics 16-
- 2 24) SS: Neurology 16-
- 2 25) SS: Oceanography 16-
- 2 26) SS: Pharmacology/Toxicology 16-
- 2 27) SS: Physics 16-
- 2 28) SS: Psionic Engineering 16-
- 2 29) SS: Psychology 16-
- 2 30) SS: Robotics 16-
- 2 31) SS: Size Physics 16-
- 2 32) SS: Subatomic Physics 16-
- 2 33) SS: Surgery 16-
- 2 34) SS: Zoology 16-

Note: Dr. Destroyer doesn't receive the normal +5 bonus to his Hunteds for having a Public Identity because, although his name and personal history are publicly known, his general whereabouts almost never are... and in fact, as of 2010 the world believes that Shadow Destroyer is actually him.

- 3 Scholar
- 2 1) KS: Art History 16-
- 2 2) KS: Chess 16-
- 2 3) KS: Classical History And Culture 16-
- 2 4) KS: The Espionage World 16-
- 2 5) KS: Gourmet Food 16-
- 2 6) KS: Greek Mythology 16-
- 2 7) KS: Indian History And Culture 16-
- 2 8) KS: Literature 16-
- 2 9) KS: Military History 16-
- 2 10) KS: The Military/Mercenary/Terrorist World 16-
- 2 11) KS: Music 16-
- 2 12) KS: Philosophy 16-
- 2 13) KS: Superheroes 16-
- 2 14) KS: The Superhuman World 16-
- 2 15) KS: Superpowers 16-
- 2 16) KS: Supervillains 16-
- 2 17) KS: Wine 16-
- 2 18) KS: World History 16-
- 2 19) KS: World Mythology 16-
- 2 20) KS: World Politics 16-

- 3 Traveler
- 1 1) AK: The Asteroid Belt 11-
- 1 2) CK: Berlin 11-
- 1 3) CK: Buenos Aires 11-
- 1 4) AK: Central America 11-
- 1 5) AK: Earth's Solar System 11-
- 1 6) CK: London 11-
- 1 7) AK: The Middle East 11-
- 1 8) CK: Moscow 11-
- 1 9) CK: Munich 11-
- 1 10) CK: New York City 11-
- 1 11) AK: South America 11-
- 1 12) CK: Tokyo 11-
- 1 13) AK: The United States 11-

Total Powers & Skills Cost: 3,040

Total Cost: 3,669

400 Matching Complications (75)

- 20 **Hunted:** UNTIL (Frequently, As Pow, NCI, Capture)
- 20 **Hunted:** PRIMUS (Frequently, As Pow, NCI, Capture)
- 20 **Negative Reputation:** world's most powerful and dangerous supervillain, 14- (Extreme)
- 25 **Psychological Complication:** Utterly Convinced Of His Own Superiority And Destiny To Rule The World (Very Common, Total)
- 20 **Psychological Complication:** Casual Killer (Very Common, Strong)
- 5 **Social Complication:** Public Identity (Dr. Albert Zerstoiten) (Infrequently, Minor)

Total Complications Points: 75

Experience Points: 3,269

EXAMPLE GADGETS

Here are some example gadgets that Dr. Destroyer might create using his *Technological Arsenal* Variable Power Pool. Some are additional systems for, or attachments to, his armor; others are discrete devices.

Augmentation Beam: This device uses technology similar to the Synaptic Interference Generator to temporarily enhance, rather than diminish, some of the capabilities of Destroyer's followers.

Aid STR, DEX, INT, and SPD 6d6, Variable Effect (any one of those Characteristics at a time; +½), Ranged (+½) (72 Active Points); OIF (-½), Only Aid Others (-½). Total cost: 36 points.

Dimensional Transporter: With this device, Dr. Destroyer can move from one point to another without crossing the physical space in between.

Teleportation 40m, Reduced Endurance (0 END; +½) (60 Active Points); OIF (-½). Total cost: 40 points.

EMP Cannon: Although he uses technology against his enemies, Dr. Destroyer doesn't like having it used against him. This weapon allows him to shut off his opponents' powered armor, blasters, and the like.

Dispel 24d6, Variable Effect (any one Electrical Device power at a time; +½) (108 Active Points); OIF (-½). Total cost: 72 points.

Flight Enhancer: With these extra jets, Dr. Destroyer can fly faster than ever.

Flight +30m, x16 Noncombat for all (52 Active Points); OIF (-½). Total cost: 35 points.

Force Barrier Extender: This device enhances the strength and size of Dr. Destroyer's Force Barrier.

Add: Barrier +6 PD/+6 ED, +3 BODY, +10m long and +4m high (35 Active Points); OIF (-½). Total cost: 23 points.

Force Barrier Opacitizer: This device alters the properties of Dr. Destroyer's Force Barrier so that it cannot be seen through.

Add to Barrier: Opaque (Sight Group) (10 Active Points); OIF (-½). Total cost: 7 points.

Heartbeat Sensor: This ultra-sensitive sensor detects the vibration and sound of heartbeats, and can even distinguish among different species' heartbeats.

Detect Heartbeats 16- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting (35 Active Points); OIF (-½). Total cost: 23 points.

Intangibility Web: This device allows Dr. Destroyer to become untouchable, walk through walls, and the like. He often holds it in reserve for making escapes.

Desolidification (affected by magic) (40 Active Points); IIF (-¼). Total cost: 32 points.

Mental Domination Crown: Doctor Destroyer prefers to cow his enemies with the force of his personality and fear of his immense power, but

sometimes it's more practical... and amusing... to take control of their minds directly. He builds this device into the "crown" on top of his Destream Helmet.

Mind Control 16d6, Telepathic (+¼) (100 Active Points); OIF (-½). Total cost: 67 points.

Miniaturized Arsenal: This series of weapon enhancements allows Dr. Destroyer to fire a wide range of deadly beams.

Version Alpha: Blast 12d6, Variable Special Effects (+½) (90 Active Points); OIF (-½). Total cost: 60 points.

Version Beta: Blast 12d6, Variable Advantages (+½ Advantages; +1), Variable Special Effects (+½) (150 Active Points); OIF (-½). Total cost: 100 points.

Psionic Feedback Inducer: This weapon, which attaches to the Destream Helmet, causes synaptic misfirings in the target's brain, resulting in spasms and intense pain.

Mental Blast 4d6 (40 Active Points); OIF (-½), 8 Charges (-½) (total cost: 20 points) plus Drain DEX 2d6, Line Of Sight (+½) (30 Active Points); OIF (-½), 8 Charges (-½), Linked (-½) (total cost: 12 points). Total cost: 32 points.

Psychic Shield: If Dr. Destroyer expects to face powerful mentalists, he often prepares this device. Due to his extensive study of Menton and Mentalla, it's particularly effective against their psionic powers.

Mental Defense (+15 points) (15 Active Points); OIF (-½) (total cost: 10 points) plus Mental Defense (+10 points) (10 Active Points); OIF (-½), Linked (-½), Only Versus Menton And Mentalla (-1) (total cost: 3 points). Total cost: 13 points.

Sonic Weakness Field: This weapon generates a field of intense sound around Destroyer that induces vertigo and unconsciousness in everyone around him.

Drain DEX and STUN 3d6, Expanded Effect (DEX and STUN simultaneously; +½), Area Of Effect (16m Radius; +¾), Constant (+½), Personal Immunity (+¼) (90 Active Points); OIF (-½). Total cost: 60 points.

Stealth Field: Destroyer uses this device to avoid detection; it works well with the Intangibility Web.

Invisibility to Sight, Hearing, Mental, and Radio Groups, No Fringe (45 Active Points); IIF (-¼). Total cost: 36 points.

The Sword Of Destroyer: This blade, carried more for affect than for actual use, appears to be a slim, lightweight sword, similar to a rapier. In fact it contains built-in systems that surround the blade with an energy field, allowing it to cut through virtually anything.

HKA 1½d6 (4d6+1 with STR), Armor Piercing (x2; +½), Penetrating (+½), Reduced Endurance (0 END; +½) (62 Active Points); OAF (-1), No Knockback (-¼). Total cost: 27 points.

Tractor Beam: A favorite of Destroyer's due to its impressive nature, this device uses gravitic manipulation to move objects at a distance.

Telekinesis (60 STR) (90 Active Points); OIF (-½). Total cost: 60 points.



THE DESTROYERS

After Dr. Destroyer's apparent "death," only two of his followers — Gigaton and Rakshasa — knew the truth (and as mentioned above, mental blocks prevent them from revealing this to anyone else, or having it read from their minds). The two of them realized they couldn't maintain Destroyer's entire organization, and gradually let most of his ordinary human followers get captured or drift away to other jobs in the underworld (though they carefully "eliminated" anyone who knew too much, and made it quite clear to everyone else who use to work for Dr. Destroyer what would happen if they revealed any of his secrets). But they weren't willing to let Zerstoiten's carefully-cultivated (and sometimes manufactured) group of superpowered "lieutenants" fall apart as well. Most of the minions agreed with them; those who didn't were "persuaded" (sometimes with money or other favors, sometimes with force, sometimes both) to stay with the rest of them.

Christening this group *the Destroyers*, Gigaton converted it into what seems to be a standard supervillain team. The Destroyers commit crimes, work for other villains, and launch schemes of conquest and terror... but in truth they're waiting for Destroyer's return (which Rakshasa and Gigaton know will occur, and the others only suspect or hope for). Over the past decade they've become one of the most powerful and feared villain teams in the world; some experts rank them ahead of Eurostar in terms of the danger they present to humanity and world security.

MEMBERS

In addition to the six members described below — Gigaton, Rakshasa, Falchion, Meteor, Spectra, and Tarantula — other Destroyers include:

The Bronze Brigand: A super-strong, metal-bodied brawler who can warp metal by touching it.

Fourplay: A woman with the ability to assume four superpowered forms, one based on each of the classical Four Elements.

Hammerhead: A swift-swimming super-strongman cloned by Dr. Destroyer from the tissue of the similarly-powered Mexican villain *Escollera* ("Breakwater").

Thoughtcrime: A scion of the Medina family's Argentinian branch, with mental powers similar to those of Menton and Mentalla.

GIGATON

Background/History: In 1994, Tim Colton was a private in the US Army who volunteered to take part in a "wargame" involving a nuclear war scenario. What the brass didn't tell the volunteers was that the "game" was really an experiment designed to test soldiers' resistance to nuclear weaponry and, in the process, develop a superhuman soldier who could function in a post-nuclear era.

Tim was so hung over from partying the night before — all the volunteers had received a three-day pass — that to this day he barely remembers lining up in the desert for the "exercise." He does recall a blinding white light and a feeling of heavy pressure and heat. After that, he lapsed into a coma and didn't wake up for nearly four years.

Most of the participants in Project Sunburst died that day. A few survived, sometimes developing unusual powers after a while, but even most of the survivors simply died long, slow deaths over several months. Tim Colton was one of the lucky ones. As near as the Army doctors could tell, he was completely unharmed! They couldn't even explain the coma, but they could tell that his body remained extremely healthy and vital despite it. Even as months turned into years, Tim's physique didn't deteriorate at all — in fact, it seemed to improve. Eventually the doctors even stopped feeding him; he apparently didn't need food anymore.

While in self-imposed seclusion, Dr. Destroyer heard about the outcome of Project Sunburst and sent Rakshasa to investigate. Gaining access to "the Crypt" — the top-secret facility where most of the Sunburst survivors were kept — with the help of an Army general he was blackmailing, Rakshasa used a device provided by Destroyer to determine that several of the survivors, all in comas, were imbued with strange power. One, Colton, was so powerful his readings were off the instrument's scale. Rakshasa arranged to liberate Colton and took him, still in a coma, to Destroyer's Javangari headquarters.

Using his advanced biological and medical knowledge, Destroyer found a way to wake Colton up. Between his rage at having been made a guinea pig by the Army, his gratitude to Destroyer for "rescuing" him, and Destroyer's subtle (but effective) brainwashing techniques, Colton was soon a loyal adherent of Dr. Destroyer, willing to do whatever the arch-villain commanded. Christening him "Gigaton" because of the nature and source of his powers, Destroyer made him head of his organization's security.

Gigaton has served Dr. Destroyer faithfully and well ever since — so well, in fact, that he's the only human in existence besides Rakshasa and Destroyer himself who knows Zerstoiten's still alive. As he waits patiently for the evil Doctor's return, he makes sure all of Destroyer's secret bases and facilities remain secure and intact, and he leads the Destroyers to fool the rest of the world into thinking they're all just ordinary supervillains now.



GIGATON

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
20	DEX	20	13-	
40	CON	30	17-	
13	INT	3	12-	PER Roll 12-
11	EGO	1	11-	
30	PRE	20	15-	PRE Attack: 6d6
9	OCV	30		
7	DCV	20		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12
25	PD	23		Total: 25 PD (20 rPD)
30	ED	28		Total: 30 ED (20 rED)
20	REC	16		
80	END	12		
20	BODY	10		
70	STUN	25		Total Characteristics Cost: 321

Movement: Running: 18m
Flight: 30m

Cost	Powers	END
105	Gigablast Powers: Multipower, 105-point reserve	
10f	1) Gigabolt: Blast 14d6 Reduced Endurance (0 END; +½)	0
10f	2) Gigablast: Blast 14d6 Area Of Effect (30m Radius Explosion; +½)	10
10f	3) Lesser Gigablast: Blast 10d6 Area Of Effect (22m Radius Explosion; +½), Reduced Endurance (0 END; +½)	0
9f	4) Controlled Gigablast: Blast 10d6 Area Of Effect (1m Radius; +¼), Reduced Endurance (0 END; +½)	0
10f	5) One-Way Force Bonds: Entangle 5d6, 5 PD/5 ED Takes No Damage From Attacks (+½), Reduced Endurance (0 END; +½)	0
45	Energy Transference: Absorption 45 BODY (energy, half to STR, half to STUN)	0
20	Energy-Enhanced Body: Resistant (+½) for 20 PD/20 ED	0
10	Energy-Enhanced Senses: Sight Group Flash Defense (8 points), Hardened (+¼)	0
10	Energy-Enhanced Senses: Hearing Group Flash Defense (8 points), Hardened (+¼)	0
10	Energy-Enhanced Mind: Mental Defense (10 points)	0
35	Energy-Enhanced Body: Life Support: Total	0
45	Flying: Flight 30m Reduced Endurance (0 END; +½)	0
6	Swift Runner: Running +6m (18m total)	1
6	Wrist Communicator: HRRP OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

GIGATON FACTS

Here are some facts characters and NPCs might know about Gigaton if they succeed with an appropriate Skill Roll:

N/R: Gigaton is a powerful energy projector. He was Dr. Destroyer's chief lieutenant, when Destroyer was alive; now he leads the Destroyers.

-2: Gigaton's powers involve "bio-nuclear energies," as if his body's been infused with the energy of a nuclear explosion.

-6: Gigaton's powers come from Project Sunburst, some sort of secret military research program.

-10: His Secret Identity is Tim Colton.

Skills

20	+4 with Gigablast Powers Multipower
24	+3 HTH
2	Gambling (Card Games) 12-
5	KS: Destroyer Security Procedures 14-
2	KS: The Military/Mercenary/Terrorist World 11-
3	Oratory 15-
2	PS: U.S. Army Soldier 11-
3	Security Systems 12-
3	Shadowing 12-
3	Stealth 13-
3	Tactics 12-
3	Teamwork 13-
3	Tracking 12-
2	WF: Small Arms

Total Powers & Skills Cost: 419

Total Cost: 740

400 Matching Complications (75)

5	Distinctive Features: unique Geiger counter signature (Not Concealable, Noticed And Recognizable, Detectable Only By Unusual Senses)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Dr. Destroyer (Infrequently, Mo Pow, NCI, Watching)
25	Psychological Complication: Completely Loyal To Dr. Destroyer (Very Common, Total)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
15	Social Complication: Secret Identity (Tim Colton) (Frequently, Major)

Total Complications Points: 75

Experience Points: 340

Personality/Motivation: Gigaton is an organized, disciplined, no-nonsense individual — a real “gung ho” commander and combatant. Subconsciously he’s not entirely comfortable with the decisions he’s made or life he’s chosen, and to blot out any twitterings of guilt he focuses intensely on his job or leisure activities.

Gigaton is a natural leader... to a point. He’s extremely comfortable commanding squads of troops, or even a small organization like Destroyer’s security staff or the Destroyers. But beyond that, he’s more of a follower than a leader. He looks to those more powerful and intelligent than himself for leadership on a larger scale, which is one reason why he’s so loyal to Destroyer. He recognizes that Destroyer is dangerous, perhaps even insane, but like a good soldier he keeps right on doing as he’s told. The fact that he’s surrounded by money, luxuries, and women doesn’t exactly make him want to change his mind, either.

Quote: “Let’s go, Destroyers. By the numbers and according to plan, and we’ll be out of here safely with the loot before any heroes arrive to try to stop us.”



Powers/Tactics: Gigaton gained his powers when the energy from a nuclear explosion somehow infused and interacted with his body. As a result, his every cell is bursting with strange bio-nuclear energies, giving him tremendous strength and resilience, a variety of energy projection powers, the power to fly, and even the ability to survive without air or food. Most intriguingly, he can absorb energy from his opponents’ attacks, using it to increase his strength and durability. (Sometimes, if he knows he’s just about to go into battle, he’ll have his comrades or hired flunkies fire energy blasts at him to “pump him up.”)

Gigaton prefers to open the battle with one of his Gigablast Powers — the Gigablast if possible (he loves the explosive effect), or the Gigabolt if necessary. If a more subtle approach is needed, he’ll use his Entangle (a projected one-way force-field) first. Although he’s strong enough and skilled enough to be a powerful hand-to-hand combatant, he tends to get involved in brawls only when ranged attacks are no longer an option. If necessary he’ll throw an opponent away from him to allow for more ranged attacks.

Campaign Use: Gigaton is a team leader and player *par excellence*; it’s highly unlikely any PC would encounter him independently or provoke him into Hunting them. At the very least he’ll probably have one or two other Destroyers within range of his voice.

Gigaton could serve as a gateway to a story or story arc involving Project Sunburst (see page 205 and CU 43). More potentially-superpowered survivors may still reside in the Crypt, just waiting to wreak havoc on the world... or perhaps become superheroes.

To make Gigaton less powerful, reduce his STR to 40 and other Characteristics proportionately (but leave his SPD and DEX alone), and/or reduce his Multipower to 80 Active Points (or lower, if necessary). If you need to make him more powerful, boost the Multipower reserve to 125 points and all the powers accordingly, and/or increase his SPD to 6.

Associates, Allies, And Adversaries: Sunburst (see page 205) would like to recruit Gigaton for his organization, since he wants everyone who got superpowers from Project Sunburst under his command. Gigaton wants nothing to do with him and has rebuffed all of his overtures, beginning with gifts and bribes and escalating into threats and violence. The Destroyers and Sunburst’s forces have clashed several times because of this.

Appearance: Gigaton stands 6’3” tall and weighs about 245 pounds. He wears a black costume and cape with gold highlighting, bracers, and spikes on the top of the boots; he also wears a black helmet patterned after the one Dr. Destroyer wore in the late Eighties and early Nineties. On his center chest is a gold atom symbol. On those rare occasions when he’s not in costume, his red hair and green eyes are readily apparent.

RAKSHASA

Background/History: While conducting certain operations in India in 1986, some of Dr. Destroyer's Javangari agents realized the man they were dealing with was a confidence artist. Eager to prove their merit to Destroyer, and to ensure that the trickster received proper punishment, they captured him and brought him, blindfolded and unconscious, to the Vale. When he was awakened, the prisoner made an effort to escape — first by trying to fool them with an illusion, then by squeezing his malleable body through a grate in the floor! But one does not escape Destroyer so easily. Seeing through the illusion, he unleashed a minor blast, sufficient to knock the prisoner out once more.

When the prisoner re-awakened, he was in a hermetically-sealed chamber equipped with psychic shielding. Under threat of torture he quickly revealed that he was Palash Krisharan, and that he'd possessed strange powers of illusion creation and body-shaping since he was a teenager. His strange "magic" had frightened his family and friends so much they'd thrown him out of his village, so he drifted to Calcutta and began using his powers to steal. Eventually he learned enough to work his way up to sophisticated, and profitable, con games.

Intrigued, Destroyer gave him a choice: serve me or die. Recognizing an unbeatable offer when he heard one, Krisharan became one of Destroyer's superhuman agents. Christened "Rakshasa," after the mythological monster of India, he's used his powers and talents on Destroyer's behalf ever since.

Personality/Motivation: Initially Rakshasa was a reluctant servant, with an eye out for a way to escape Destroyer's clutches — but he soon realized how stupid that was. As one of the Doctor's chief operatives, he had more money, luxuries, power, and security than ever before, and it would be foolish to give it up just for the sake of personal freedom. It didn't take long for him to go from being a malcontent to one of Destroyer's most loyal followers.

Rakshasa suits Destroyer's schemes well not only because of his powers, but because he's completely amoral. All he cares about is serving Destroyer and himself, in that order. If necessary, he'll steal, kill, commit mass murder, or do whatever else he has to — or wants to, just for fun. He is utterly without conscience or scruples.

Quote: "Things are not always as they seem, are they?"

Powers/Tactics: Rakshasa is a mutant with the ability to generate illusions — both large-scale "hallucinations" that anyone can sense, and more personal images he projects directly into a victim's mind. Additionally, he has the ability to mold and shape his body so he can assume any humanoid form (and even imitate other people) or stretch and bend his flesh in unusual ways.

Rakshasa isn't a front-line combatant, and he knows it. In battle, he typically tries to hide himself with an Image and then allocate the rest of his Multipower for Mental Illusions; alternately, he may try to assume the form of a hero and then use Mental Illusions to make his victims think he has that hero's powers. But he serves Destroyer (and the Destroyers) best when he can avoid getting into fights.

Besides his lack of direct damage-causing powers, Rakshasa's other big weakness as a combatant is that he moves slowly. He can run faster than normal people, but that's a far cry from being able to fly or teleport.

Campaign Use: Rakshasa is Dr. Destroyer's chief spy, and as such the PCs probably won't encounter him independently or provoke him into Hunting them; he acts only on Destroyer's orders. However, he has a malicious streak to him, and may go out of his way to make a PC miserable if that character somehow provokes or aggravates him.

Rakshasa is dangerous for his out-of-combat abilities more than his fighting prowess. With his powers he can slip undetected into heavily-guarded installations, steal what he wants, and then escape just as easily. Opposing him means out-thinking him, not outfighting him.

If Rakshasa needs more power to survive and thrive in your campaign, expand the range of his Mental Powers — give him an Mental Blast and some Mind Control, at the very least. If he's too powerful, reduce the Active Points in his Multipower slots (perhaps by getting rid of the *Reduced Endurance Advantage*).

Appearance: In his natural form, Rakshasa is a handsome male of Indian ancestry who stands 5'9" tall and weighs about 165 pounds. He usually dresses in exquisitely-tailored clothes, but could wear just about anything depending on the role he's currently playing. Given his powers, he can also look like anyone he wants to, if necessary.

RAKSHASA FACTS

Here are some facts characters and NPCs might know about Rakshasa if they succeed with an appropriate Skill Roll:

N/R: Rakshasa has potent illusion-generation powers.

K/R: Rakshasa also has the power to change shape.

-2: At the time of Dr. Destroyer's death in 1992, Rakshasa had apparently been with him longer than any of his other superhuman minions (besides Mentalla).



RAKSHASA

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
23	DEX	26	14-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
9	OCV	30		
9	DCV	30		
7	OMCV	12		
7	DMCV	12		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
15	PD	13		Total: 15 PD (8 rPD)
15	ED	13		Total: 15 ED (8 rED)
8	REC	4		
40	END	4		
10	BODY	0		
30	STUN	5		
Total Characteristics Cost: 244				

Movement: Running: 18m



Cost	Powers	END
75	Maya-Weaving: Multipower, 75-point reserve	
15v	1) Personal Illusions: Mental Illusions 12d6 Reduced Endurance (½ END; +¼)	3
15v	2) Group Illusions: Sight, Hearing, Mental, and Smell/ Taste Group Images, -4 to PER Rolls Area Of Effect (16m Radius; +¾), Reduced Endur- ance (½ END; +¼)	3
15v	3) Voice Of The Mind: Telepathy 12d6 Reduced Endurance (½ END; +¼)	3
44	Shifting Form: Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid shape), Imitation Costs Endurance Only To Change Shape (+¼)	3
6	Malleable Form: Stretching 6m	1
8	Toughness: Resistant (+½) for 8 PD/8 ED	0
6	Swift Runner: Running +6m (18m total)	1

Talents

15	Combat Sense 13-
3	Lightsleep

Skills

3	Acting 14-
3	Bureaucratics 14-
3	Charm 14-
3	Conversation 14-
3	Disguise 13-
3	High Society 14-
2	KS: Indian History 11-
2	KS: Indian Culture 11-
2	Language: English (fluent conversation; Hindi is Native)
3	Lockpicking 14-
3	Mimicry 13-
3	Persuasion 14-
3	Security Systems 13-
3	Stealth 14-
3	Streetwise 14-

Total Powers & Skills Cost: 244

Total Cost: 488

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Dr. Destroyer (Infrequently, Mo Pow, NCI, Watching)
25	Psychological Complication: Completely Loyal To Dr. Destroyer (Very Common, Total)
20	Psychological Complication: Utterly Amoral (Common, Strong)
15	Social Complication: Secret Identity (Palash Krisharan) (Frequently, Major)

Total Complications Points: 75

Experience Points: 88



FALCHION

Background/History: Thomas Falkirk spent most of his early life being ignored. The middle child of three, he could never attract his parents' attention. They kept accidentally leaving him at the mall, forgetting to pick him up after activities, even not putting out a plate for him at the dinner table. In class teachers never called on him; none of his classmates ever seemed to want to play with him.

This went on into his early adulthood, leaving him miserable. But a chance encounter when he went in for a job interview with a high-tech firm changed his life. He didn't get the job — he never could, interviewers just couldn't seem to remember who he was after he left the room — but it happened that Dr. Destroyer was planning to “acquire” some of the firm's research and had sent Thoughtcrime to lay the groundwork. Thoughtcrime sensed strange psionic “potential” in Falkirk and followed him.

When there was no one around, Thoughtcrime introduced himself to Falkirk as a “government agent.” He explained to Falkirk that he believed the young man might have some sort of mental powers. Falkirk scoffed, but when Thoughtcrime explained that he'd receive a \$5,000 fee for going through the testing procedure, Falkirk quickly agreed.

Thoughtcrime took him to Dr. Destroyer's pet research institution/think tank, the Carmichael Institute, where scientists quickly determined that Falkirk was a mutant with low-level psionic powers that involved interfering in others' perceptions. He'd been born with those powers “turned on” in a way that made it hard for people to focus on him or remember him, resulting in the problems he'd experienced all his life.

At Thoughtcrime's behest, Falkirk began training to become a “government operative.” Over the course of months he learned to harness and control his powers. All the while Thoughtcrime subtly played on the feelings of bitterness and isolation he nursed from years of neglect and disappointment. Under Thoughtcrime's influence, Falkirk became uncaring and cold, filled with disdain and even hatred for other people. By the time Thoughtcrime revealed the truth to him — that he was being trained to serve Dr. Destroyer, not the United States — he was so disaffected it didn't bother him at all.

Personality/Motivation: Falchion affects a sort of devil-may-care, even swashbuckling, attitude a lot of the time, and there's a tiny part of him that's like that. But a far greater chunk of his personality is dominated by feelings of anger toward and contempt for humanity. Even though he knows, rationally, that his powers were to blame for the way people used to treat him, he still irrationally resents all of humanity for it. As far as he's concerned, now it's *his* turn to treat everyone else badly, and he doesn't care who gets hurt. The fact that he's gotten rich and lives a life of luxury first



FALCHION FACTS

Here are some facts characters and NPCs might know about Falchion if they succeed with an appropriate Skill Roll:

N/R: Falchion was one of Dr. Destroyer's chief assassins before Destroyer died; now he does similar work for hire as a member of the Destroyers.

K/R: Falchion's main weapons are swords made of destreum and honed to such sharpness they can cut through Defender's powered armor.

-1: Falchion has some sort of minor mental powers.

-4: Falchion has the mental power to interfere with other persons' perceptions, which he uses to deadly effect in combat.

-6: Falchion is a mutant.

-10: His Secret Identity is Thomas Falkirk.

working for Destroyer, and now as one of the Destroyers, only makes his decision all the easier.

Quote: “If you can't fight any better than that, you won't be fighting for much longer.”

Powers/Tactics: Falchion is a mutant with low-level psionic powers that involve interfering with a person's perceptions. He coordinates this with his fighting skills (see below) to make himself an enormously effective combatant. For example he can:

- make the people in a room be unable to see him (Invisibility), though this has no effect on someone watching from a distance, through a closed-circuit television link to a monitor in another room, or the like.
- temporarily “remove” himself from the perception of everyone around him so he can move to another position “in the blink of an eye” (Teleportation)
- enhance the pain someone feels from an injury (Drain STUN, which only works if the target has suffered at least 1 BODY worth of damage recently)
- confuse and “blind” a person so that he has a hard time defending against Falchion's attacks, or bypassing Falchion's defenses (his Combat Skill Levels with All Combat)

B**FALCHION**

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
23	DEX	26	14-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
6	DMCV	9		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
8	PD	6		Total: 23 PD (15 rPD)
8	ED	6		Total: 23 ED (15 rED)
10	REC	6		
40	END	4		
15	BODY	5		
40	STUN	10		Total Characteristics Cost: 212

Movement: Running: 18m
Teleportation: 18m

Cost	Powers	END
37	Destreum Falchions: HKA 2d6 (2½d6 with STR) Armor Piercing (x2; +½), Penetrating (+½), Reduced Endurance (0 END; +½); OAF (-1)	0
10	Destreum Falchions: Three more Destreum Falchions (total of 4)	
20	Stealth Mind Muddling: Invisibility to Sight Group and Danger Sense, No Fringe Lockout (-½), Limited Effect (see text; -¼), Unified Power (-¼)	4
34	Tactical Mind Muddling: +6 with All Combat Costs Endurance (-½), Unified Power (-¼)	6
23	Pain-Enhancing Mind Muddling: Drain STUN 4d6 Only Enhances Existing Pain (see text; -½), Unified Power (-¼)	4
20	Group Mind Muddling: Teleportation 18m, Position Shift Trigger (whenever he wants to, activating Trigger takes no time, resetting Trigger is a Zero Phase Action; +¾); Increased Endurance Cost (x2 END; -½), Must Pass Through Intervening Space (-¼), Unified Power (-¼)	8

Martial Arts: Fencing

Maneuver	OCV	DCV	Damage/Effect		
3	Cut	+2	+1	Weapon	
4	Fleche		+2	-2	Weapon +v/10; FMove
4	Froissement	-1	+1	Disarm, +10 STR to Disarm roll	
5	Lunge	+1	-2	Weapon +4 DC	
4	Parry	+2	+2	Block, Abort	
4	Riposte	+2	+2	Weapon +2 DC, Must Follow Block	
5	Slash	-2	+1	Weapon +4 DC	

Martial Arts: Karate

Maneuver	OCV	DCV	Notes	
4	Atemi Strike	-1	+1	2d6 NND(1)
4	Block	+2	+2	Block, Abort
4	Dodge	+0	+5	Dodge all attacks, Abort
3	Legsweep	+2	-1	5d6; Target Falls
4	Knifehand Strike	-2	+0	HKA ½d6 (1d6+1 w/ STR)
4	Punch/Snap Kick	+0	+2	6d6 Strike
5	Side/Spin Kick	-2	+1	8d6 Strike
24	Armored Costume: Resistant Protection (12 PD/12 ED); OIF (-½)			0
6	Fast: Running +6m (18m total)			1
10	Lucky Bastard: Luck 2d6			0
6	Destroyer Wrist Communicator: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)			0

Talents

6 Combat Luck (3 PD/3 ED)

Skills

16	+2 HTH
3	Acrobatics 14-
3	Breakfall 14-
5	Rapid Attack (HTH)
3	Sleight Of Hand 14-
3	Stealth 14-
3	Teamwork 14-
5	Two-Weapon Fighting (HTH)
5	WF: Common Melee Weapons, Small Arms, Thrown Swords

Total Powers & Skills Cost: 299

Total Cost: 511

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Dr. Destroyer (Infrequently, Mo Pow, NCI, Watching)
10	Psychological Complication: Thrillseeker (Common, Moderate)
20	Social Complication: Subject To Orders (Very Frequently, Major)
15	Social Complication: Secret Identity (Thomas Falkirk) (Frequently, Major)

Total Complications Points: 75

Experience Points: 111

As his weapons Falchion wields a falchion (a single-edged sword with a long blade slightly curved at the tip) in each hand. His falchions are made of pure destreum and honed to such sharpness that they can cut through nearly anything, even a superhero's powered armor or ultra-tough skin. Between his martial arts training, psionic powers, and weapons, he's a lethal combatant and superb assassin.

However, he's not tireless. Falchion's mental powers tend to be exhausting to use, and in long fights he has to be careful about spending END. If necessary he'll fall back solely on his Fencing and Karate skills to give himself time to recuperate.

Campaign Use: As Dr. Destroyer's chief assassin, Falchion is the henchman the PCs are most likely to encounter outside of one of Destroyer's bases. He might send Falchion to eliminate a hero (or a hero's beloved (D)NPCs...), kill some vital NPC the heroes have to protect, or the like.

To make Falchion tougher, give him some full-blown mental powers — some Telepathy, Mind Control, and Mental Illusions for starters. If that's not enough, expand further into Mental Blast and the like. You could also boost his SPD. To weaken him, get rid of about half of his Martial Maneuvers and reduce his SPD to 5.

Appearance: Falchion is a white American male in his late twenties, 6'0" tall with a muscular, athletic build. His costume is a dark purple bodystocking with a heavy gold belt, flared gold boots, and tight-fitting gold gloves. On his back he carries four falchions in gold scabbards — two over his right shoulder, two over his left. He doesn't wear a mask; his short hair is blonde, his eyes green.

METEOR

Background/History: Ricky Murdock was just another punk teenager getting into trouble in his hometown in central Florida. He had a criminal record, but there was nothing more serious on it than joyriding... yet. The cops could see he was *real* trouble just waiting to happen if someone didn't turn him onto a better path.

Unfortunately, the only thing that changed the course of his life changed it for the worse. One night Ricky was out in his convertible, driving around with his girlfriend of the week, when they got hit by a freak hailstorm. But one of the things falling from the sky wasn't a ball of ice — it was a meteor! It smashed right into Ricky, nearly killing him. The girl drove him to the hospital and then fled. Doctors worked feverishly to save his life, not daring to dislodge the chunk of greenish stone that had embedded itself in his chest for fear it would send his entire system into fatal shock.

The doctors pulled off a miracle and saved his life... or so they thought. It didn't take long for them to notice that Ricky was recovering from his injuries *very* quickly. In fact, if anything he seemed bigger and more muscular than he was before. And that piece of meteorite in him — sometimes it seemed to glow faintly, pulsing in rhythm to his heartbeat...

A few days later, Ricky came out of his coma. He was a changed man — bigger, tougher, stronger, and surlier. He only put up with being questioned by docs and cops for a couple of days before he decided he felt good enough to get the hell out of there. When two orderlies tried to stop him, he threw them away from him so hard that one sustained fatal injuries when he smashed into a wall. Grinning wolfishly, Ricky ran... and the grin changed to laughter when he realized he was running so fast he was passing cars!

Ricky launched a brief, successful solo career as the supercriminal Meteor, but he wasn't smart enough to stay out of PRIMUS's grasp for long. Fortunately for him, Dr. Destroyer was looking to augment the ranks of his superhuman assistants. He decided that a superstrong speedster was just what he needed, so he rescued Meteor from a PRIMUS transport. A few days' worth of Destroyer's brainwashing treatments transformed Meteor from a rebel without a cause to one of the evil Doctor's most loyal servants.



METEOR FACTS

Here are some facts characters and NPCs might know about Meteor if they succeed with an appropriate Skill Roll:

N/R: Meteor is super-strong and can run at super-speeds.

K/R: Meteor's powers apparently result from exposure to kelvarite (there appears to be a chunk of it attached to or embedded in his chest).

-2: Meteor's trained himself to use his super-speed to perform a variety of "speedster tricks" in combat, such as tying people up in a split-second or "phasing" through walls.

-10: His Secret Identity is Ricky Murdock.

B**METEOR**

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
25	DEX	30	14-	
30	CON	20	15-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
8	SPD	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12
25	PD	23		Total: 25 PD (25 rPD)
25	ED	23		Total: 25 PD (25 rPD)
16	REC	12		
60	END	8		
20	BODY	10		
60	STUN	20		Total Characteristics Cost: 306
Movement:				
	Running:			12m
	"Flight":			50m
	Mega"Flight":			1-35 km/Phase
	Leaping:			20m
Cost Powers				
65	Hyper-Running:	Multipower, 81-point reserve		
		all Only In Contact With A Surface (-¼)		
6f	1) Hyper-Running:	Flight 50m, x16 Noncombat	8	
		No Turn Mode (+¼); Only In Contact With A Surface (-¼)		
6f	2) Mega-Hyper-Running:	Flight 35m	8	
		No Turn Mode (+¼), MegaScale (1m = 1 km; +1); Only In Contact With A Surface (-¼)		
75	Speedster Tricks:	Multipower, 75-point reserve		
4f	1) Dizzying Spin:	Drain DEX and CON 4d6	3	
		Expanded Effect (DEX and CON simultaneously; +½), Reduced Endurance (½ END; +¼); No Range (-½), Requires A DEX Roll (-¼)		
1f	2) Eat My Dust:	Change Environment, -3 to Sight Group PER Rolls	2	
		Area Of Effect (16m Radius; +¾); OIF (requires appropriate powder or dust of opportunity; -½), Easy To Dispel (-¼), Must Pass Through Intervening Space (see text; -¼)		
1f	3) Fast Work:	Change Environment (clean, do chores and tasks, and so forth)	1	
		Area Of Effect (16m Radius; +¾), Varying Effect (+½)		
6f	4) High-Velocity Phasing:	Desolidification (affected by sonic-, vibration-, and air-based attacks)	0	
		Reduced Endurance (0 END; +½)		
2f	5) Let's Wrap This Up:	Entangle 6d6, up to 6 PD/6 ED	6	
		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)		

4f	6) Some Disassembly Required:	Dispel Technological Object 15d6	7
		Variable Effect (any one Technological Object power at a time; +½); No Range (-½)	
5f	7) Sonic Boom Attack:	Blast 10d6	7
		Area Of Effect (8m Radius; +½); Must Pass Through Intervening Space (-¼), Does Not Work In A Vacuum (-¼)	
3f	8) Supersonic Finger-Snap:	Blast 6d6	6
		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)	
4f	9) Vacuum Attack:	Blast 6d6	3
		NND (defense is Life Support [Self-Contained Breathing]; +1), Reduced Endurance (½ END; +¼); Must Pass Through Intervening Space (-¼), No Range (-½)	
4f	10) Vibro-grip:	HKA 2d6	0
		Penetrating (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½)	
5f	11) Whirlwind Arms:	Blast 8d6	6
		Double Knockback (+½); Limited Range (10m; -¼)	
25	Toughness:	Resistant (+½) for 25 PD/25 ED	0
6	Destroyer Wrist Communicator:	HRRP (Radio Group)	0
		OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	

Skills

32	+4 HTH
10	+2 with Speedster Tricks Multipower
1	AK: Central Florida 8-
3	Combat Driving 14-
3	Stealth 14-

Total Powers & Skills Cost: 271**Total Cost: 577****400 Matching Complications (75)**

20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Dr. Destroyer (Infrequently, Mo Pow, NCI, Watching)
20	Psychological Complication: Loyal To Dr. Destroyer (Very Common, Strong)
20	Social Complication: Subject To Orders (Very Frequently, Major)
15	Social Complication: Secret Identity (Ricky Murdock) (Frequently, Major)

Total Complications Points: 75**Experience Points: 177**

Personality/Motivation: Despite the superpowers, the fancy costume, and the world-conquering boss, Meteor's still pretty much just a good ol' boy at heart. All he asks from life is a chance to kick back and have fun. But in his case, "having fun" means picking on people weaker than himself, getting into fights, and beating the crap out of anyone who gives him any lip. He loves getting into a good brawl with heroes who can take what he can dish out for a little while.

Quote: "You think that was fast? Watch *this*."

Powers/Tactics: Meteor's powers derive from his exposure to the mysterious alien mineral kelvarite. The chunk of kelvarite in Meteor's chest is *not* a Focus — it's a part of his body. Heroes who think they can rob him of his powers by ripping it out of his chest are in for a disappointment (unless, of course, the GM allows them to succeed as a plot device).

Meteor usually starts a battle with Move Bys. If they work, he'll keep at it, but if raw force isn't enough to put his enemies out of the fight, he'll switch to his more sophisticated speedster tricks. He prefers to function as a frontline fighter, but if he can serve best in a supporting role in combat, he'll back up the other Destroyers without hesitation.

Campaign Use: Meteor's flexibility should make him a tough foe for most superheroes. The combination of superhuman strength and great speed, with his speedster tricks as icing on the cake, gives him a lot of power and versatility.

To make Meteor tougher, give him some Combat Skill Levels with Move Bys, or an HA defined as hardened inserts in his gloves so he does even more damage when he bashes someone. To weaken him, reduce his SPD to 7 and STR to 40.

Appearance: Ricky Murdock is a black male in his early twenties with close-cropped hair and a clean-shaven face. Embedded in his sternum is an irregularly-shaped chunk of pure kelvarite, a greenish alien mineral that sometimes glows when he uses his powers (the more power he uses, the stronger the glow). He wears a gold and red costume — a gold bodystocking (with a strip out of the center of his chest so you can see his bare skin and the kelvarite rock, so that the "tunic" part of the bodysuit looks vaguely like a vest) plus large red boots and gloves. He doesn't wear a mask.

SPECTRA

Background/History: Diana Tremaine was a physics researcher working on alternate energy sources — specifically, devices to extract "zero-point energy" from the vacuum of space, thus providing free energy in unlimited quantities for mankind. Her work was going so well that she'd prepared an experimental device to liberate tiny amounts of zero-point energy from an artificially-created vacuum. But a colleague, jealous of her success, sabotaged the device. When she turned it on it malfunctioned, feeding the liberated energy back into her. After several moments of intense agony, she passed out.

She awakened in a bed in a special UNTIL hospital. Amazed to discover she was still alive, she was even more astonished to discover that her body was made of pure energy! With an effort of will, she transformed herself back into solid flesh, but seeing herself as an energy being unhinged her mind. She realized she wasn't exactly human anymore. When the UNTIL psychologists began talking to her about re-integrating into society, about using her new "powers" for the good of mankind, she tuned them out. It didn't make sense to her anymore.

One day she tried to escape by activating her powers and blasting her way out of the hospital. It didn't work; UNTIL was prepared for that sort of thing. But this time when she woke up, she was in a different hospital... one run by a decidedly less altruistic organization. The man looking down at her wasn't a doctor from UNTIL, he was a Doctor dedicated to conquest and destruction. "I've been following your case closely," he said in a calm yet terrifying voice. "I'd rather you work for me than those fools at the United Nations, so I had some of my followers retrieve you. Will you follow me, obeying my orders unhesitatingly and serving me in anything I ask? If so, you will sit at the right hand of the throne in the days to come. If not, I have no further use for you."

Realizing what Destroyer's last statement meant, and in her mind so separated from humanity that she'd rather hurt and oppress people than help them, Tremaine agreed to serve him. Renamed Spectra, she became one of Dr. Destroyer's superhuman soldiers.

Personality/Motivation: Spectra has little in the way of human sympathy or kindness. She can fake such emotions if she has to, but since she doesn't think of herself as "human" anymore, she views other people sort of like animals, or even objects. They don't mean anything to her anymore, so hurting or hindering them doesn't bother her one bit. The only person she has any true feelings for is Destroyer, for whom she feels intense respect and loyalty. Before his death she even wished they could become... closer... but she knew he didn't think about such things.

Quote: "Time to light this place up!"

SPECTRA FACTS

Here are some facts characters and NPCs might know about Spectra if they succeed with an appropriate Skill Roll:

N/R: Spectra has a broad suite of powerful energy powers.

K/R: Spectra's body can actually transform to pure energy. By altering that energy's "frequency," or "releasing" it in various ways, she can become invisible or intangible, fly, project bolts of energy, protect herself from attacks, and so forth.

-1: Spectra can project energy beams using any type of energy in the electromagnetic spectrum: lasers, infrared, radio waves, pulsions, heat, gamma rays, and more.

-2: As a being made of pure energy, Spectra no longer feels any bond to humanity, an attitude that makes her particularly dangerous.

-10: Her Secret Identity is Diana Tremaine.

Powers/Tactics: Spectra has the power to convert her physical form into a sort of coherent energy. In energy form she can project powerful beams of any type of energy she can think of — lasers, infrared, radio waves, pulsions, heat, gamma rays, you name it. In addition to simply blasting her foes, she can project blinding flares of energy and even siphon energy from other sources. Defensively, not only is her energy form highly resilient to injury, but she can become intangible and invisible if necessary.

Campaign Use: Together with Gigaton, Spectra gives the Destroyers access to enormous amounts of energy power that can move around the battlefield with great speed and accuracy. The team sometimes uses her more subtly, though — perhaps even disguising her as some sort of “love interest” or “captive,” so she becomes their ace-in-the-hole.

To make Spectra more powerful, make her into more of a speedster, with a slightly higher DEX and SPD and more Flight. Perhaps she could combine the two sets of abilities and learn how to create deadly “energy vortices” by flying around her foes at high velocity. To weaken her, reduce her SPD to 6 and her Multipower to a 100-point reserve.

Appearance: Spectra is a white female, 5’10” tall, attractively built, with short blonde hair. Her costume is a dove-grey uniform similar to a one-piece bathing suit, plus matching boots, but when danger threatens she transforms into her “energy form,” in which case she looks like a woman of her size and shape made of yellow-orange coherent energy.

TARANTULA

Background/History: Rick Rivenbark is the twin brother of Allison Rivenbark, a woman better known to the world at large as Arsenic — a superheroine who’s part of the Miami superteam *the Watch*. While they were growing up, Allison was always the goody two shoes, the teacher’s pet, their parent’s favorite. Rick got so sick and tired about hearing how wonderful she was that he rebelled by becoming the opposite: a troublemaker and a jackass. As he got older, he went further, drifting into petty crime and then the real thing.

It was looking like a future of reform schools and jail cells for Rick... and then he and Allison developed their mutant powers. His orientation-manipulation powers made it child’s play for him to escape from the cops. Soon he was flush with cash, and since he hated everyone in his family he left home to live on his own. It wasn’t long before he drifted into the supervillain world, taking the name *Tarantula* because he spent so much time on walls and ceilings.

A big job in New York City netted him his first blaster pistols and gear in payment from an underworld scientist for whom he’d stolen some valuable electronic components. What he didn’t

realize was that he’d stolen them from a company that secretly worked for Dr. Destroyer. When Destroyer got the report on this, he was about to order Rakshasa to have the thief killed... but then he read the section of the file that discussed Tarantula’s mutant powers. Intrigued by so unusual an ability, he changed his command, ordering Rakshasa to make the man an offer: serve Destroyer or die.

Tarantula didn’t consider that much of a choice, so he signed up. Destroyer administered the standard “loyalty treatment,” but thanks to Tarantula’s mutant brain chemistry it didn’t work. Despite some misgivings on Destroyer’s part, Tarantula remained a part of the organization. After Zerstoiten’s death, he considered going out on his own again, but Rakshasa persuaded him that there’d be more wealth and underworld prestige to joining the Destroyers... and he was right. Tarantula doesn’t always enjoy being a member of the group the way the Destroyer loyalists do, but he’s well aware of how good he has it and has no desire to rock the boat.

Personality/Motivation: Tarantula is a cocky, overconfident, wise-cracking jerk. He’s got it in his head that he’s better than other people at just about anything, particularly fighting, and he’ll gladly prove that he’s right if given a chance. He’s quick to take his opponents up on dares and challenges, a trait he’s tried to break but just can’t seem to let go of despite his comrades’ strong disapproval. He loves to taunt and insult his adversaries.

Quote: “You’re gonna have to do better than that to play in this league, buddy. Maybe there’s some old folks down at the rest home you can shoot at.”

Powers/Tactics: Tarantula is a mutant with a minor but interesting power that he’s augmented with training and skill. He has the ability to alter his own orientation as to gravity, and to affect others’ perception of their orientation as well. The former ability basically lets him walk on walls and ceilings as if they were flat surfaces. The latter lets him make people dizzy, lose control of their reflexes, and fall down. (The “fall down” power is represented with NND Telekinesis that can only be used to make people fall, inflicting 4d6 Normal Damage if the GM thinks that’s appropriate. The defense is having one’s own vertigo-affecting or vibration-based powers, or having Power Defense; if the GM thinks it’s appropriate, succeeding with a Breakfall roll at -2 could also constitute a defense.)

Tarantula’s mutation also makes him stronger, tougher, faster, and more dexterous than an ordinary human. He’s trained himself in acrobatics, martial arts, and similar fields to take advantage of this. He’s adopted a style of fighting that incorporates all of his abilities. He’s constantly in motion, using walls and ceilings to keep away from his opponents and obtain unusual angles for his attacks. Drawing a bead on him is very difficult; if he makes at least a Half Move during a Phase (which he almost always does) he gets +4 DCV.

B

SPECTRA

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
23	DEX	26	14-	
25	CON	15	14-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
5	PD	3		Total: 30 PD (25 rPD)
15	ED	13		Total: 50 ED (35 rED)
10	REC	6		
50	END	6		
15	BODY	5		
50	STUN	15		

Total Characteristics Cost: 215

Movement: Running: 12m
Flight: 60m

Cost	Powers	END
95	Energy Form: Endurance Reserve (300 END, 30 REC)	0
125	Energy Control Attacks: Multipower, 125-point reserve	
12f	1) Spectra-Blast: Blast 14d6 Variable Special Effects (+½), Reduced Endurance (½ END; +¼)	5
10f	2) Intense Spectra-Blast: RKA 4d6 Variable Special Effects (+½), Reduced Endurance (½ END; +¼)	4
12f	3) Variable Spectra-Blast: Blast 10d6 Variable Advantages (+½ Advantages; +1), Variable Special Effects (+½)	12
12f	4) Energy Leeching: Drain Energy Powers 5d6 Variable Effect (any one Energy Power at a time; +½), Delayed Return Rate (points return at the rate of 5 per Minute; +1)	12
10f	5) Energy Flare: Sight Group Flash 20d6	10
60	Energy Form Shield: Resistant Protection (25 PD/35 ED) Costs Half Endurance (-¼), Unified Power (-¼)	4
60	Energy Form Propulsion: Flight 60m Reduced Endurance (½ END; +¼); Unified Power (-¼)	3
48	Pure Energy Form: Desolidification (affected by magnetic or gravitic attacks) Reduced Endurance (0 END; +½); Unified Power (-¼)	0
48	Unseen Energy Form: Invisibility to Sight, Radio, and Smell/Taste Groups, No Fringe Reduced Endurance (0 END; +½); Unified Power (-¼)	0
15	Energy Eyes: Sight Group Flash Defense (15 points)	0
10	Energy Form: Radio Group Flash Defense (10 points)	0
10	Energy Form: Power Defense (10 points)	0



12	Energy Senses: HRRP (Radio Group)	0
20	Energy Senses: Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0
29	Energy Senses: Detect Energy 14- (no Sense Group), Discriminatory, Analyze, Range, Sense	0
6	Destroyer Wrist Communicator: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Skills

30	+6 with Energy Control Attacks Multipower
4	+2 with Flight
1	High Society 8-
1	SS: Chemistry 8-
5	SS: Physics 14-
3	Stealth 14-

Total Powers & Skills Cost: 638
Total Cost: 853

400 Matching Complications (75)

20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Dr. Destroyer (Infrequently, Mo Pow, NCI, Watching)
20	Psychological Complication: Loyal To Dr. Destroyer (Very Common, Strong)
15	Psychological Complication: Detached From Humanity (Very Common, Moderate)
20	Social Complication: Subject To Orders (Very Frequently, Major)
15	Social Complication: Secret Identity (Diana Tremaine) (Frequently, Major)

Total Complications Points: 75
Experience Points: 453

B

TARANTULA

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
18	DEX	16	13-	
23	CON	13	14-	
18	INT	8	13-	PER Roll 13-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
9	OCV	30		
9	DCV	30		
3	OMCV	0		
5	DMCV	6		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
10	PD	8		Total: 25 PD (15 rPD)
10	ED	8		Total: 25 ED (15 rED)
10	REC	6		
45	END	5		
15	BODY	5		
40	STUN	10		
Total Characteristics Cost: 210				

Movement: Running: 26m
Leaping: 20m



Cost	Powers	END
30	Stumble And Fall: Telekinesis (20 STR) NND (see text; +1), Reduced Endurance (½ END; +¼); Only To Make Target Fall Down (-1), Unified Power (-¼)	3
32	Vertigo Induction: Drain DEX 4d6 Unified Power (-¼)	4
67	Power-Blasters: Multipower, 90-point reserve 45 Charges for entire reserve (+½); all OAF (-1)	[45]
4f	1) Standard Blast: Blast 12d6 Armor Piercing (+¼); OAF (-1)	
4f	2) Standard Blast, AF Mode: Blast 10d6 Autofire (5 shots; +½); OAF (-1)	
2f	3) Lethal Mode: RKA 3d6 Armor Piercing (+¼), OAF (-1), Requires Multiple Charges (3 per use; -¾)	
4f	4) Stunner Mode: Blast 10d6 NND (defense is Power Defense; +½); OAF (-1)	
5	Power-Blasters: Another Power-Blaster (total of two) [45]	
20	Tarantula-Grenades: Entangle 6d6, 6 PD/6 ED OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)	[6]

Martial Arts: Kung Fu

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Disarm	-1	+1	Disarm, 50 STR
4 Dodge	+0	+5	Dodge all attacks, Abort
4 Escape	+0	+0	55 STR vs. Grabs
5 Flying Kick	+1	+0	8d6 +v/10; FMove
3 Joint Lock/Grab	-1	-1	Grab, 50 STR
5 Kick	-2	+1	12d6 Strike
4 Knife Hand	-2	+0	HKA 1d6+1 (2½d6 w/STR)
3 Legsweep	+2	-1	9d6 Strike, Target Falls
4 Punch	+0	+2	10d6 Strike
3 Throw	+0	+1	8d6 +v/10, Target Falls
4 Tien-hsueh Strike	-1	+1	4d6 NND (1)
4 Sand Palv	+0	+0	55 STR Shove
16	+4 Extra DCs (already added in)		
24	Force-Field Harness: Resistant Protection (12 PD/12 ED); OIF (-½)		
11	Dodging And Ducking: +4 DCV Costs Endurance (-½), Only When Moving (must make at least a Half Move during the Phase to use these CSLs; -¼)		
10	Orientation Control: Power Defense (30 points) Only To Protect Against Vertigo Attacks And The Like (-2)		
14	Fast: Running +14m (26m total)		
8	Strong Leaper: Leaping +12m (16m forward, 8m upward)		
8	Orientation Alteration: Clinging (normal STR) Cannot Resist Knockback (-¼)		
6	Destroyer Wrist Communicator: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)		

Talents

- 6 Combat Luck (3 PD/3 ED)
- 4 Double-Jointed
- 4 Environmental Movement: Supreme Balance (no penalties on narrow surfaces)
- 10 Lightning Reflexes: +10 DEX to act first with All Actions

Skills

- 16 +2 with All Combat
- 12 +2 with Agility Skills
- 3 Acrobatics 13-
- 9 Breakfall 16-
- 3 Charm 13-
- 3 Combat Driving 13-
- 3 Contortionist 13-
- 10 Defense Maneuver IV
- 3 Fast Draw (Small Arms) 13-
- 2 Gambling (Card Games) 13-
- 2 KS: The Superhuman World 11-
- 3 Lockpicking 13-
- 5 Rapid Attack (Ranged)
- 5 Rapid Autofire
- 3 Security Systems 13-
- 3 Sleight Of Hand 13-
- 3 Stealth 13-
- 3 Teamwork 13-
- 5 Two-Weapon Fighting (Ranged)

Total Powers & Skills Cost: 436**Total Cost: 646****400 Matching Complications (75)**

- 10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
- 10 **Hunted:** Dr. Destroyer (Infrequently, Mo Pow, NCI, Watching)
- 15 **Psychological Complication:** Overconfidence (Common, Strong)
- 20 **Social Complication:** Subject To Orders (Very Frequently, Major)
- 15 **Social Complication:** Secret Identity (Rick Rivenbark) (Frequently, Major)

Total Complications Points: 75**Experience Points: 246**

In addition to his powers, Tarantula carries two weapons. The first is a pair of high-powered blaster pistols designed for him by an underworld scientist (and later significantly refined and upgraded by Dr. Destroyer). They fire pulson beams that can do anything from simply stun a target to hit him with lethal force. Tarantula often wields one in each hand so he can fire at his foes more often. He also carries six glue-grenades to immobilize his foes with.

Campaign Use: Tarantula served Dr. Destroyer partly in a guard/security/ combat context, and partly as an infiltrator and assassin. As a member of the Destroyers he's mainly an infiltrator and secondary combatant; he has no real qualms about fighting (or killing), but doesn't particularly enjoy it either.

To make Tarantula tougher, consider expanding his mutant powers. You could expand his ability to alter his own gravitic orientation into a suite of gravity-affecting powers (see *Champions Powers* for plenty of ideas, but focus on useful minor affects rather than blunt, high Active Point attacks). To weaken him, reduce his DEX to 24, CON to 20, and SPD to 5, and halve his CSLs.

Appearance: Tarantula is a white American male, 5'11" tall with the body of a strong, well-trained athlete. His costume is black and gold: black tunic with flared shoulders, trunks, gloves, calf-high boots, and half-face mask; dull gold arms, legs, and belt. He wears his Power-Blaster pistols in dull gold holsters, one on each hip.

TARANTULA FACTS

Here are some facts characters and NPCs might know about Tarantula if they succeed with an appropriate Skill Roll:

N/R: Tarantula worked for Dr. Destroyer partly as a guard and security specialist, and partly as an infiltrator and assassin.

K/R: Tarantula has the ability to walk on walls and uses this extensively in his style of combat.

-1: Tarantula's main weapons are a pair of matched blaster pistols, but he's also an expert at kung fu.

-2: Tarantula's ability to walk on walls derives from his power to alter gravity in minor ways; he can also use this as an attack that disorients his foes.

-4: Tarantula is a mutant.

-10: His Secret Identity is Rick Rivenbark; his sister is the superheroine Arsenic of the Watch, a Miami superteam.

AGENTS

Since he's been dead (as far as the world knows) for nearly two decades, Dr. Destroyer no longer has an organization of agents like he once did. In the early Nineties he had approximately 20,000 people around the world serving him. Ranging from technicians, to soldiers, to menial labor, these people kept his underground empire functioning at peak efficiency... because they knew that if they didn't, his wrath would be terrible to behold. As of 2010, the only significant body of personnel he has left are his followers in the Vale of Javangari, who consider him a god and believe he will reincarnate someday soon. They remain in their secret valley, hidden from the world as they have been for centuries, awaiting his return. (The Destroyers know about the Vale, but rarely go there despite the luxurious treatment they receive, for fear of exposing it to the world.)

The accompanying character sheet represents what a typical Destroyer field agent ("soldier") was like as of the early Nineties — and no doubt more or less what he'll be like if and when the evil Doctor resumes his place as the greatest threat to humanity. Additionally, there's a character sheet for the *Black Talon* armor that Dr. Destroyer sometimes provided to specially-trained agents when extreme firepower was needed. The Black Talon suits have all been in storage since 1992, and no doubt Destroyer's thought of some powerful upgrades to make to them once it's possible for him to do so....



SPECIAL TRAINING TEMPLATES

Here are several additional "templates" representing specialized training given to certain agents.

HTH COMBAT SPECIALIST

In some situations Dr. Destroyer needed agents who were skilled at fighting without weapons, or at least without ranged weapons.

Cost Power

16	16 more points' worth of Martial Maneuvers
8	+2 Extra Damage Classes with Martial Arts
15	+3 with Destroyer Commando Training
2	Talent: Off-Hand Defense

Total cost: +41 points

POSEIDON'S FIST CREW

Agents who served aboard the *Poseidon's Fist* received special training for that assignment. Every one of them, from the lowliest mechanic all the way up to the officers, knew how to pilot the sub if necessary, how to operate her systems, and how to fire all of her weapons.

Cost Power

1	Combat Submarining 8-
1	SS: Oceanography 8-
1	Systems Operation 8-
1	TF: Poseidon's Fist
1	WF: Poseidon's Fist Weapons

Total cost: +5 points

SQUAD LEADER

Squad Leaders were the officers of Dr. Destroyer's private army. From the best of them were selected higher-ranking commanders (lieutenants, captains, and generals).

Cost Power

2	+2 INT
2	PS: Combatting Superhumans 11-
4	+2 to Tactics
3	+1 to PER Rolls with all Sense Groups

Total cost: +11 points

VEHICULAR SPECIALIST

A Vehicular Specialist was trained to operate Dr. Destroyer's vehicles — *all* of them, whether they operated on land, in the water, or in the air.

Cost Power

3	Combat Driving 13-
3	Combat Piloting 13-
2	KS: Destroyer Vehicles 11-
1	Mechanics 8-
1	Systems Operation 8-
6	TF: Common Motorized Ground Vehicles, Destroyer Hovercraft, Helicopters, Small Motorized Boats, Small Planes
2	WF: Vehicle Weapons (Destroyer Vehicles)

Total cost: +18 points

DESTROYER SOLDIER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	10	12-	
15	CON	5	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
10	PRE	0	11-	PRE Attack: 2d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
6	PD	4		Total: 14 PD (8 rPD)
6	ED	4		Total: 14 ED (8 rED)
6	REC	2		
30	END	2		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 70

Movement: Running: 12m
Flight: 16m

Cost Powers

- 37 **D-11 Blaster Rifle:** Multipower, 60-point reserve [32]
32 Charges for entire reserve (+¼); all OAF (-1)
- 3f **1) Basic Setting:** Blast 12d6
OAF (-1)
- 3f **2) Autofire Setting:** Blast 8d6
Autofire (5 shots, +½); OAF (-1)
- 7 **Gun-butt Club:** HA +3d6
OAF (-1), Hand-To-Hand Attack (-¼)
- 12 **Combat Knife:** HKA 1d6 (2d6 with STR)
Reduced Endurance (0 END; +½); OAF (-1), Real Weapon (-¼)
plus: Ranged (+½) for HKA 1d6
Reduced Endurance (0 END; +½); OAF (-1), Range Based On STR (-¼), Lockout (cannot use HKA until Charge is recovered; -½), 1 Recoverable Charge (-1¼)

Martial Arts: Destroyer Commando Training

Maneuver	OCV	DCV	Notes
3 Aikido Throw	+0	+1	3d6 + v/10; Target Falls
4 Block	+2	+2	Block, Abort
4 Boxing Cross	+0	+2	5d6 Strike
4 Dodge	—	+5	Dodge all attacks, Abort

- 14 **Destreum-Fiber Body Armor:** Resistant Protection (8 PD/8 ED); OIF (-½), Activation Roll 14- (-¼) 0
- 3 **Destreum-Fiber Helmet:** Sight Group Flash Defense (5 points) 0
OIF (-½)
- 3 **Destreum-Fiber Helmet:** Hearing Group Flash Defense (5 points) 0
OIF (-½)
- 16 **DM-1A Jetpack:** Flight 16m, Reduced Endurance (0 END; +½) 0
OIF (-½)
- 6 **Destreum-Fiber Helmet:** Radio Perception/Transmission (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼) 0

Skills

- 10 +2 with Destroyer Energy Weapons
- 1 KS: The Superhuman World 8-
- 2 KS: Destroyer Operations 11-
- 2 PS: Destroyer Agent 11-
- 3 Stealth 12-
- 3 Tactics 12-
- 3 WF: Small Arms, Blades
- 14 Choose 14 Character Points' worth of the following Skills: Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Demolitions, Electronics, Fast Draw, Gambling (3 points' worth), Interrogation, Lockpicking, Paramedics, Penalty Skill Levels, Persuasion, Security Systems, Skill Levels, Streetwise, Systems Operation, Teamwork, any Background Skill

Total Powers & Skills Cost: 157

Total Cost: 227

275 Matching Complications (50)

- 5 **Distinctive Features:** Destroyer uniform (Easily Concealed; Noticed And Recognizable)
- 20 **Hunted:** UNTIL (Mo Pow, NCI, Capture)
- 10 **Hunted:** Dr. Destroyer (Infrequently, Mo Pow, NCI, Watching)
- 15 **Psychological Complication:** Loyal To Dr. Destroyer (Common, Strong)
- 20 **Social Complication:** Subject To Orders (Very Frequently, Major)

Total Complications Points: 50

Experience Points: 0

This character sheet represents one of Destroyer's standard agents. Equipped with an energy rifle powerful enough to harm most superheroes, and a jetpack that gives him a lot more tactical movement options, he's a dangerous foe — particularly when he has the Teamwork Skill.

BLACK TALON AGENT

Val	Char	Cost	Roll	Notes
15+15	STR	5+10*	12-/15-	Lift 200/1,600 kg; 3d6/6d6 HTH damage [1/3]
15+6	DEX	10+8*	12-/13-	
15+5	CON	5+3*	12-/13-	
15	INT	5	12-	PER Roll 12-
12	EGO	2	11-	
10+15	PRE	0+10*	11-/14-	PRE Attack: 2d6/5d6
5+4	OCV	10+13*		
5+2	DCV	10+7*		
3	OMCV	0		
4	DMCV	3		
3+1	SPD	10+7*		Phases: 4, 8, 12/3, 6, 9, 12
6	PD	4		Total: 24 PD (18 rPD)
6	ED	4		Total: 24 ED (18 rED)
6	REC	2		
30	END	2		
10	BODY	0		
30	STUN	5		

Total Characteristics Cost: 135

*: OIF (-½)

Movement:	Running:	22m
	Flight:	30m

Cost	Powers	END
26	Battery System: Endurance Reserve (100 END, 21 REC) OIF (-½)	0
80	Primary Weapons Array: Multipower, 120-point reserve all OIF (-½)	
7f	1) Explosive Flechette Cannons: RKA 2½d6 [64] Autofire (5 shots; +½), Armor Piercing (+¼), Penetrating (+½), 64 Charges (+½); OIF (-½)	
8f	2) Destroyer-Beam Cannon: Blast 12d6 [64] Autofire (5 shots; +½), 64 Charges (+½); OIF (-½)	
7f	3) Autofire Energy Grenade Launcher: RKA 2d6 [64] Area Of Effect (16m Radius; +¾), Autofire (5 shots; +1½), 64 Charges (+½); OIF (-½)	
5f	4) Anaesthetic Gas Projector: Blast 8d6 [8] AVAD (defense is Power Defense; +1), Area Of Effect (18m Radius Explosion; +½); OIF (-½), 8 Charges (-½)	
5	Secondary Weapons Array: another Primary Weapons Array (total of two)	
40	Destream Wire Projector: Entangle 8d6, 8 PD/8 ED [8] OIF (-½), 8 Charges (-½)	
36	Destream Powered Armor: Resistant Protection (18 PD/18 ED) OIF (-½)	0
23	Hermetically-Sealed Destream Powered Armor: Life Support: Total OIF (-½)	0
20	Foot-Jets: Flight 30m OIF (-½)	3

7	Leg Servos: Running +10m (22m total) OIF (-½)	1
3	Visual Sensor Systems: Infrared Perception (Sight Group) OIF (-½)	0
3	Visual Sensor Systems: Ultraviolet Perception (Sight Group) OIF (-½)	0
6	Communications Suite: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
13	Radar System: Radar (Radio Group), Increased Arc Of Perception (360 Degrees) OIF (-½)	0

Skills

10	+2 with Destroyer Energy Weapons
1	KS: The Superhuman World 8-
2	KS: Destroyer Operations 11-
2	PS: Destroyer Agent 11-
3	Stealth 13-
3	Tactics 12-
3	WF: Small Arms, Blades
14	Choose 14 Character Points' worth of the following Skills: Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Demolitions, Electronics, Fast Draw, Gambling (3 points' worth), Interrogation, Lockpicking, Paramedics, Penalty Skill Levels, Persuasion, Security Systems, Skill Levels, Streetwise, Systems Operation, Teamwork, any Background Skill

Total Powers & Skills Cost: 327

Total Cost: 462

275 Matching Complications (50)

25	Distinctive Features: Destroyer's deadly mecha (Not Concealable, Causes Extreme Reaction [abject fear])
20	Hunted: UNTIL (Mo Pow, NCI, Capture)
10	Hunted: Dr. Destroyer (Infrequently, Mo Pow, NCI, Watching)
35	Physical Complication: No Manipulatory Limbs (All The Time, Fully Impairing)
15	Psychological Complication: Loyal To Dr. Destroyer (Common, Strong)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 50

Experience Points: 187

OPTIONS

Cost Power

- 7 **Improved Motors:** +10 STR; OIF (-½)
- 7 **Improved Servos:** +1 SPD; OIF (-½)
- 35 **Mini-Missile Rack:** RKA 2½d6, Armor Piercing (+¼), Area Of Effect (18m Radius Explosion; +½); OIF (-½), 8 Charges (-½)
- 40 **Laser:** Multipower, 60-point reserve; all OIF (-½)
- 4f **1) Primary Beam:** RKA 3d6, Armor Piercing (+¼); OIF (-½)
- 4f **2) Rapid-Fire Mode:** RKA 2½d6, Autofire (5 shots; +½); OIF (-½)

BLACK TALON AGENT

Description: The Black Talon is a black, mecha-like armored suit built by Dr. Destroyer and operated by a specially-trained agent. (Without the Black Talon suit, assume this agent is the same as a Destroyer Soldier agent.) The suit bristles with weaponry. The central body consists of a cockpit in which the operator sits, protected by an two-way viewing dome and the body's armor. Attached to it are two "legs" and two "arms," though the arms have weapons mounted on them instead of hands. Other weapons attach to various parts of the body.

Doctor Destroyer often revisits the Black Talon design, creating variants that are stronger, more resilient, faster, better armed, or whatever else happens to catch his fancy at the moment. Some example "upgrade packages" are listed under Options, above. You should also feel free to revise or alter this writeup from time to time, just to keep the players on their toes.



ROBOTS

Doctor Destroyer makes extensive use of robots at his bases (and in his armies, when he fielded them). Perhaps the world's greatest living master of robotics, he's designed "droids" ranging from humanoid (even ones that can pass as human) to utterly non-humanoid. For the past two decades most of his facilities and resources have been tended solely by his tireless mechanical servants.

Destroyer's best-known robots are the *Destroids*, robots he uses as soldiers and guards. The basic form is a humanoid frame with a cylindrical head; different models have slightly different appearances based on function. The most notable feature of the Destroid line is their ability to transform themselves into intangible energy. Doctor Destroyer engineered this feature into them to give them a tactical advantage — while in energy form they can't attack targets who aren't also intangible, but they can't be harmed by most attacks and can bypass walls, doors, and other obstacles effortlessly. On the downside, this feature makes Destroids unusually susceptible to damage from Electricity, a fact Dr. Destroyer does his best to conceal.

DESTROID STANDARD COMBAT UNIT

Val Char Cost Roll Notes

10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
20	DEX	20	13-	
10	CON	0	11-	
18	INT	8	13-	PER Roll 13-
0	EGO	0	—	
10	PRE	0	11-	PRE Attack: 2d6
7	OCV	20		
7	DCV	20		
0	OMCV	0		
0	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	PD	27		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
4	REC	0		
0	END	-4		
15	BODY	5		
—	STUN	—		

Total Characteristics Cost: 153

Movement:	Running:	18m
	Flight:	20m

Cost Powers

Cost	Powers	END
79	Electric Blaster: Multipower, 79-point reserve	
8f	1) Type I Blast: Blast 9d6 Area Of Effect (1m Radius; +¼), Reduced Endurance (0 END; +½)	0
8f	2) Type II Blast: RKA 3d6 Area Of Effect (1m Radius; +¼), Reduced Endurance (0 END; +½)	0
38	Energy Shield: RKA 2d6 Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Reduced Endurance (0 END; +½); Activation Roll 14- (-¼), No Range (-½)	0
60	Energy Form: Desolidification (affected by electricity) Reduced Endurance (0 END; +½)	0

15	Robot Body: Does Not Bleed	0
45	Robot Body: Takes No STUN	0
5	Tireless: Reduced Endurance (0 END; +½) on 10 STR	0
9	Tireless: Reduced Endurance (0 END; +½) on Running	0
1	Tireless: Reduced Endurance (0 END; +½) on Leaping	0
1	Tireless: Reduced Endurance (0 END; +½) on Swimming	0
30	Robot Body: Resistant (+½) for 10 PD/10 ED	0
35	Robot Body: Life Support: Total	0
30	Energy Jets: Flight 20m Reduced Endurance (0 END; +½)	0
6	Robot Legs: Running +6m (18m total)	0
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
15	Visual Sensors: Microscopic Perception (x1000) (Sight Group)	0
9	Visual Sensors: +6 versus Range Modifier for Sight Group	0
15	Augmented X-Ray Vision: Fully Penetrative (Sight Group) (not through lead or gold)	0
15	Auditory Sensors: Active Sonar (Hearing Group)	0
3	Auditory Sensors: Ultrasonic Perception (Hearing Group)	0
12	Communications System: HRRP (Radio Group)	0
15	Radar Array: Radar (Radio Group)	0
3	Sensor Enhancements: +1 to PER Rolls with all Sense Groups	0
16	Self-Destruct System: RKA 8d6 [1nr] No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	

Talents

3	Onboard Computer Systems: Absolute Range Sense
3	Onboard Computer Systems: Absolute Time Sense
3	Onboard Computer Systems: Bump Of Direction
3	Onboard Computer Systems: Lightning Calculator
20	Onboard Computer Systems: Universal Translator 13-

Total Powers & Skills Cost: 515

Total Cost: 668

275 Matching Complications (50)

10	Physical Complication: Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
10	Physical Complication: lacks Smell/Taste and Touch Sense Groups (Infrequently, Slightly Impairing)
25	Psychological Complication: Must Obey Dr. Destroyer's Commands (Very Common, Total)
20	Vulnerability: 2 x BODY from Electricity (Common)

Total Complications Points: 50

Experience Points: 393

DESTROID

Description: This is the most basic form of Destroid — the “default” from which all other models derive. It’s also the most common type of Destroid. It can project powerful blasts of energy and fly.

CUSTOMIZED DESTROIDS

Doctor Destroyer has built many types of Destroids that are variants on the basic model described above.

Heavy Combat Unit: A Heavy Combat Destroid is similar to the Standard Combat Unit, it’s just heavier, tougher, stronger, and has a few more attack options.

Cost Power

15	+15 STR
3	+3 BODY
6	+2 PD
6	+2 ED

Add the following two Multipower slots:

4f	3) Arc Storm: RKA 2d6, Area Of Effect (20m Cone; +¾), Reduced Endurance (0 END; +½); No Range (-½)
7f	4) Stunner Beam: Blast 6d6 [m]NND (defense is ED Resistant Protection defined as a force-field or the like; +1), Reduced Endurance (0 END; +½)

Total cost: +41 points.

Mauler Unit: The Mauler is the biggest, toughest, strongest form of Destroid. It only has the same weaponry as the Standard Combat Unit since it relies primarily on its STR and melee combat prowess to fight.

Cost Power

40	+40 STR
15	+5 PD
15	+5 ED
16	Combat Computer: +2 HTH

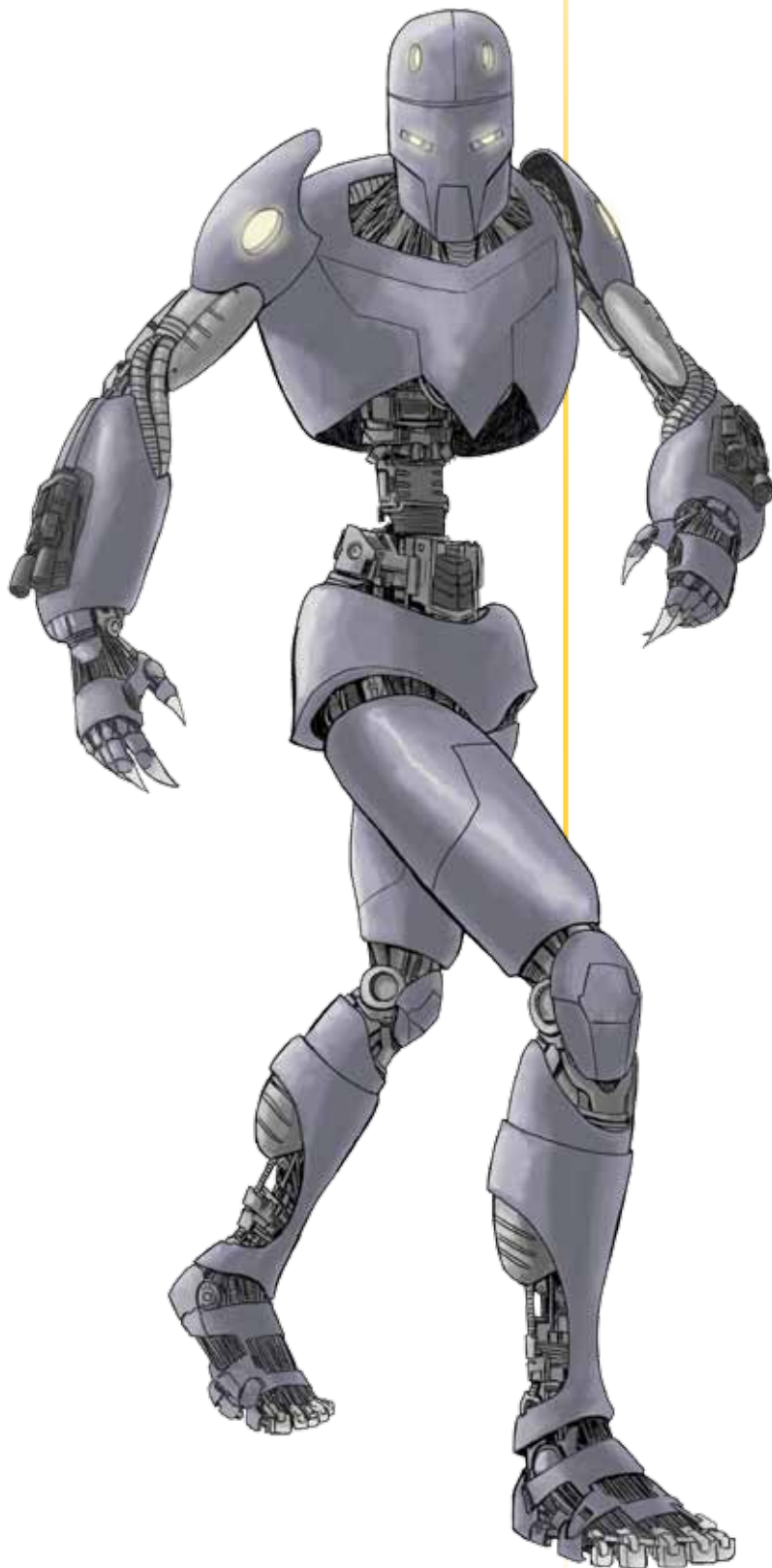
Total cost: +86 points.

Mark IV Unit: The Mark IV is just like a Standard Combat Destroid but for one difference: it has four arms instead of two. This lets it fire more blasts from its Electric Blaster if necessary, but more importantly it lets the Mark IV carry and use weapons in addition to its built-in ones.

Cost Power

94	Increase Electric Blaster Multipower reserve to 157 points and add Autofire (2 shots; +¼) to each slot
5	Four-Armed: Extra Limbs (2)
8	Combat Computer: +1 with Ranged Attacks
6	WF: Small Arms, Flamethrowers, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Mounted Weapons

Total cost: +113 points.





GRAVITAR

Background/History: Even when she was a child, Erica d'Monstressart was always regarded as gifted. Born into a wealthy family, from an early age she displayed an intelligence, social sense, and beauty that made her the envy (or subject of admiration) of everyone who knew her.

But Erica was more gifted than even her most ardent admirers suspected. When she was still young, she discovered she had a strange ability no one else did — she could manipulate gravity. Smart enough to realize she shouldn't tell anyone about this, or show off her abilities in public, she kept her superpowers a secret.

Given her power, and the way she was used to getting what she wanted when she wanted it, it would come as no surprise to an expert in super-criminal psychology that the idea of ruling the world crept into her head as she got older. Disguising herself with a mask, she began to test her powers against the Paris police, and then the French Army, and eventually other superhumans. She never found anything that could significantly challenge her.

Deciding it was time to declare herself to the world, in early 2000 she adopted the moniker *Gravitator* and designed a distinctive costume. She chose to start at the top, attacking and attempting to conquer the city of New York. The result was a battle with the Sentinels that tore up a huge section of Central Park and knocked over one skyscraper. When she realized she couldn't breeze to victory the way she had in the past, she knocked the heroes away from her with a powerful gravitic pulse and fled at top speed. She vaulted straight into the Omega-class rankings of the Superhuman Survey in 2001.

For the next several years Gravitator lashed out at the world at random, seemingly still intent on conquering it but not taking her quest very seriously. She battled UNTIL, numerous superhero teams, and even villains such as Mechanon and Eurostar, defeating most of them handily. At best the forces of law and order could hope to drive her away in a petulant huff after thwarting her temporarily.

Since 2006, Gravitator has apparently become more serious and determined, though no one's sure why. In October of that year she attacked Washington, DC, lifting the US Capitol five hundred feet in the air and threatening to drop it

unless the United States agreed to her rule. Only fast action by the Justice Squadron and the Capital Patrol, and a powerful spell cast by the Drifter, prevented her from murdering most of Congress. Since then she's made two more major attacks — one on Paris in 2007, and one in Millennium City in early 2010 — and narrowly been defeated both times. In these attacks she's displayed a tactical sense and awareness of the potential of her powers that was previously lacking, leading some experts on supercrime to speculate that she's received training and/or advice from someone (though she could simply have buckled down and focused on improving herself). The authorities are worried enough about her power and intentions that in 2008 UNTIL established a new special team, Project Newton, specifically to study and oppose her... and even that may not be enough to slow her down the next time she appears.

Personality/Motivation: Gravitator comes across as cool, confident, poised, and regally self-centered — and she is. However, early in her career when things weren't going well for her or people didn't take her seriously, she tended to be petulant, spoiled, and prone to temper tantrums. Since 2006 she seems to have overcome that aspect of her personality and become able to take setbacks with professionalism, grace, and plans to do better next time... mostly. She often becomes angry and *very* dangerous if not taken seriously or insulted, though. She knows just how powerful she is, and she expects others to acknowledge her power.

Gravitator's desire to rule the world is clear, but her plans and reasons for it remain subject to debate. Since she hasn't recruited an organization of agents, or even of lesser villains to serve her, experts believe she wants to cow the world into submission with her pure power alone. As one Angelstone Laboratories report put it, "She doesn't want to rule the world the way a Destroyer or Fiacho would, nor destroy it in some manner, the way a Mechanon or Takofanes would. She simply wants to be the mistress of the household, acknowledged as the one great, indisputable power by her "servants," the people of Earth." The fear many scholars have is that in attempting to impress her power and control upon the world, she may inadvertently rip it apart.

Compared to most master villains, Gravitar is a pretty well-balanced individual, psychologically speaking. Typically she's neither cruel nor a killer; she's shown that she can be honorable, even playful, and she keeps her word once she gives it. But occasionally her old pettiness and vindictiveness can show through... especially if someone mocks, humiliates, or otherwise annoys her.

Quote: “You are feeling a little heavier, *n'est-pas?* Be a good boy and go away, or I will have to make you a good bit heavier than that — heavy enough for your weight to crush every bone in your miserable body.”

Powers/Tactics: Gravitar has the mutant ability to control and manipulate gravity, which allows her to create a wide variety of useful effects. Most of these are simulated with Telekinesis (or sometimes Flight Usable As Attack, which high-STR characters can't easily escape from), but she can also create gravitic shields (Resistant Protection, Barrier), cause gravitic waves to rip and tear at things, or selectively make parts of an object heavy enough to crush the rest of it (Blasts and RKAs, Dispel), squeeze someone hard enough to knock all the air out of his lungs and stun him (NND), or fly by manipulating gravity fields (Flight).

Gravitar enjoys displaying her powers, so she often makes spectacular attacks — such as rendering some foes helpless with her Gravitic Manipulation, while using attacks from her Multipower to harm their comrades. She can also use her Gravity Alteration to hold her enemies down (forcing them to make STR Rolls against STR 50 to so much as move or lift their arms) while she attacks them. She's highly intelligent, and has shown herself capable of sustained tactical thinking. But she usually prefers a straightforward approach to combat: she strikes her opponents down with seemingly casual exercises of her power, deflecting their return attacks with her defenses, until she's defeated them all. Only if her initial attacks fails does she tend to switch to more subtle, and perhaps more effective, uses of her power.

Although almost no one knows it, Gravitar is also a skilled technologist. She won't resort to building devices to enhance her powers in most situations — she doesn't think she needs to, and doing so would cheapen her victory — but she may use gadgets in her schemes of world conquest, turn an adversary's robots or computers against him, and so forth.

Resources: Between her various inheritances, and the proceeds of her crimes, Gravitar is quite rich. In her Secret Identity she owns multiple estates in Europe, and other estates in the Caribbean, the United States, and Japan. She lives a life of luxury and ease, and can afford just about anything she wants. She almost never uses her resources as Gravitar, however; she doesn't hire armies of mercenaries or the like. It wouldn't really be conquering the world if she didn't do it all by herself, would it?

Associates, Allies, And Adversaries: Gravitar has expressed contempt for Dr. Destroyer, stating that anyone who “hides behind” legions of robots and agents is a coward. Admittedly it's easy to get away with insulting someone who's dead, but even after the Battle of Detroit claimed Destroyer's life there were few people in the Champions Universe brazen enough to insult him publicly. The Destroyers have vowed revenge on her for insulting the memory of their deceased leader, but after several inconclusive clashes with her have so far failed to make good on their oath.

Gravitar and Mechanon hate one another. They've fought twice, in 2000 in New York City and 2003 in Millennium City, both times devastating multiple city blocks. No one's quite sure what caused the first fight, but whatever it was it led to a dangerous, long-standing enmity. Both have claimed victory in each fight, though in truth they could probably be considered draws. Still, there are few superhumans who could singlehandedly fight Mechanon even to a tie.

As a mutant, Gravitar also despises the Institute for Human Advancement and does whatever she can to thwart or harm that organization. She's allied herself with Holocaust and Kinematik on occasion to oppose anti-mutant activities, but apparently regards those as temporary arrangements of convenience rather than actual friendships or partnerships. She doesn't seem to actually care for Kinematik or his pomposity at all.

Gravitar apparently has some sort of romantic attraction to Defender, though whether that's a standing thing or was a temporary infatuation is unknown. In early April, 2005 she attacked Seattle, and the Champions responded to help local superheroes try to stop her. When the battle threatened to spin out of control and devastate the city, Defender tried to negotiate a “cease fire.” She responded that she'd stop the attack and leave the city if he took her out for dinner and dancing. To save the city, he agreed, leading to “the most bizarre date I've ever been on” (as he describes it). But it worked; after a chaste good-night peck on his cheek she flew away and hasn't returned to the Rain City since.

Other than that, Gravitar's never really allied herself with, or opposed, other major players in the Champions Universe. Eventually her goals are likely to conflict with their's, of course, but for now a cautious neutrality seems to prevail. It probably wouldn't take much for one of them to annoy her and thus make her an enemy, though.

Campaign Use: Gravitar is a master villain-level character intended to oppose entire parties of PCs and have at least an even chance of defeating them. Unlike many master villains, she doesn't go in for a lot of manipulative scheming and elaborate planning — she prefers to defeat her enemies, and accomplish her aims, with raw power. Time, and enough defeats, may teach her the wisdom of other approaches.

Gravitar is unlikely to start Hunting a PC; she has better ways to spend her time. Only someone who repeatedly insults or embarrasses her could

GRAVITAR FACTS

Here are some facts characters and NPCs might know about Gravitar if they succeed with an appropriate Skill Roll:

N/R: Gravitar is one of the most powerful supervillains in the world; she's frequently fought entire superteams or other master villains to a standstill.

K/R: Since 2006, Gravitar's attacks and actions have become more serious, more focused, and more tactically adept.

-1: Based on her accent, Gravitar is French.

-1: Gravitar is a mutant; she's teamed with other mutant villains to oppose anti-mutant activities.

-2: Gravitar's attitudes and way of expressing herself indicate she was probably raised in a wealthy family.

-4: Gravitar's “lifting ability” (her capacity to negate gravity as it affects an object) seems to be at least 20 kilotons, and may be more; it's unclear whether she's shown the world the true extent of her powers.

-10: Her Secret Identity is Erica d'Monstressart.



GRAVITAR

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6.4 tons; 8d6 HTH damage [4]
25	DEX	30	14-	
30	CON	20	15-	
25	INT	15	14-	PER Roll 14-
25	EGO	15	14-	
30	PRE	20	15-	PRE Attack: 6d6
8	OCV	25		
10	DCV	35		
3	OMCV	0		
8	DMCV	15		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
24	PD	22		Total: 54 PD (30 rPD)
24	ED	22		Total: 54 ED (30 rED)
20	REC	16		
100	END	16		
15	BODY	5		
60	STUN	20		
Total Characteristics Cost: 346				

Movement:	Running:	12m
	Flight:	60m

earn enough of her wrath to make her Hunt them — and in that case, watch out! She'll simply confront the target of her ire at every reasonable opportunity and smash him to a bloody pulp. She'll stop once she feels she's obtained proper revenge for all slights toward her.

If Gravitar proves too weak to take on your team of PCs, increase her defenses (perhaps give her 50% Damage Reduction, Resistant) and other powers as appropriate. You might also exchange her Multipower for a hefty Variable Power Pool. If she's too tough for them to tackle, reduce the Active Points in her attacks, drop her SPD to 5, and lower her defenses to a more appropriate level. You might also consider reducing her END, so she has to be a little more cautious about using her powers at full strength.

Appearance: Erica d'Monstressart is a beautiful young French woman with long blonde hair and blue eyes who speaks English with a delightful French accent. In her Gravitar identity, she wears a long-sleeved black dress with the skirt split up the sides, a blue cloak that wraps around her upper body but leaves her neck exposed, blue boots and gauntlets, and a blue mask.

Cost	Powers	END
135	Gravitic Manipulation: Telekinesis (60 STR) Reduced Endurance (0 END; +½)	0
100	Gravitic Powers: Multipower, 100-point powers	
6f	1) Enhanced Gravitic Manipulation: Telekinesis (+40 STR)	6
10f	2) Gravitic Blast I: Blast 20d6	10
9f	3) Gravitic Blast II: Blast 12d6 Reduced Endurance (0 END; +½)	0
10f	4) Gravitic Blast III: Blast 10d6 Indirect (Source Point and Path can vary from use to use; +1)	10
9f	5) Gravitic Blast IV: Blast 12d6 Double Knockback (+½)	0
9f	6) Crushing And Rending I: RKA 4d6 Reduced Endurance (0 END; +½)	0
9f	7) Crushing And Rending II: RKA 3d6 Indirect (Source Point and Path can vary from use to use; +1)	9
9f	8) Selective Weight Alteration: RKA 1½d6 NND (defense is Desolidification, Power Defense, or gravity-manipulation abilities; +½), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½)	0
10f	9) The Big Squeeze: Blast 10d6 NND (defense is PD Resistant Protection defined as a force-field or the like; +1)	10
9f	10) Gravitic Drag: Drain DCV 6d6 Reduced Endurance (0 END; +½)	0
10f	11) Gravitic Drag Field: Drain DCV 5d6 Area Of Effect (16m Radius; +¾), Personal Immunity (+¼)	10
10f	12) Altered Individual Gravity: Flight 30m Usable As Attack (does not affect anyone with Desolidification, Power Defense, or gravity-manipulation abilities; +1¼), Ranged (+½), Reduced Endurance (0 END; +½)	0
10f	13) Altered Gravity Field: Flight 26m Usable As Attack (does not affect anyone with Desolidification, Power Defense, or gravity-manipulation abilities; +1¼), Ranged (+½), Area Of Effect (16m Radius Selective; +1)	10
120	Gravitic Pulse: Blast 12d6 Area Of Effect (16m Radius; +¾), Double Knockback (+½), Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½)	0
112	Gravity Strengthening/Reversal Field: Telekinesis (60 STR) Area Of Effect (32m Radius; +1), Reduced Endurance (0 END; +½); Only To Pull Objects Straight Down To Earth Or Hold Them Off The Ground (-1)	0
90	Gravitic Shield I: Resistant Protection Field (30 PD/30 ED)	0
53	Gravitic Shield II: Damage Negation (-8 DCs Physical and Energy) Costs Endurance (-½)	8

▶ 110 **Gravitic Wall:** Barrier 12 PD/12 ED, 12 BODY (up to 20m long, 4m tall, and ½m thick), Dismissable, Non-Anchored 4
 Reduced Endurance (½ END; +¼)

16 **Gravitic Point Defense:** Deflection 2
 Only Works Against Physical Projectiles (-¼)

81 **Gravitic Flight:** Flight 60m, x4 Noncombat 3
 Reduced Endurance (½ END; +¼)

37 **Gravitic Field Awareness:** Spatial Awareness, Increased Arc Of Perception (360 Degrees) 0

20 **Sense Gravitic Fields:** Detect Gravity 14- (no Sense Group), Discriminatory, Analyze, Range, Sense

Perks

15 **Money:** Filthy Rich

Talents

6 **Environmental Movement:** Zero-G Training

Skills

30 +6 with all Gravity Powers

3 Computer Programming 14-

3 Electronics 14-

3 High Society 15-

3 Inventor 14-

2 KS: Art History 11-

3 KS: Literature 14-

3 KS: The Superhuman World 14-

3 Language: English (completely fluent; French is Native)

2 Language: Japanese (fluent conversation)

1 Language: Russian (basic conversation)

3 Mechanics 14-

15 Power: Gravity Manipulation Tricks 20-

3 SS: Physics 14-

5 SS: Gravitics 16-

3 Stealth 14-

3 Traveler

1 1) CK: London 11-

1 2) CK: Millennium City 11-

1 3) CK: Moscow 11-

1 4) CK: New York City 11-

1 5) CK: Paris 11-

1 6) CK: San Francisco 11-

1 7) CK: Tokyo 11-

Total Powers & Skill Cost: 1,110
Total Cost: 1,456

400 Matching Complications (75)

10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)

20 **Enraged:** by insults, sarcasm, or not being taken seriously (Common), go 11-, recover 11-

20 **Hunted:** UNTIL (Frequently, As Pow, NCI, Capture)

15 **Hunted:** the Champions (Infrequently, As Pow, NCI, Capture)

10 **Hunted:** Eurostar (Infrequently, As Pow, Kill)

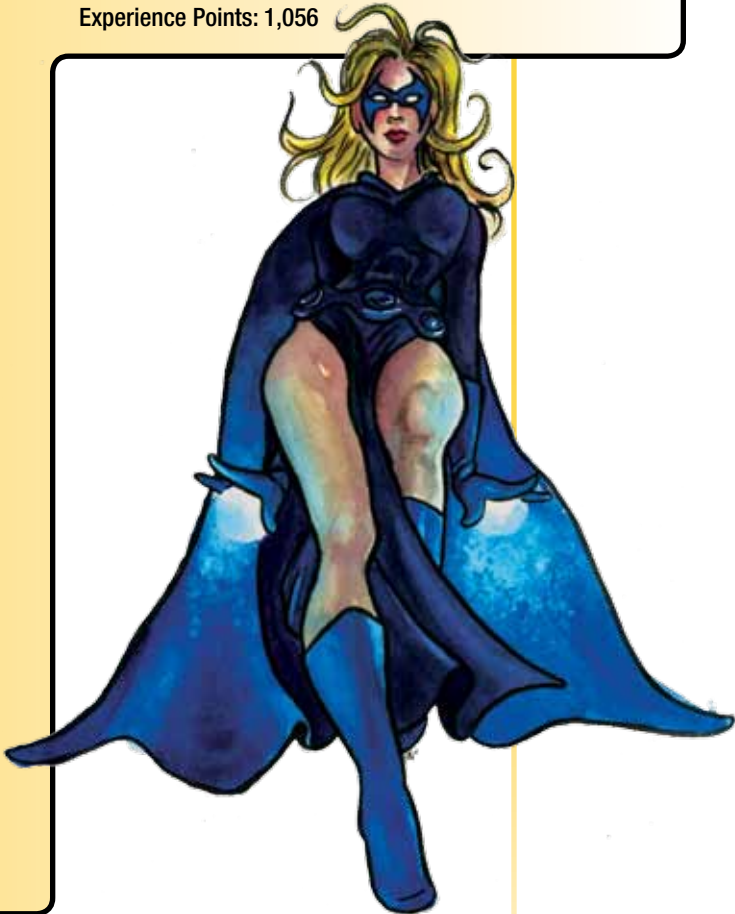
20 **Negative Reputation:** supervillainness of world-threatening power, 14- (Extreme)

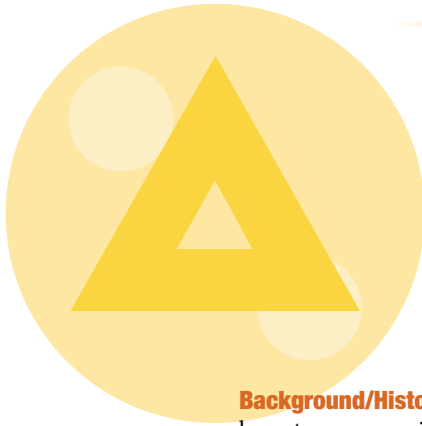
25 **Psychological Complication:** Bent On World Domination (Very Common, Total)

15 **Psychological Complication:** Overconfidence (Very Common, Moderate)

15 **Social Complication:** Secret Identity (Erica d'Monstressart) (Frequently, Major)

Total Complications Points: 75
Experience Points: 1,056





HOLOCAUST

Background/History: Geoffrey Haganstone was born to power — in more ways than one.

The son of Senator Albert Haganstone of Pennsylvania and his socialite wife Clarice, Geoffrey was a precocious child, far more intelligent and active than his years would indicate. Raised in a family of wealth and privilege, he lacked for nothing; many people predicted he would succeed to his father's Senate seat one day.

When he was a teenager, Geoffrey manifested mutant powers — the ability to control and project energy. Concerned about “scandal,” the Haganstone family kept his superpowers secret, thus allowing him to develop his abilities without hindrance.

By the time he finished college, Geoffrey's combination of power, privilege, and wealth had made him haughty and condescending. He realized he, and he alone, was fit to lead the peoples of the world — and with his abilities, he *could* conquer them. The thought of ruling Earth soon came to obsess him, but he knew even he, by himself, would find it hard to conquer humanity... unless it learned to fear him, and through fear respect him. He had to teach his lessers the obedience and discipline they so badly needed through actions imperial in scope and frightening in their grandeur.

Fashioning a costume and choosing a name — *Holocaust* — designed to impress and terrify, Geoffrey started his supervillain career by attacking the Empire State Building in 1983. The Justice Squadron defeated him, but only barely, and he escaped at the last minute. Since then he's launched many schemes of conquest, typically involving the destruction of major landmarks and other attention-grabbing events. So far super-heroes have defeated him, often by the barest of margins, and have never managed to capture him. He's convinced it's only a matter of time before he finds a way to triumph.

Personality/Motivation: Holocaust practically personifies megalomania and arrogance. He's *certain* that he's superior to everyone else on Earth and destined to rule the planet. He has so little regard for his “future subjects” that he does a superb job of living up to his name. He'll kill for the slightest reason — defying him, not obeying him fast enough, spilling his coffee, or simply because someone happens to be in the wrong place at the wrong time and gets caught up in one of his many destructive crimes. His lack of restraint has caused him problems in the past (it's hard to get information from a dead person, for example), and undoubtedly will again in the future.

Despite this general attitude, Holocaust does feel some stirrings of *noblesse oblige* (even if those feelings are mainly self-serving, not genuinely altruistic). One of the easiest ways to manipulate him is to appeal to his “honor” or his “concern for your people.” That doesn't always work, but sometimes he falls for it.

Holocaust has a knack for holding a grudge and rarely forgets a slight (making him a good Hunter for many heroes). He has a fierce temper; insults, mockery, humiliation, or simply not being taken seriously are often all it takes to set him off. It takes little to anger him to the point where he considers a particular hero (or team) an enemy fit only to be destroyed. He'll launch schemes of world conquest arranged to attract a specific enemy's attention, then ambush him while he tries to stop the plan.

Quote: “On your knees! I intend to rule this world, and those who obey me will find themselves rewarded. Those who do not will be punished.”

Powers/Tactics: Holocaust is a mutant with extensive energy control powers. His body can absorb any form of incoming energy and “channel” it to enhance any of his powers or abilities — he could become stronger, more agile, fire more powerful energy beams, fly faster, whatever he chooses. This ability has an upper limit (though he rarely seems to reach it), and the boost of power he gets is temporary, but on top of his already considerable powers it can make him nearly unstoppable.

Second, Holocaust can leech away other super-humans' energy powers. Given how much most superteams rely on energy-based abilities, this

power can seriously weaken much of his opposition. And that leaves them vulnerable to his third type of super-ability, a powerful energy beam that he fires from his eyes. He can focus the beam from ultra-tight (to better penetrate armor) to a wide cone (to affect multiple foes). Most amazingly he can actually control the flow of the energy beam, allowing him to alter the direction of the energy so it arcs around to attack an enemy from behind, turns corners to hit someone trying to hide behind cover, or the like.

Lastly, Holocaust has telekinetic powers. These allow him to manipulate objects at a distance with a STR equal to his own, or to fly.

Holocaust usually opens combat in the most grandiose fashion possible, attacking his foes with eyebeams and trying to overwhelm them with sheer power. If he doesn't quickly get the upper hand he shifts to more sensible tactics; he's no fool. Because he uses END so quickly due to his high SPD, Holocaust often takes Recoveries during a Turn (particularly on his Phases in Segments 9 and 11). If he expects a long fight, he may use his Absorption to feed his END, too (half to END, half to STUN is a favorite combination).

Campaign Use: Holocaust is a master villain of the second water. He lacks the Skills and true power to conquer the world on his own, though he's determined to keep trying. He should be able to stand against the PCs by himself for at least a few Phases, if not an entire combat.

Making Holocaust more powerful is easy. All you have to do is think of other ways he could "control energy," and then give him the appropriate abilities (see the "Energy Manipulation Powers" section of *Champions Powers* for plenty of ideas). A large Variable Power Pool for Energy Control effects wouldn't even be out of the question. If you want to make him weaker, reduce the Active Points in his Multipower reserve to 90 or 75, give him a single type of Absorption (with the *Varying Effect Advantage*), decrease or remove his Telekinesis, and reduce his SPD to 6.

Associates, Allies, And Adversaries: Like most master villains, Holocaust doesn't get along well with others of his ilk, viewing them as competitors and rivals. He and Interface seem to particularly despise one another, though no one besides the two of them knows why.

Two master villains Holocaust has worked well with in the past are Kinematik and Gravitator, with whom he shares an interest in protecting mutants from the anti-mutant activities of the Institute for Human Advancement and people with similar views. He doesn't particularly like either of them, but he can work together with them in common cause.

As Geoffrey Haganstone, Holocaust is socially acquainted with Representative David Sutherland (the master villain Invictus; see page 55). His ability to sense energy has told him that Sutherland possesses energy powers, though he's not aware of Sutherland's alternate identity or plans. For now Holocaust's simply sitting on this

information, waiting to use it at just the right time to blackmail or manipulate him.

Holocaust doesn't have an organization of agents or minions, so he often relies on mercenary supervillains. He's on good terms with most of them, such as the Crimelords, the Ultimates, Mechassassin, and the Steel Commando. On the other hand, his personality and the Overbrain's clash so much that he and the Brain Trust want nothing to do with one another.

In 2006 Holocaust briefly put together a team of villains he called "the Alliance" to fight the Champions. Members included Ankylosaur, the Basilisk, Esper, Fenris, Frag, Freakshow, Leviathan, Lodestone, Ogre, Riptide, Tesseract, and Thunderbolt II. Their scheme didn't work out, but he remains on good terms with all of them.

Appearance: Holocaust's costume is a red bodysuit, with purple boots, trunks, gloves, and gorget that also have a scale motif to them. His belt is gold, and there are gold patches on the inner wrists of his gloves. Spikes on the knuckles of his gloves make his punches deadlier than normal. He covers his head with purple helmet that has a lightning bolt-like yellow design on top, and a green eyebar from which he projects his Eyebeams. The helmet leaves his mouth exposed. He also wears a purple cape.

Geoffrey Haganstone is a handsome, athletic man in his forties with a winning smile and somewhat arrogant demeanor. He's well-known on the American social circuit.



HOLOCAUST FACTS

Here are some facts characters and NPCs might know about Holocaust if they succeed with an appropriate Skill Roll:

N/R: Holocaust is a powerful supervillain who can fire energy beams from his eyes.

K/R: Holocaust also has other energy powers, including the ability to absorb energy to improve his powers, flight, and telekinesis.

-1: Holocaust is a mutant; he's teamed with other mutant villains to oppose anti-mutant activities.

-4: Holocaust's ability to sense the energy patterns around him is so acute that it's difficult to surprise him or sneak up on him.

-10: His Secret Identity is Geoffrey Haganstone.



HOLOCAUST

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
20	DEX	20	13-	
30	CON	20	15-	
23	INT	13	14-	PER Roll 14-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6
9	OCV	30		
9	DCV	30		
3	OMCV	0		
6	DMCV	9		
8	SPD	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12
30	PD	28		Total: 32 PD (18 rPD)
30	ED	28		Total: 32 ED (18 rED)
20	REC	16		
100	END	16		
20	BODY	10		
70	STUN	25		

Total Characteristics Cost: 365

Movement: Running: 18m
Flight: 60m

Cost	Powers	END
300	Energy Conversion: Absorption 100 BODY (energy) Expanded Effect + Variable Effect (any two of his Characteristics or Energy Powers at a time; +1), Defensive Absorption (counts as Resistant ED; +1)	0
105	Eyebeams: Multipower, 105-point reserve	
10f	1) Power-beam: Blast 20d6	10
10f	2) Basic Eyebeam: Blast 14d6 Reduced Endurance (0 END; +½)	0
10f	3) Focused Eyebeam: Blast 16d6 Armor Piercing (+¼)	10
7f	4) Cone Eyebeam: Blast 12d6 Area Of Effect (32m Cone; +¾); No Range (-½)	10
10f	5) Homing Eyebeam: Blast 12d6 Indirect (Source Point is always Holocaust, but Path can vary from use to use to attack from any angle; +½), Reduced Endurance (½ END; +¼)	4
130	Energy Draining: Drain Energy Powers 4d6 Expanded Effect + Variable Effect (any two Energy Powers at a time; +1), Delayed Return Rate (points return at the rate of 5 per Minute; +1), Reduced Endurance (½ END; +¼)	4
48	Kinetic Manipulation: Telekinesis (40 STR) Unified Power (with Flight; -¼)	6
9	Spiked Gauntlets: HKA 1d6 Armor Piercing (+¼); OIF (-½), No STR Bonus (-½)	0
16	Toughness: Resistant (+½) for 16 PD/16 ED	0
60	Energy Control: Physical and Energy Damage Reduction, Resistant, 50%	0
4	Armored Costume: Resistant Protection (2 PD/2 ED) OIF (-½)	0

72	Kinetic Flight: Flight 60m Reduced Endurance (0 END; +½); Unified Power (with Telekinesis; -¼)	0
6	Swift Runner: Running +6m (18m total)	1
42	All-Sense: Detect Physical Objects and Energy 14- (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting	0

Perks

50	Contacts: Well-Connected and 47 points' worth in American government and high society
15	Money: Filthy Rich

Talents

5	Lightning Reflexes: +5 DEX to act first with All Actions
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Skills

15	+5 with Eyebeams Multipower
6	+3 with Flight
3	Charm 15-
3	Computer Programming 14-
3	Conversation 15-
3	High Society 15-
2	CK: New York City 11-
2	CK: Washington, D.C. 11-
2	KS: American Politics 11-
3	KS: The Superhuman World 14-
3	Oratory 15-
3	Persuasion 15-
3	Riding 13-
3	Stealth 13-
4	TF: Large Motorized Boats, SCUBA, Snowmobiles, Snow Skiing

Total Powers & Skills Cost: 967

Total Cost: 1,332

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Enraged: by insults, sarcasm, or not being taken seriously (Common), go 11-, recover 11-
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: VIPER (Infrequently, Mo Pow, NCI, Capture/Kill)
20	Psychological Complication: Megalomaniac; Determined To Rule The World (Very Common, Strong)
20	Psychological Complication: Casual Killer (Very Common, Strong)
15	Social Complication: Secret Identity (Geoffrey Haganstone) (Frequently, Major)

Total Complications Points: 75

Experience Points: 932

INTERFACE

Background/History: Years ago, Rutger Eisenmann was a mercenary, and a good one. He did bodyguard, infiltration, and even assassination work for high-paying clients, and he never failed to get the job done. His reputation eventually attracted the attention of the techno-criminals at ARGENT, and the organization hired him to guard several of its scientists while they completed a crucial research project involving cybernetics.

When raiders came crashing in, Eisenmann fought like a tiger to cover his employers' escape. He took several deep wounds from bullets and grenades before reinforcements arrived and drove off the attackers. Eisenmann was wounded so badly he should have died — but the scientists, in gratitude for his help and in need of experimental subjects for their work, decided they could save him. They salvaged what they could of his ravaged body — the head and spine, parts of the torso — and grafted them into a cybernetic body made of titanium steel and electronic cables.

It took Eisenmann months to learn how to use his new body, in part because the scientists kept developing upgrades and new parts for it, but eventually he could move as easily as he had with his fleshly limbs. Although bitter about all he'd lost, he had to admit his cyborg body had its merits — he could lift a hundred tons, project blasts of energy, and leap over a hundred feet.

Eisenmann, now known by the code name *Interface*, went back to work for ARGENT. It was good work; they paid well and, more importantly, performed the daily maintenance his body needed. But after several years, it became apparent the two didn't mesh. ARGENT is a subtle organization, given to stealth and behind-the-scenes manipulation. But Interface, though certainly a master planner, is a combat machine, ready and able to get involved in battles against even the toughest superheroes. He longed to declare himself publicly and match wits against the so-called "forces of good."

When these difficulties became too apparent for anyone to ignore, Interface suggested he leave ARGENT to strike out on his own. He'd contract with the group for maintenance services, and also refer other clients to it and team with it to conduct certain operations. Seeing the benefits in this arrangement, ARGENT's leaders agreed.



Interface launched his first major scheme in 2003, when he planned and executed a series of crimes-by-proxy designed to allow him to study the Champions in detail so he could easily defeat them. Unfortunately for him, they figured a way out of his deathtraps, defeated him, and sent him to Stronghold. (Even more unfortunately for him, they captured a huge amount of data on ARGENT, enough to set that organization back years; in turn it severed all ties with Interface and put out an open bounty on his head.) He stayed there until the 2009 breakout; now he's free and no doubt planning another elaborate scheme.

Personality/Motivation: Never the most kind-hearted or sympathetic person when wholly human, Interface is now as cold and harsh as the steel that forms his skin. He cares nothing for other people; he's concerned only with himself, his goals, and making sure he keeps his cyborg body in fighting shape with daily maintenance.

INTERFACE FACTS

Here are some facts characters and NPCs might know about Interface if they succeed with an appropriate Skill Roll:

N/R: Interface is a cyborg, though he has relatively few organic parts.

K/R: His real name is Rutger Eisenmann; he used to be a mercenary, and often worked for ARGENT. In 2003 he launched a detailed scheme to study the Champions and then exploit their weaknesses via deathtraps, but it failed; they captured him and he spent the next six years in Stronghold.

-1: Interface's cybernetic body is partly "modular," in that it can have additional weapons or systems "bolted on" to improve his ability to fight specific foes or handle specific situations.

-2: ARGENT hates Interface and wants him dead.

-6: Interface's cybernetic systems are highly vulnerable to cyberkinetic control.

If he can't have the pleasures of ordinary human touch and companionship, he will instead have the pleasures of power.

Despite the fact that he comes across as a bull in a china shop, Interface can be surprisingly subtle. First and foremost a soldier, he appreciates the value of intelligence gathering, planning for contingencies, and tactical preparation. When expecting (or planning) a fight, he slowly and carefully gathers information about his quarry; then, when he feels the time is right, he lowers the boom and attacks. Heroes who expect nothing but a brawl from him are likely to be in for a surprise — he studies superheroes extensively, the better to humble them in battle. He loves to humble a foe in one-on-one combat, though, and may be tempted by a challenge to duke it out with a hero.

Quote: "Flesh and bone may make you powerful, but steel and lightning make me more so."

Powers/Tactics: Interface's cyborg body grants him a wide range of superpowers. In addition to his enormous strength and resilience, he can project bolts of electricity in various forms. He can also touch someone and send a paralyzing current of electricity through that person's body, upping the power to inflict agony if he wants. His combination of hand-to-hand combat skills and ranged attacks gives him a wide range of tactical options in any situation.

The small corps of technicians who work for Interface can, if necessary, build additional weapons or devices into his body. They don't make these alterations permanent, since they use up lots of power and require even more maintenance, but if Interface expects to get into a fight soon he has them "bolt on" some extra technology.

Interface has one weakness: his face. While most of his organic parts are well-protected by his steel-frame body, his steel "skull" leaves most of his face exposed (though he has an internal air supply). None of his defenses apply to Hit Location 4, and he must take care when exposed to intense heat or the like — he may have Total Life Support, but that won't keep intense heat from burning his face, or high pressure from crushing his eyeballs.

Campaign Use: Interface is a second-tier master villain, suitable for short story arcs or for heroes not yet powerful enough to take on Mechanon or Dr. Destroyer. With the right gang of goons, robots, and/or hired supervillains to back him up, he could pose a significant threat to world security.

To make Interface tougher, you have several options. First, increase his Damage Reduction so he can fight longer. Second, increase the size of his VPP so he has more optional weapons and gadgets built into his body at once. Third, give him cyberkinetic powers and related Skills, so that he's a virtual warrior as well as a physical one. If he's already too much for your PCs to handle, reduce the size of his VPP, the amount of points in his Multipower reserve, and some of his Characteristics (particularly STR and his defenses).

Associates, Allies, And Adversaries: Interface and ARGENT are bitter enemies. Ever since his defeat in 2003 harmed the organization, it's had an open hit contract out on him. No one's been able to collect yet, but he's tired of people trying. He'd like nothing better than to destroy the organization that created him; he might even covertly assist heroes in anti-ARGENT activities.

On the other hand, recently Interface has developed a good, albeit highly secret, working relationship with Anderson Powell, the head of Bastion Alpha Security (see CU 64). He's provided technological support and a little extra "muscle" for a couple of Bastion Alpha's jobs; he and Powell are exploring ways to expand the partnership.

Mechanon hates Interface almost as much as ARGENT does. The evil robot regards cyborgs in general, and Interface in particular, as a gross insult to machinekind worthy only of obliteration... and it intends to make good on that feeling.

Appearance: Interface has a humanoid cyborg body made of titanium steel — shiny metal plates, strips, and cables that mimic the shape and musculature of the human form. His steel "skull" leaves his face exposed, except for a thin bar running down the center of his face (he no longer has an external nose or ears). His voice, though still quite human, has a sort of detached quality to it, as if verging ever so slightly into the realm of digitized sound. On occasion, he has extra parts or modules attached to his body; these are usually experimental weapons of some sort.

EXAMPLE POWERS FOR BOLT-ON ARSENAL POWER POOL

Foot Rockets: If he thinks he'll need increased mobility, Interface has his technicians install this device in his feet.

Flight 30m (30 Active Points); OIF (-½). Total cost: 20 points.

Mini-Rocket Launcher: A pop-up mini-rocket launcher, built into one of Interface's arms or sometimes his shoulder.

RKA 2d6, Area Of Effect (20m Radius Explosion; +½) (45 Active Points); OIF (-½), 5 Charges (-¾). Total cost: 20 points.

Sensory Shields: Flare protectors and aural dampers built into a device that attaches around Interface's head.

Sight Group Flash Defense (10 points) (10 Active Points); OIF (-½) (total cost: 7 points) plus Hearing Group Flash Defense (10 points) (10 Active Points); OIF (-½) (total cost: 7 points). Total cost: 14 points.

Wrist Spike: When Interface activates this device, a large spike projects from the underside of his right wrist. It allows him to inflict grievous wounds in HTH Combat, but also restricts the use of that arm. He can Block with it, or perform similar crude tasks, but can't make fine use of his right hand.

HKA 1½d6 (4½d6 with STR), Armor Piercing (+¼) (37 Active Points); OIF (-½), Side Effects (restricts use of right hand, see text; -¼). Total cost: 21 points.



INTERFACE

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
25	DEX	30	14-	
25	CON	15	14-	
20	INT	10	13-	PER Roll 13-
15	EGO	5	12-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
25	PD	23		Total: 25 PD (25 rPD)
25	ED	23		Total: 25 ED (25 rED)
20	REC	16		
70	END	10		
20	BODY	10		
70	STUN	25		

Total Characteristics Cost: 328

Movement: Running: 26m
Leaping: 20m

Cost	Powers	END
80	Electricity Projection: Multipower, 80-point reserve	
8f	1) Electric Bolt: Blast 16d6	8
7f	2) Ball Lightning Blast: Blast 10d6 Area Of Effect (22m Radius Explosion; +½)	7
7f	3) Lightning Barrage: Blast 10d6 Autofire (5 shots; +½)	7
5f	4) Overload: RKA 4d6 Armor Piercing (+¼); No Range (-½)	7
40	Paralytic Grip: Entangle 4d6, 4 PD/4 ED Takes No Damage From Attacks (+1), Reduced Endurance (½ END; +¼); Costs Endurance (to maintain; -½), No Range (-½), Must Maintain Touch To Maintain Effect (-¼)	4
26	Agonizing Touch: Drain STUN 3d6 Constant (+½), Reduced Endurance (½ END; +¼); Linked (to Paralytic Grip; -½), No Range (-½)	2
67	Bolt-On Arsenal: Variable Power Pool, 50 Pool + 50 Control Cost OIF (-½)	var
25	Steel-Frame Body: Resistant (+½) for 25 PD/25 ED	0
30	Steel-Frame Body: Physical and Energy Damage Reduction, Resistant, 25%	0
10	Psi-Shielding: Mental Defense (10 points)	0
10	Internal Shielding: Power Defense (10 points)	0
35	Cyborg Body: Life Support: Total	0
14	Leg Servos: Running +14m (26m total)	1
8	Leg Servos: Leaping +16m (20m forward, 10m upward)	1

Perks

6	Contact: VIPER 11-
10	Money: Wealthy

Talents

3	Absolute Time Sense
3	Ambidexterity (no Off Hand penalty)
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator

Skills

30	+3 with All Combat
3	Computer Programming 13-
1	Electronics 8-
2	CK: Millennium City 11-
2	KS: Mechanon 11-
2	KS: The Military/Mercenary/Terrorist World 11-
6	KS: The Superhuman World 16-
3	Language: English (completely fluent; German is Native)
1	Mechanics 8-
3	Stealth 14-
3	Streetwise 14-
1	Systems Operation 8-
3	Tactics 13-
2	WF: Small Arms

Total Powers & Skills Cost: 467

Total Cost: 795

400 Matching Complications (75)

5	Dependence: must receive special maintenance every day or suffer Incompetence (Uncommon)
10	Enraged: if reminded of things he cannot do because of his cyborg body (Common), go 8-, recover 14-
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
15	Hunted: Mechanon (Infrequently, Mo Pow, Capture)
10	Physical Complication: Affected By Mental Powers That Work Against Both The Human And Machine Classes Of Minds (Infrequently, Slightly Impairing)
10	Physical Complication: Diminished Sense Of Touch (-3 to all Touch PER Rolls) (Infrequently, Slightly Impairing)
10	Physical Complication: Exposed Face (see text) (Infrequently, Slightly Impairing)
20	Psychological Complication: Powerhungry (Common, Total)
10	Vulnerability: 2 x Effect from Cyberkinetic powers (Uncommon)

Total Complications Points: 75

Experience Points: 395

GUARDBOT

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [0]
15	DEX	10	12-	
10	CON	0	11-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
0	OMCV	0		
0	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
5	PD	12		Total: 5 PD (5 rPD)
5	ED	12		Total: 5 ED (5 rED)
7	REC	3		
0	END	-4		
13	BODY	3		
—	STUN	—		Total Characteristics Cost: 86

Movement: Running: 12m

Cost	Powers	END
60	Blaster: Blast 8d6 Reduced Endurance (0 END; +½)	0
15	Robot Body: Resistant (+½) for 5 PD/5 ED	0
45	Robot Body: Takes No STUN	0
15	Robot Body: Does Not Bleed	0
35	Robot Body: Life Support: Total	0
5	Robot Eyes: Infrared Perception (Sight Group)	0
3	Robot Ears: Ultrasonic Perception (Hearing Group)	0
12	Tireless: Reduced Endurance (0 END; +½) on 25 STR	0
6	Tireless: Reduced Endurance (0 END; +½) on Running	0
1	Tireless: Reduced Endurance (0 END; +½) on Leaping	0
1	Tireless: Reduced Endurance (0 END; +½) on Swimming	0

GUARDBOTS

Description: Back when he worked closely with ARGENT, Interface had its technologists design these robots for him. He's programmed his Guardbots for security, basic maintenance, and keeping an eye on his various projects. They're not very bright and relatively easy to fool. Fortunately, Interface has a large number of them and in combat he mostly uses them to harry and slow down his opponents until he can pick off a specific foe himself.

Programmed to swarm their targets, the robots slow down opponents with numbers and if possible separate and isolate the opposition. By superhero standards they aren't very sturdy. Play this up by describing the ways the robots try to keep fighting while falling apart, and allow the heroes to have a grand time reducing the robots to scrap.

A Guardbot stands 5'8", weighs 250 kg, and is painted gold. Its eyes are large and red, and each joint has a large spherical socket for maximum flexibility. The Guardbot speaks in a halting monotone, with an annoying background buzz.

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
3	Lightning Calculator

Skills

4	+2 OCV with Blaster
20	+2 with All Combat
2	AK: Interface's Base 11-
2	KS: Interface's Equipment And Systems 11-
3	Security Systems 11-
3	Stealth 12-
3	Systems Operation 11-

Total Powers & Skills Cost: 247

Total Cost: 333

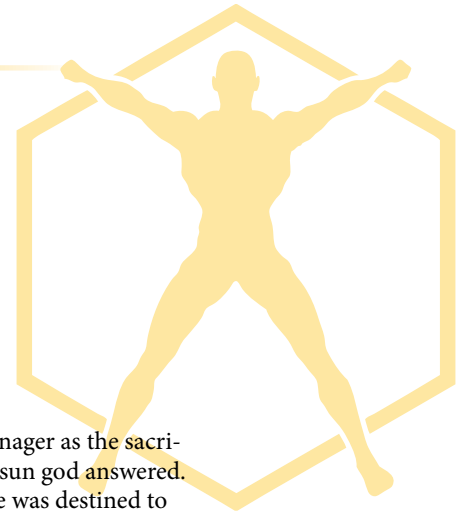
275 Matching Complications (50)

10	Physical Complication: Affected By Cyberkinesis (has EGO 15 for purposes of cyberkinetic powers, and can be affected by cybermancy-based Presence Attacks) (Infrequently, Slightly Impairing)
25	Psychological Complication: Obeys Interface's Every Order (Very Common, Total)

Total Complications Points: 35

Experience Points: 73

INVICTUS



Background/History: David Sutherland was an All-American boy: great athlete, great looking, a scholar. But his father, David Sutherland, Sr., was the All-American Man: war hero, college football star, Olympic wrestler, retired Senator from Oklahoma. In short, he cast an extraordinarily long and deep shadow over everyone he closely associated with... especially his son.

David Jr. responded as well as a son could in that situation. He had more than his share of high school and college triumphs, and got superb grades in law school. He also became involved in a secret society that paid homage to the ancient Syrian deity Sol Invictus (“the unconquered sun”). He thought it was a lark.

After school, Sutherland experienced bad breaks for the first time in his life. He became engaged to a congressional page, but she left him after she caught him having an affair. Infidelity was minor compared to the accusations made against him by some of his college classmates, but he always bought them off — all except one, who mysteriously vanished before she could go to the police.

Sutherland joined one of the most prestigious law firms in the country. Unfortunately, two months after he was hired it fell apart. One of the senior partners had embezzled tens of millions of dollars from a client and another was convicted of bribing judges. The young attorney had known they weren’t an ethical bunch, but who’d ever have guessed the day would come when ethics violations would actually turn into a serious problem for a law firm?

Sutherland ran for the state assembly, relying on his natural charisma to carry him through. Unfortunately, he failed to win support from the party apparatus, which was controlled by old political rivals of his father. Several of them openly supported his opponent. The defeat that followed was public and humiliating. After the election, he called his father for support. Three minutes into the conversation, he began to experience a breakdown.

“I don’t support failures,” his father coldly replied. “Now stop whining and grow up.”

The rejection nearly broke him. He contemplated suicide, but he remembered a pact he’d made in college: when things looked most dire, he’d sacrifice something of great value to Sol Invictus. For some reason, he chose to perform the

ritual, using his campaign manager as the sacrifice. To his astonishment, the sun god answered.

The god told Sutherland he was destined to be the greatest man on the planet, as dominant on Earth as Sol was in Heaven. Then the alleged divinity asked Sutherland to allow him to enter his body so he might work miracles. Sutherland agreed to the bargain and — as the cliché goes — was never the same again.

The “deity” was actually the spirit of Nero Astrolabus, a third century AD outcast priest of Sol Invictus. Nero, a counselor to the emperor Constantine, had harbored ambitions of becoming emperor. He was also a sorcerer of great power who took on (some would say stole) many of the powers of his deity. Nero Astrolabus had been a merciless enemy of the rising Christian faith, and the atrocities he committed against early Christians were legion. Eventually his misdeeds were exposed; the emperor stripped him of his position and put him on trial for treason.

Nero Astrolabus was found guilty and burnt alive... but being a sorcerer of great power, he found a way to keep his soul alive for seventeen centuries in an incorporeal state. He hoped to regain physical form, but needed someone to perform a ritual of restoration. He whispered to the dull, cattle-like humans who walked the world after the Fall of Rome, but none of them paid heed. Even history’s magicians ignored him in favor of more tantalizing voices. It wasn’t until the late twentieth century, when David Sutherland started summoning spirits for a lark, that Nero Astrolabus finally found the appropriate vessel through which to make his return.

He and David were almost a perfect match. Uniting with a son of politics and privilege appealed to Nero Astrolabus, and David appreciated Nero’s raw sorcerous power. Nero was determined to help his host by bringing David’s political dreams to a glorious fruition.

Three days after his defeat, David Sutherland emerged from hiding, declaring to the world that he had obtained superpowers. With these magnificent powers at his command, he announced he would retire from law and politics and devote himself full time to “the people.” What better way for a politician to be a “real man of the people” than to become their foremost superhuman champion?

INVICTUS FACTS

Here are some facts characters and NPCs might know about Invictus if they succeed with an appropriate Skill Roll:

N/R: Invictus used to be a Washington, DC area superhero (he has solar powers); he gave up crime-fighting to become a politician. He comes from a wealthy, well-connected family; his father used to be a Senator.

K/R: Years ago there were some accusations that Invictus's crimefighting career wasn't entirely legitimate, but nothing was ever proven and he undeniably stopped several serious VIPER and supervillain plots during his costumed career.

-1: Invictus doesn't just have energy projection powers; he's immensely super-strong and often seems to enjoy "mixing it up" with villains who can stand up to him in hand-to-hand combat.

-10: Several of the reporters who've written negative articles about Invictus over the years have died in accidents or under mysterious circumstances.

As the superhero Invictus ("unconquered" in Latin), David Sutherland did a great deal of good. He battled VIPER and DEMON in the Washington DC, Maryland, and Virginia areas, where their leaders learned to hate his glowing presence. Invictus's popularity skyrocketed. Occasionally there was scandal — one tabloid even accused him of bribing supervillains to take a cheap dive so he could look good. Sutherland ignored the rumors (*publicly* ignored them — privately the reporters experienced fatal "accidents"). Four years later, Invictus was ready to make his move. He announced that the political ills of the nation had grown so great that they needed a real superhero in Congress to wage the battle against America's "other supervillains." He ran for Congress and won in a landslide.

Now, as an elected representative from Maryland going into his fifth consecutive term, Invictus is the most famous and powerful superhero-turned-politician in the world. He's expected to run for Senator at the next opportunity, and he's already viewed by many as a potential future president of the United States. And that's certainly *his* goal. That — and transforming the United States into a second Roman Empire by the time he arrives in the White House.

Personality/Motivation: Invictus is a fusion of two personalities, neither one pleasant. Sneaky, ruthless, self-indulgent, extremely charming, charismatic, and wildly ambitious only begins to describe this most Machiavellian of souls. The guile of Nero Astrolabus controls Invictus's actions, but the anger and hate of David Sutherland is what fuels his passions. It's an extremely dangerous combination.

Invictus's ultimate goal is to obtain the ultimate in political power. However, he doesn't *just* want to be President, he wants people — *his* people — installed in as many major state and city governments, financial centers, and news media outlets as possible. He'd even like to control the entertainment business. He views superheroes as a threat... especially when the public loves certain superheroes more than it loves him. He knows popular hero teams like the Justice Squadron and the Champions pose the greatest threat to his long-term goals, so he works toward their downfall whenever possible.

Invictus hides that particular part of his master plan as well as he can. While he's never joined any superteams, he's always maintained good relations with other superheroes, and can still be a helpful comrade. Of course, any superhero who allies with Invictus is asking for trouble. Several times over the past three years, superheroes have privately revealed embarrassing secrets to Invictus which were later publicly exposed. Typically, Invictus arranges for the press to stumble on an appropriate clue, and the investigator then does the necessary legwork to uncover the truth. Sutherland makes sure he's three steps removed from the investigation.

Invictus may come across as overly slick, a phony, and a manipulator. In part it's because of

the natural enmity some people have toward politicians, and partially it's because even Sutherland can't completely hide his true nature.

Because he's both a son of privilege, and a spirit from Roman times, Invictus has a lot of skeletons hiding in his closet. He often engages in decadent practices in his private life, and they've come back to haunt him on numerous occasions.

Quote: *"It matters not how strait the gate, how charged with punishments the scroll, I am the master of my fate, I am the Captain of my soul.* (pause, aside) I hope the little bastards appreciate the classics."

Powers/Tactics: Invictus is the host for the spirit of a priest of the ancient sun god, Sol Invictus, and that's the heart of his power. He channels the solar energies of the deity (which, to modern eyes, makes him look exactly like a superhero in action); it's telling that most of his tricks are designed to hurt people.

Invictus's standard battle tactic is to stand back at a distance of about thirty meters, blind an opponent, then hit him with an Autofire attack when he can't see what's coming. The sole exception are bricks; he enjoys weakening them with his heat prostration attack, then closing to hand-to-hand range, where he'll outmuscle them (and taunt them as he's beating on them).

Because Invictus is essentially a possessed human, he's Susceptible to exorcism attacks.

Campaign Use: Invictus is a behind-the-scenes villain who appears to be a hero. He also fills the niche of "political villain." He's a quintessential long-term planner — he's still relatively new to politics and may not make his run for the White House for another twelve years (or more), but he's trying to set things up so that America is ready and willing to be a world empire by the time he reaches the Oval Office.

Despite the fact that he can fight most superheroes on an equal (if not better) footing, Invictus is a subtle planner and prefers to deal with those who annoy him in ways that don't risk exposing his long-term schemes. He'll move against such antagonists covertly (*i.e.*, by using his government contacts to get them audited, revoke their official sanction, and so forth) unless an opponent makes him so mad he can't resist attacking... but even then, he'll attack when there are no witnesses around.

If anyone ever exposes Invictus's secret, he can go down two possible paths. First, he can become a publicly acknowledged supervillain, despised by the general public and hated by other superheroes. He would devote himself to the destruction of the United States government and the discrediting of all superheroes. Alternatively, however, he can sacrifice Nero Astrolabus, arranging for his spirit to be cast out of Invictus's body. Once it's gone, David will blame the spirit for all of his misdeeds, and (after much public anguish), vow to publicly atone for them. (Nero is confident David would secretly want to reintegrate him back into his body as quickly as possible, and he's right.)

To adjust Invictus to a lower-powered campaign, reduce his SPD to 5, his primary attack to 14d6, and his other attacks to 10d6. You might also remove some of his various Skill Levels. To make him more powerful, his Multipower's reserve to 175 pts; increase his primary attack to 20d6/8d6 Flash, decrease the END cost on his Autofire to 0 END, raise his other slots to a base of 14d6, and expand his Prostration power so it also drains CON and DEX

Associates, Allies, And Adversaries: Invictus doesn't have any true allies in the Superhuman World — any hero teams he's on good terms with he simply plans to use for his own purposes, and he carefully hides his villainous side from everyone (and villains, seeing him as a former hero, aren't inclined to like or trust him anyway). Eventually he hopes to co-opt a lot of superhumans into his group of loyal supporters, but that's more than a few steps down the path yet. For now he has to settle for carefully hiring useful supervillains such as Masquerade (see CV3) when he needs them.

Appearance: David Sutherland is a Caucasian male in his early thirties, 6'3", 225 pounds with an athletic build. He has reddish-blond hair and green eyes. He dresses in smart business suits. During his superhero career, Invictus wore a costume that resembled stylized Roman centurion's armor crossed with an American flag motif.



THE CENTURY CORPS

Invictus is the founder of the Century Corps, a new movement that identifies America's best and brightest high school students who can't normally afford higher education, and pays for four years of college for them. In exchange, the Century Corps students are taken to a private academy where they spend a year studying, socializing, and doing volunteer public service work together. About four hundred students each year are inducted into the Century Corps; in the three years since its founding, it's grown into one of the most prestigious foundations in the United States. The Corpsmen do most of their work in the Washington, DC area, but will travel anywhere across the country to help areas stricken by a major emergency.

Of course, Invictus has ulterior motives for setting up this organization. First, a good sample of outstanding young men and women is almost certain to turn up a burgeoning young superhuman, whom Invictus can mentor. Second, he can indoctrinate young men and women who are likely to advance into positions of business and political power. He's counting on the Corpsmen's loyalty when he comes to power.

Finally, the Century Corps also learns about Sol Invictus and his ancient cult, and are treated to a few subtle "how ancient cult practices can give you an advantage in today's world" lectures. (Nero Astrolabus is nothing if not devoted to his deity).

INVICTUS

Val Char Cost Roll Notes

65	STR	55	22-	Lift 200 tons; 13d6 [6]
29	DEX	38	15-	
35	CON	25	16-	
25	INT	15	14-	PER Roll 14-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6

10	OCV	35		
10	DCV	35		
3	OMCV	0		
6	DMCV	9		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12

28	PD	26		Total: 28 PD (20 rPD)
33	ED	31		Total: 33 ED (30 rED)

20	REC	16		
70	END	10		
25	BODY	15		
76	STUN	28		

Total Characteristics Cost: 408

Movement:	Running:	22m
	Leaping:	26m
	Swimming:	12m

Cost Powers

		END
140	Solar Blasts: Multipower, 140-point reserve	
12f	1) Solar Blast: Blast 16d6	5
	Reduced Endurance (½ END; +¼)	
	plus: Sight Group Flash 6d6	
	Reduced Endurance (½ END; +¼); Linked (-½)	
14f	2) Precision Heat Blast: Blast 14d6	5
	Autofire (5 shots; +½), Reduced Endurance (½ END; +½)	
12f	3) White Flame: Blast 14d6	0
	Armor Piercing (+¼), Reduced Endurance (0 END; +½)	
12f	4) Ignite The Air: Blast 12d6	0
	Affects Desolidified (+½), Reduced Endurance (0 END; +½)	
13f	5) Prostration: Drain STR and END 3d6	0
	Expanded Effect (two Characteristics simultaneously; +½), Delayed Return Rate (points return at the rate of 5 per Minute; +1), Area Of Effect (20m Radius Selective; +1¼), Reduced Endurance (0 END; +½)	
25	Solar Toughness: Resistant (+½) for 20 PD/30 ED	0
10	Solar Eyes: Sight Group Flash Defense (10 points)	0
10	Tough Ears: Hearing Group Flash Defense (10 points)	0
15	Will Of Iron: Mental Defense (15 points)	0
15	Solar Form: Power Defense (15 points)	0
20	Solar Form: Life Support (Immunity to all terrestrial poisons and chemical warfare agents; Longevity: ages at half normal rate; Safe Environments: High Pressure; High Radiation; Intense Cold; Intense Heat; Low Pressure/Vacuum)	0
10	Swift Runner: Running +10m (22m total)	1
4	Swift Swimmer: Swimming +8m (12m total)	1
9	Sharp Perception: +3 PER with all Sense Groups	0

Perks

8	Fringe Benefit: Member of Congress
63	Well-Connected and 60 points' worth of Contacts in government, politics, law, and the media (including PR firms, other Congressmen, prominent lawyers, and so forth)
10	Money: Wealthy

Talents

15	Combat Sense 14-
3	Simulate Death

Skills

10	+1 with All Combat
10	+2 with <i>Solar Blasts</i> Multipower
12	Penalty Skill Levels: +4 versus the Range Modifier with All Attacks
5	Accurate Sprayfire
3	Acrobatics 15-
3	Acting 15-
3	Breakfall 15-
3	Bribery 15-
3	Bureaucratics 15-
3	Climbing 15-
5	Concentrated Sprayfire
10	Defense Maneuver I-IV
3	Oratory 15-
3	Persuasion 15-
3	PS: Play Football 15-
4	PS: Politician 15-
3	Power: Solar Fire Power Tricks 14-
5	Rapid Autofire
5	Skipover Sprayfire
3	Linguist
3	1) Language: Greek (idiomatic; English is Native)
3	2) Language: Latin (idiomatic)
3	3) Language: Russian (idiomatic)
3	4) Language: Spanish (idiomatic)
3	Scholar
3	1) KS: Classical Poetry 15-
2	2) KS: Football 14-
3	3) KS: Political Science 15-
3	4) KS: Roman History 15-
3	5) KS: Roman Literature 15-
2	6) KS: The Political World 14-
2	7) KS: The Superhuman World 14-

Total Powers & Skills Cost: 552

Total Cost: 960

400 Matching Complications (75)

5	Enraged: when he sees his own blood (Uncommon), go 8-, recover 14-
5	Enraged: when accused of criminal behavior (Uncommon), go 8-, recover 14-
20	Hunted: DEMON (Infrequently, Mo Pow, Kill)
25	Hunted: VIPER (Infrequently, Mo Pow, NCI, Kill)
10	Psychological Complication: Ambitious (Common, Moderate)
10	Psychological Complication: Hates Christianity (Common, Moderate)
20	Psychological Complication: Ruthless, Fanatical Protector Of His Secrets (Common, Total)
15	Susceptibility: from exorcisms performed within 20m of him, takes 3d6 damage instantly (Uncommon)
20	Social Complication: Public Identity (David Sutherland) (Frequently, Severe)

Total Complications Points: 75

Experience Points: 560

ISTVATHA V'HAN

Background/History: Istvatha V'han, Empress of a Billion Dimensions, is an entity largely unknown on Earth. A native of a parallel Earth known in its primary language as V'ha, at an early age she discovered she had the ability to travel between dimensions (including time, should she so desire). The exact nature of this ability is a mystery; she doesn't register as a mutant on mutant-detecting devices, and every wizard who's examined her has firmly pronounced that her abilities have nothing to do with the Arts Arcane.

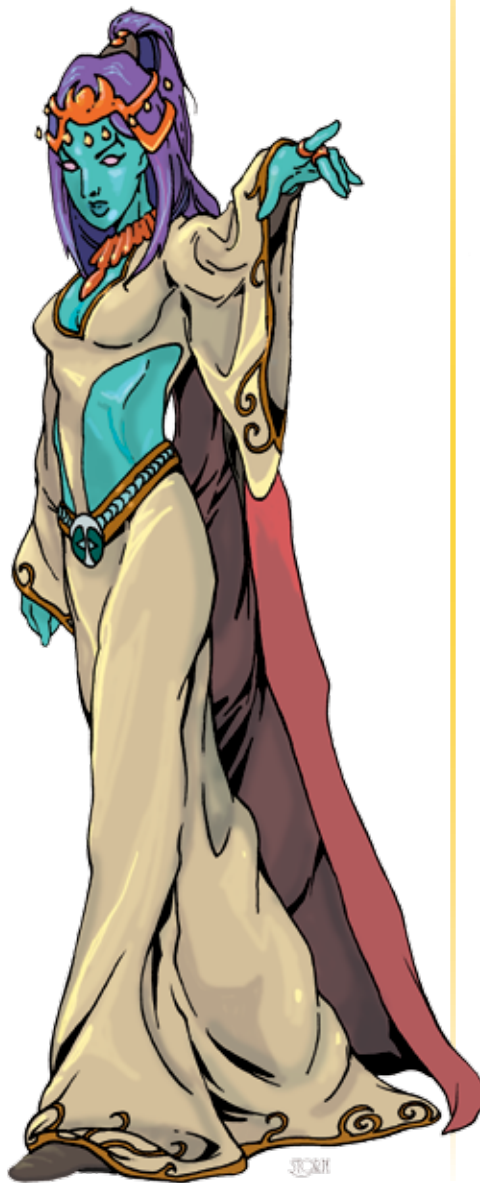
Whatever the nature of her powers, Istvatha put them to good use. Combining them with her innate intelligence and often Machiavellian nature, she slowly took control of her home planet... then the entire universe it existed in... then her entire home dimension... then the one next door... and the next one, and the next one, and the next one....

At "present" (whatever that means to a time-traveler), Istvatha V'han, despite her title, doesn't actually rule a billion dimensions, but does in fact control something in the neighborhood of a hundred million of them. She conquers more every year. Her only competition as a multidimensional ruler is the dreaded Tyrannon the Conqueror, and the two of them eye one another with an almost fanatic hatred. (Skarn the Shaper is also an adversary, but she regards him as a distant second in terms of the threat he poses to her plans.)

Despite her sometimes tyrannical and high-handed nature, the Empress is generally a good ruler, and is reasonably well-liked by most of her people (though inevitably there are minor rebellions in most dimensions she rules). Her bureaucracy is efficient and usually quite loyal, for the horrible punishments she visits upon those who betray her or who succumb to corruption are common knowledge. Most of the dimensions she rules are better off now than they were before... all they had to sacrifice for it was their freedom.

Since 1998 (by Earth's calendar), Istvatha V'han has attempted to conquer Earth's home dimension several times. She'd known of Earth's dimension for dozens of years, but skirted around it because of the high percentage of superhumans in its population. In that year she finally felt powerful and confident enough to make the attempt, but she underestimated the resolve and power of Earth's superheroes and people, and the willingness of many powerful supervillains to join the fight against her, and was

defeated. In 2002 the Champions learned that she was preparing another attempt, but they thwarted her plans by secretly traveling into some of the major dimensions in her empire and fomenting enough unrest that she had to put other major plans on hold to quell the revolts that resulted. It took her five years to put her house back in order, and then in 2007 she again invaded Earth's plane. For a second time, the superhumans of Earth fended off her forces... but no one doubts she'll try again.



ISTVATHA V'HAN FACTS

Here are some facts characters and NPCs might know about Istvatha V'han if they succeed with an appropriate Skill Roll:

N/R: Istvatha V'han is an interdimensional conquerer known as the “Empress of a Billion Dimensions.” She’s tried to invade Earth in 1998, 2002, and 2007; the first and last attempts were stopped by the combined might of Earth’s governments, superheroes, and more than a few supervillains; the 2002 one was deflected by the Champions before it could truly begin.

K/R: Although she rarely fights herself, preferring to delegate such tasks to her D-Soldiers, Istvatha V'han does have the power to create small, deadly “dimensional rips” to attack her enemies with.

-1: V'han seems to be able to speak the language of anyone she meets.

-2: Based on the slight direct interaction she’s had with Earth’s superheroes, V'han seems to be charming, highly educated, well-versed in matters technological and tactical, and utterly ruthless when necessary.

-4: V'han is superhumanly strong, able to lift small cars.

-8: Istvatha V'han’s home dimension is called V’ha.

Personality/Motivation: Istvatha V'han should present an interesting dilemma for Player Characters. On the one hand, she’s a “master villain” in the classic sense of being a powerhungry conqueror — indeed, she’s conquered far more than most master villains could even imagine. On the other hand, her rule is for the most part beneficent, and generally has many advantages for her subjects: it raises the technological level of a dimension, decreases poverty and joblessness, and offers boundless new opportunities for her subjects. She doesn’t impose a religion, harsh taxes, required cultural forms, harsh censorship, or any similar thing on her subjects, aside from her rule itself. At her core, though, she’s a tyrant bent on ruling as much as she can, and for this reason most PCs, even those impressed by her nobility, dignity, and methods of rule, must oppose her.

Istvatha V'han carries herself with a regal grace at most times, but her facade sometimes cracks when her followers let her down, or someone challenges or insults her. She doesn’t tolerate frustration well, and if sufficiently angered may lash out in a fit of destructiveness that obliterates entire planets.

Many savants throughout the dimensions have wondered what drives Istvatha V'han to such heights of conquest. No easy answer exists. Power she certainly desires, but not the power to use others cruelly, for she generally rules with a soft hand. Wealth and fame she could achieve in many ways that don’t involve the burdens of rulership. The conclusion most scholars reach is simply that she feels she’s the only being truly fit to rule, and so rule she does. Her imperial bearing and demeanor which seem to imply she believes she has a “divine right” to rule, but whether she actually feels this way is not known.

Quote: “Inhabitants of Earth: a momentous choice is before you! Submit to the rule of Istvatha V'han, Empress of a Billion Dimensions, or be conquered in turn, as so many fools before you have been. What say you?”

Powers/Tactics: Through mechanisms unknown, Istvatha V'han possesses one of the rarest of superpowers, the ability to travel effortlessly through the many dimensions, including time. Concomitant with this is her innate immortality and intellect. The Empress keeps her bearings when traveling from dimension to dimension by using her Navigation (Dimensional) Skill. It allows her to sense what dimension she’s in (each one “resonates” differently to her), its relation to nearby dimensions, and so forth.

Theoretically, the Empress could use her ability to travel through time to return, again and again, until she succeeds in conquering Earth, or even to go back in time and change events to make Earth more vulnerable to her armies. But based on statements she’s made, she seems to avoid this tactic because of the unpredictable nature of altering the time-stream: she could end up unintentionally changing things to her detriment. She also

seems to have some personal objection to using time-travel as a weapon — sort of a “I can beat them with one superpower tied behind my back” code of honor. If pushed to the brink, though, she might resort to a “temporal flanking maneuver.”

V'han also has the power to create tiny dimensional warps which tear apart persons and things in the vicinity of the warp. But unlike many master villains, she’s not really a combat machine, and isn’t intended as a frontline opponent for the PCs. She neither enjoys nor seeks out combat, and a group of powerful PCs is likely to defeat her with relative ease if she tries to duke it out with them. She prefers to assume a regal attitude of indifference to attackers while her army and trained corps of superhumans make mush out of them. However, she has received military training and is quite capable of fighting if she cannot flee or summon assistance.

In addition to her natural powers, over her centuries of life Istvatha has had her scientists implant many microdevices in her body to give her additional powers. For example, her Cerebellar Translator allows her to instantly understand and speak any language spoken in any dimension; her Cerebral Shield protects her from mental attacks; and her Resistance Field strengthens her body’s defenses to superhuman levels.

Resources: As noted above, Istvatha V'han’s resources are essentially limitless. With a hundred million realities under her thumb, she can create any sort of military vehicle or weapon she needs, construct any sort of base or headquarters her activities require, and recruit dozens of superhumans to serve her. See below for an example of a her typical D-Soldier, as well as an example Hover-Tank and Starship. For the Empress’s superhuman soldiers, just use the other characters in the *Champions Villains* trilogy, with changed appearances and names — given the number of species she has to draw from, she can have pretty much any type of superhuman the GM wants her to.

However, just because she has unlimited resources doesn’t mean she can use them against her targets (such as Earth) whenever she wants to, for two reasons. First, while dimensional travel is a simple, safe thing for her, it can be quirky and unpredictable when trying to move large amounts of men and materiel across planar boundaries. (Tyrannon the Conquerer suffers similar problems; he and V'han both have to be more slow-paced and subtle in their conquests than either of them would like.)

Second, there are logistical and administrative hurdles to overcome. Just because she rules a hundred million dimensions doesn’t mean there’s no bureaucracy, no obstacles to assembling an army, and no political or strategic considerations to take into account before she commits a large portion of her forces to an invasion. Before she can send an armada to conquer Earth’s dimension she has to get her gargantuan bureaucracy to move oh-so-slowly in the right direction, assemble vast amounts of supplies, make sure there are no major problems in her territory that could flare up while

Ω ISTVATHA V'HAN

EMPRESS OF A BILLION DIMENSIONS

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	DEX	20	13-	
20	CON	10	13-	
25	INT	15	14-	PER Roll 14-
25	EGO	15	14-	
30	PRE	20	15-	PRE Attack: 6d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
8	DMCV	15		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
25	PD	23		Total: 25 PD (20 rPD)
25	ED	23		Total: 25 ED (20 rED)
20	REC	16		
60	END	8		
16	BODY	6		
60	STUN	20		Total Characteristics Cost: 291

Movement: Running: 12m

Cost	Powers	END
171	Dimensional Travel: Extra-Dimensional Movement (any location in any dimension, can travel through time to any moment in time), x8 Increased Weight Reduced Endurance (½ END; +¼)	7
80	Dimensional Destabilization: Blast 20d6 No Knockback (-¼)	10
20	Resistance Field: Resistant (+½) for 20 PD/20 ED	0
20	Resistance Field: Power Defense (20 points)	0
25	Cerebral Shield: Mental Defense (25 points)	0
40	Vitality: Life Support: Total (including Longevity: Immortality)	0
15	Favor of Fortune: Luck 3d6	0

Talents

5	Eidetic Memory
20	Cerebellic Translator: Universal Translator 14-

Perks

25	Fringe Benefit: Empress of a Billion Dimensions
15	Money: Filthy Rich All the Followers, Vehicles, and Bases she could possibly need

Skills

3	Acting 15-
3	Bureaucratcs 15-
3	Charm 15-
3	Combat Driving 13-
3	Combat Piloting 13-
3	Computer Programming 14-
5	Cramming
3	Deduction 14-

she's focused on something else, and make sure Tyrannon, Skarn, and other "geopolitical" adversaries aren't poised to take advantage once she starts moving armies around.

Still, for all those potential problems, through her command of dimensional technology she can bring a force large and powerful enough into nearly any plane to create serious problems. Those who don't simply bow to her will and accept the benefits of her rule are usually conquered within the space of a year or so (to use Earth terms). After doing it a hundred million times, she's practically got dimensional conquest down to a science.

Associates, Allies, And Adversaries: The Empress has no formal relations with any person or entity on Earth. She regards all Humans, and every other being in Earth's reality, as potential subjects to be conquered.

3	Electronics 14-
3	High Society 15-
3	Navigation (Dimensional, Space) 14-
3	Oratory 15-
3	Persuasion 15-
3	Riding 13-
3	SS: Dimensional Engineering 14-
3	SS: Physics 14-
3	Stealth 13-
3	Systems Operation 14-
3	Tactics 14-
4	WF: Common Melee Weapons, Small Arms
3	Scholar
2	1) KS: Her Realm And What Goes On In It 14-
2	2) KS: Dimensional History 14-
2	3) KS: Political Science 14-
2	4) KS: Layman's Arcane And Occult Lore 14-

Total Powers & Skills Cost: 510

Total Cost: 801

400 Matching Complications (75)

15	Distinctive Features: regal bearing and regalia (Concealable With Difficulty; Causes Major Reaction [fear and/ or loathing])
5	Enraged: if questioned or disobeyed (Uncommon), go 8-, recover 14-
25	Hunted: Tyrannon (Frequently, Mo Pow, NCI, Kill)
25	Psychological Complication: Overconfidence; Regal Bearing And Attitude (Very Common, Total)
20	Psychological Complication: Wants To Conquer And Rule The Multiverse (Common, Total)
10	Vulnerability: 2 x STUN from dimensional-based attacks (Uncommon)

Total Complications Points: 75

Experience Points: 401

However, as mentioned above, she has at least two enemies — Tyrannon and Skarn — who operate on the same scale she does. In many ways the three of them act as checks on one another, to the benefit of Earth and many other potential conquests. And in the limitless Multiverse, who knows what other threats may be lurking out there....

Campaign Use: Istvatha V'han is probably the most dangerous supervillain in the entire Champions Universe. The scale of her powers, and the scope of her resources, makes it virtually impossible to capture her or permanently cripple her ability to invade Earth's dimension. The best the PCs can hope for is to blunt the early stages of one of her invasions and put her in a position where they can extract some sort of promise to leave Earth's dimension alone for a specified period of time. (Given that she's an immortal time-traveler, time doesn't mean much to her; she's patient.)

Since the Empress isn't meant to combat entire groups of PCs the way Gravitator and Mechanon are, you can increase or decrease her powers and Characteristics to suit the role you intend for her to play in the campaign. The only thing you shouldn't do is change or get rid of her Dimensional Travel or Vitality powers, which are central to her character concept.

Appearance: Istvatha's species is humanoid in shape, but has skin colored along the blue-green spectrum. Her skin is a beautiful shade of dark teal, and her long, cascading hair is white. Her eyes are a pupilless lavender. She stands approximately 6'0" tall and has a slim, athletic build. She dresses in the absolute finest of regal fashions.



D-SOLDIERS

Description: The following character sheet represents a typical D-Soldier in the armies of the Empress. Although not as skilled, powerful, or well-equipped as more specialized troops, the D-Soldier is the backbone of Istvatha V'han's armies. With his powerful energy rifle and ability to teleport, he's a dangerous combatant even against superheroes.

D-Soldiers come from the millions of dimensions Istvatha V'han rules, and thus come in a high-infinite variety of shapes and sizes. Most are humanoid, but the resemblance ends there: their skin colors, number and orientation of limbs, size and shape of head, size and shape of sensory organs, and other features vary wildly.

RANDOM D-SOLDIER GENERATOR TABLE

Want to vary the type of D-Soldier your heroes face and show the multi-dimensional diversity of Istvatha V'han's troops? Use these handy tables! See the "Options" for the D-Soldier for the game effects of these selections, where relevant.

Roll Skin Color

- | | |
|---|--------|
| 1 | Red |
| 2 | Blue |
| 3 | Yellow |
| 4 | Green |
| 5 | Purple |
| 6 | White |

Roll Basic Racial Stock

- | | |
|---|-----------|
| 1 | Mammalian |
| 2 | Reptilian |
| 3 | Ichthyoid |
| 4 | Avian |
| 5 | Insectoid |
| 6 | Plant |

Roll Extra Manipulatory Limbs

- | | |
|-----|--------------------------------|
| 1-3 | 0 (just two arms/hands) |
| 4 | 1 (possibly a prehensile tail) |
| 5 | 2 |
| 6 | 4 or more |

Roll Extra Senses

- | | |
|-----|--|
| 1-2 | None (has standard human senses) |
| 3 | Extra/better eyes |
| 4 | Acute hearing |
| 5 | Acute sense of smell |
| 6 | Unusual sense (such as radar or sonar) |

Roll Natural Weaponry

- | | |
|-----|---------|
| 1-3 | None |
| 4 | Claws |
| 5 | Fangs |
| 6 | Horn(s) |

Roll Unusual Features

- | | |
|---|-----------------------|
| 1 | Aquatic |
| 2 | Exotically attractive |
| 3 | Malleable form |
| 4 | Psionics |
| 5 | Wall-climbing |
| 6 | Wings |

D-SOLDIER

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
16	DEX	12	12-	
15	CON	5	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
12	PRE	2	11-	PRE Attack: 2d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 13 PD (8 rPD)
5	ED	3		Total: 13 ED (8 rED)
6	REC	2		
30	END	2		
12	BODY	2		
36	STUN	8		Total Characteristics Cost: 72

Movement: Running: 12m
Teleportation: 20m

Cost Powers **END**

31	V'hanian Energy Rifle: Multipower, 50-point reserve [32] 32 Charges for entire reserve (+¼); all OAF (-1)	
2f	1) Basic Setting: Blast 10d6 OAF (-1)	
2f	2) Autofire Setting: Blast 6d6 Autofire (5 shots; +½); OAF (-1)	
4	Gun-butt Club: HA +2d6 OAF (-1), Hand-To-Hand Attack (-¼)	1
14	Body Armor: Resistant Protection (8 PD/8 ED) OIF (-½), Activation Roll 14- (-¼)	0
13	Dimensional Shift Harness: Teleportation 20m OIF (-½)	2
3	V'hanian Helmet: Infrared Perception (Sight Group) OIF (-½)	0
6	V'hanian Helmet: Radio Perception/Transmission (Radio Group) OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0

Skills

9	+3 with V'hanian Energy Rifle Multipower
2	KS: V'hanian Military 11-

- 1 Navigation (Dimensional) 8-
- 2 PS: V'hanian Soldier 11-
- 3 Stealth 12-
- 3 Tactics 12-
- 2 WF: Small Arms
- 9 Choose 9 Character Points' worth of the following:
Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Demolitions, Electronics, Fast Draw, Gambling (3 points' worth), Interrogation, Lockpicking, Paramedics, Persuasion, Security Systems, Streetwise, Systems Operation, Teamwork, any Background Skill

Total Powers & Skills Cost: 106

Total Cost: 178

100 Matching Complications (30)

- 5 **Distinctive Features:** V'hanian uniform (Easily Concealed; Noticed And Recognizable)
- 10 **Hunted:** V'hanian Imperial Military Police (Infrequently, Mo Pow, NCI, Watching)
- 15 **Psychological Complication:** Loyal To Istvatha V'han (Common, Strong)
- 20 **Social Complication:** Subject To Orders (Very Frequently, Major)

Total Complications Points: 30

Experience Points: 78

OPTIONS

Cost Power

- 2 **Scaly Skin/Exoskeleton:** Resistant (+½) for 2 PD/2 ED
- 5 **More Manipulatory Limbs:** Extra Limbs (1 or more)
- 5/10 **Extra/Better Eyes:** Increased Arc Of Perception (240 or 360 Degrees) for Sight Group
- var **Better Eyes:** Nightvision (5 points); Infrared Perception for Sight Group (5 points); Ultraviolet Perception for Sight Group (5 points); Telescopic (+6 versus Range Modifier) for Sight Group (9 points)
- var **Acute Hearing:** +2 to PER Rolls with Hearing Group (6 points); Ultrasonic Perception (Hearing Group) (3 points)
- var **Acute Smell:** +2 to PER Rolls with Smell/Taste Group (6 points); Tracking for Smell/Taste Group (10 points)
- var **Unusual Sense:** Active Sonar (15 points); Radar (15 points); Radio Perception (8 points)
- 10 **Claws:** HKA ½d6 (possibly plus STR)
- 5 **Fangs:** HKA 1 point (possibly plus STR)
- 8 **Horn(s):** HKA ½d6 (possibly plus STR); Inaccurate (½ OCV; -¼)
- 9 **Aquatic:** Life Support (Expanded Breathing: breathe underwater); Environmental Movement (Aquatic Movement)
- 3+ **Exotically Attractive:** Striking Appearance +1/+1d6 (or more)
- 2 **Malleable Form:** Stretching 2m
- var **Psionics:** the D-Soldier has one or more minor mental powers, chosen by the GM
- 10 **Wall-Climbing:** Clinging (normal STR)
- 8 **Wings:** Flight 12m; Restrained (-½)

V'HANIAN HOVERTANK

Val	Char	Cost	Notes
4	Size	20	5 x 2.5 x 2.5 m; mass 1.6 tons; -4 KB; OCV+2
30	STR	0	Lift 1,600 kg; 6d6 HTH damage [0]
16	DEX	12	
5	OCV	10	
5	DCV	10	
3	SPD	10	Phases: 4, 8, 12
15	PD	19	
15	ED	20	
18	BODY	4	Total Characteristics Cost: 105

Movement:	Ground:	12m
	Flight:	80m

Cost	Abilities & Equipment	END
85	Hoverjets: Flight 80m, x4 Noncombat	0
30	Main Gun: Blast 15d6 OIF Bulky (-1), Limited Arc Of Fire (60 Degrees; -½), 16 Charges (-0)	[16]
18	Secondary Gun: Blast 9d6 OIF Bulky (-1), Limited Arc Of Fire (60 Degrees; -½), 16 Charges (-0)	[16]
10	Secondary Guns: total of 4 Secondary Guns	[16]
16	Sensor-Scope: Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+14 versus Range Modifier) OIF Bulky (-1)	0
6	Communicator Panel: HRRP (Radio Group) OIF Bulky (-1)	0

Total Abilities & Equipment Cost: 165

Total Vehicle Cost: 270

Value Complications

20	Distinctive Features: V'hanian military vehicle (Not Concealable; Causes Major Reaction [fear, awe])	
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Total Complications Points: 20

Total Cost: 270/5 = 54

V'HANIAN HOVERTANK

Description: The HoverTank is a standard frontline military vehicle employed by Istvatha V'han's armies. Fast, maneuverable, well-armored, and able to carry up to half a dozen fully-equipped D-Soldiers as its crew, it packs a potent offensive punch. Its main weapon is a large energy cannon on a 60-degree swivel mount; it has four secondary guns equidistantly spaced around the rest of its hull.

V'HANIAN STARSHIP

Description: When Istvatha V'han begins a dimensional invasion, she usually brings her forces into the target dimension far enough away from any inhabited planet that she can establish a safe "beachhead" easily, then moves her troops into position via starships like this one. She has literally tens of thousands of different models of starship in her fleet; this one represents a typical military capital ship.

V'HANIAN STARSHIP

Val	Char	Cost	Notes
24	Size	120	500 x 500 x 250 m; mass 1.6 mtons; -24 KB; OCV+ 16
130	STR	0	Lift 1.6 mtons; 26d6 HTH [0]
15	DEX	10	
8	OCV	25	
5	DCV	10	
3	SPD	10	Phases: 4, 8, 12
20	PD	27	
20	ED	27	
200	BODY	166	Total Characteristics Cost: 398

Movement:	Ground:	0m
	Flight:	80m
	FTL:	1 LY/day

Cost	Abilities & Equipment	END
Power Systems		
65	Antimatter Power Plant: Endurance Reserve (320 END, 150 REC) OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
20	Auxiliary Power: Endurance Reserve (100 END, 45 REC) OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
Propulsion Systems		
9	Hyperlight Impeller Drive: FTL Travel (1 LY/day) OIF Immobile (-1½), Costs Endurance (-½)	
60	Maneuvering Impeller: Flight 80m, x8 Noncombat Costs Endurance (-½)	9
-12	Spaceflight Only: Ground Movement -12m (0m total)	
-2	Spaceflight Only: Swimming -4m (0m total)	

Tactical Systems		Personnel Systems	
131	Main Ultra-Laser Cannon: RKA 8d6 [40] Increased Maximum Range (x64 range, or 76,800m; +1½), 40 Charges (+½); OIF Bulky (-1), Limited Arc Of Fire (60 degrees forward, only on same horizontal level; -¾)	12	Life Support: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum) 2 Costs Endurance (-½)
90	Secondary Ultra-Laser Cannons: RKA 6d6 [30] Increased Maximum Range (x32 range, or 28,800m; +1¼), 30 Charges (+¼); OIF Bulky (-1), Limited Arc Of Fire (60 degrees starboard; -½)	6	Backup Life Support: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/ Vacuum) [1cc] Only Within Affected Area (5 x 5 x 2.5 m chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0)
10	Secondary Ultra-Laser Cannons: 3 more Type 6 cannons (port, aft, and dorsal) (total of 4) [30]	40	Backup Life Support: 250 more Backup Life Support chambers (total of 4) [1cc]
8	Force-Field Generator: Resistant Protection (20 PD/20 ED) 60 OIF Bulky (generator; -1), Ablative (-½), Costs Endurance (-½), Increased Endurance Cost (x10 END; -4)	3	Food Supplies: Life Support (Diminished Eating: no need to eat) [1cc] 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year; -0)
Operations Systems		Skills/Laboratories	
114	Sensor Arrays: Variable Power Pool, 100 Pool + 100 Control Cost var OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½)	15	Thibault Gravity Plating: Telekinesis (20 STR) 3 Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)
131	Long-Range Sensors: MegaScale (1 light-year per Active Point; +4¼) for any Sensor Pool Sense var OIF Bulky (-1)	Tactical Systems: +6 with Ranged Combat 5 Costs Endurance (-½)	
15	Long-Range Sensors: +20 versus Range for Radio Group var OIF Bulky (-1)	13	Computer Programming 14-
117	Electronic Warfare Systems: Variable Power Pool, 100 Pool + 100 Control Cost OIF Bulky (-1), Only For Electronic Warfare (-1)	13	Cryptography 14-
20	Electronic Warfare Defense: Radio Group Flash Defense (20 points) 0	13	Demolitions 14-
6	Sensor Enhancements: +6 to Systems Operation; OIF Bulky (-1) 0	13	Electronics 14-
18	Internal Monitors: Clairsentience (Sight And Hearing Groups), 2x Range (up to 500m), Mobile Perception Point, Multiple Perception Points (up to eight at once) 5 OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0)	13	Mechanics 14-
4	Navigation Computer: +4 to Navigation roll 0 OIF Bulky (-1)	15	Weaponsmith (Firearms, Missiles & Rockets, Incendiary Weapons, Energy Weapons) 14-
		100	Other laboratories (defined by GM or player)
		Total Abilities & Equipment Cost: 1,092	
		Total Vehicle Cost: 1,490	
		Value Complications	
		25	Distinctive Features: Imperial military vessel (Not Concealable; Causes Extreme Reaction [abject fear])
		15	Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)
		Total Complications Points: 35	
		Total Cost: 1,490/5 = 298	



KIGATILIK

KIGATILIK FACTS

Here are some facts characters and NPCs might know about Kigatilik if they succeed with an appropriate Skill Roll:

K/R: Kigatilik is an Inuit god or demon; his powers involve ice, cold, and darkness. He broke free into the modern world in 1964 somehow and fought against a hero team, the *Mighty Canadiens*, for years. Eventually three of the *Canadiens* sacrificed themselves to seal him away forever in a prison dimension, leaving the fourth and last member of the team, *Celestar*, to seal them in.

-1: According to some reports, before being freed in 1964 Kigatilik was held captive or imprisoned in a stone slab owned by the supervillain *Vultok*; *Vultok* may have drawn his powers from the slab somehow.

-4: The demon *Tilingkoot*, who's plagued Canada and the world since the 1980s, may somehow be connected with, or serve, Kigatilik.

Background/History: As long as human memory can recall, he has been there. When the first Cro-Magnons pushed into Scandinavia and Siberia, he whispered in their mind, tempting them with the beauties of the North to lure them to their doom in the frigid wastes. And when their ancestors crossed the Bering land bridge and came to what would one day be called Canada, in the dark and obscure corners of the land they found altars to him already built, none knew by who. And while most of them turned away in horror and loathing, some of them worshipped.

Many names he has borne. To the Samoyedic-speaking peoples of northern Eurasia he was *Xan'xarnge*, the Frost Raven, one of the deadliest of their demons, a spirit of darkness to whom only the most wicked shamans prayed in supplication. To the Norse he was *Aeskaldr*, the Cold God, a deity no one ever spoke of or prayed to. But the name by which he is known in the modern world is the one given to him by the Inuit: *Kigatilik*.

Kigatilik was always a spirit to be feared, but after the *angakkuq* (shaman) Ananaq thwarted him and brought fire to a village that was slowly but surely freezing to death, he became even worse. Determined to destroy all those who would protect, aid, or shelter his potential victims, he earned the name "Slayer of Shamans." In time his depredations became so severe that the people cried out to the other gods for help. The gods demanded that Kigatilik restrain himself, but he would not foreswear his utter allegiance to the Ice. Left with no alternative, the gods captured him and imprisoned him in a huge slab of basalt.

In the Forties, the Canadian supervillain Ice King *Vultok*, some sort of extradimensional being himself, found the slab. Sensing the power within it, he worshipped it as a god, and felt that his powers increased because of his worship. He tried, but failed, to open the slab and unleash the god trapped within. But sometimes chance succeeds where a plan falls short. In 1948, *Vultok* launched a scheme to destroy the burgeoning United Nations with an atomic bomb. Some of Canada's Golden Age superheroes stopped the plot — but not the explosion. The bomb detonated inside the Ice Realm, *Vultok's* kingdom... and the force of the blast cracked the stone slab. Not realizing what it was, the heroes left the rock behind.

For nearly twenty years, Kigatilik struggled and raged. At last, in 1964, he broke free — free, for the first time in thousands of years, to ravage the northlands with ice and cold. Unable to imprison him again but unwilling to let him have free rein upon the Earth, the Inuit gods bestowed great powers on four humans, who soon became known as *the Mighty Canadiens*, some of the noblest superheroes in Canadian history.

For almost a decade the *Mighty Canadiens* traveled the length and breadth of Canada, battling monsters summoned by Kigatilik and thwarting his other schemes. Their final confrontation with him came in 1975, when they cornered him in a sacred cave. Sensing his weakness, the heroes realized they could once again lock him away and protect humanity... but only if three of them sacrificed themselves to seal his prison. Unwilling to pass up the opportunity, and knowing their lives were nothing compared to the tens of thousands they could save, the strongman *Timberline*, the pugnacious *Bonne Vivian*, and the Inuit spirit-man *Kivioq* hurled themselves and Kigatilik into the breach that led to the Frost Tomb, a dimension of impenetrable ice. With tears in his eyes their comrade *Celestar* sealed the breach.

Kigatilik was trapped... but he was not alone. For over thirty years now he's raged within the Frost Tomb, unable to escape for all his great power and taking his frustrations out on the bodies and souls of the three heroes. Through all the tortures and torments they have held firm, secure in the knowledge that their sacrifice was worth it. But now they, like Kigatilik, begin to sense a darkness encroaching, and that the Frost Tomb is somehow weakening... and the despair that causes them may be the final weapon the Slayer of Shamans needs to break free from the Frost Tomb at last.

Personality/Motivation: Kigatilik is an entity (whether god, proto-god, or demon, no one can truly say) who embodies two major concepts. The first is the dangers and evil powers of the concept of the North. The deadly cold, the blinding snow, the darkness and despair of nights that last for weeks — all of this, and more, is the stuff of joy to Kigatilik. He likes nothing better than tormenting humans with frost and shadow...

...unless perhaps it's slaying heroes. Since Ananaq defied and tricked him, Kigatilik has been implacably opposed to shamans and others who would protect people from him, or aid people to resist his powers. In the twenty-first century, that includes superheroes. Regardless of whether a hero has ever fought Kigatilik or his minions, or has ever even been to the North, Kigatilik might want to destroy him just for being a hero.

Quote: “Can you feel the warmth departing your body, manling? All warmth shall fall before my cold!”

Powers/Tactics: As a personification of the evil powers and dangers of the North, Kigatilik possesses enormous mystical might. Technically he can perform any sort of magic, but given his nature his spells and workings almost always involve ice, cold, or darkness somehow (even if only metaphorically). At present he can only affect beings and things within the Frost Tomb, though on occasion, if the conditions are right, he can “summon” beings to appear on Earth and serve him (the most notable of these is Tilingkoot; see below).

In combat Kigatilik simply lashes out in a rage, trying to slaughter whichever opponent catches his eye; he has no real sense of tactics, though his general malevolent cleverness often allows him to spot weaknesses or opportunities he can exploit.

Campaign Use: Kigatilik is a world-threatening disaster waiting to happen. If he finds a way to escape from the Frost Tomb — or worse, someone deliberately breaks him free for some reason — he'll pick up right where he left off, inflicting cold and darkness on the world and killing anyone who tries to stop him or protect his victims. If not somehow slain or re-imprisoned, he will eventually reduce Earth to a frozen ball of lifeless, ice-covered rock.

In the meantime, he has to content himself with unleashing monsters upon the world. Tilingkoot is his greatest success in this regard, but far from his only one (though even in the Mystic World, few can tell the difference between a Kigatilik-summoned monster and one that appears for some other reason, most of the time). Any demon or other being he summons will mirror his own powers in some way, such as having ice/cold powers, being an embodiment of shadow, or representing some negative aspect, quality, or force contemplated by the North American native tribes.

Associates, Allies, And Adversaries: Kigatilik has no true allies at all; even the gods of the Inuit pantheon want nothing to do with him (and will act to stop him if he goes too far with his “amusements.” At best he has summoned or controlled minions, such as Tilingkoot (see below). If he were to attain serious power on Earth, even many supervillains would step up to fight against him, for who wants to freeze to death?

Appearance: The ancient demon Kigatilik looks like an eight foot tall, grey-skinned, muscular humanoid. He wears furs on his legs and around his waist, and a “neckerchief” of red fur around his neck and upper chest; he wraps his hands with leather straps and his torso with red cords, and protects his shoulders with heavy leather pads. His belt holds several human skulls, and on his back he wears a framework of wooden rods or sticks that holds more skulls. Mystic designs and symbols are painted on his face in red, and he has two red and ochre-striped horns jutting outward, upward, and slightly forward from the sides of his head. At most times he's surrounded by whirling clouds of deadly cold mist.



KIGATILIK

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
25	DEX	30	14-	
35	CON	25	16-	
20	INT	10	13-	PER Roll 13-
25	EGO	15	14-	
40	PRE	30	17-	PRE Attack: 8d6
10	OCV	35		
10	DCV	35		
10	OMCV	21		
10	DMCV	21		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
30	PD	28		Total: 30 PD (30 rPD)
30	ED	28		Total: 30 ED (30 rED)
30	REC	26		
100	END	16		
30	BODY	20		
100	STUN	40		

Total Characteristics Cost: 450

Movement: Running: 16m

Cost Powers END

480	Evil Powers Of The North: Variable Power Pool, 300 Pool + 150 Control Cost Cosmic (+2); Magic Only (see text; -¼)	
38	Freezing Mist Clouds: RKA 1 point Area Of Effect (8m Radius; +½), NND (defense is Safe Environment [Intense Cold]; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½) plus: Change Environment (-3 to PRE for purposes of resisting Kigatilik's Presence Attacks, -1 to Sight Group PER Rolls) Area Of Effect (8m Radius; +½), Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½), Linked (-¼)	0
30	Spirit Form: Resistant (+½) for 30 PD/30 ED	0
20	Spirit Form: Mental Defense (20 points)	0
20	Spirit Form: Power Defense (20 points)	0
40	Spirit Form: Life Support: Total (including Longevity: Immortality)	0
4	Long Legs: Running +4m (16m total)	1
32	Spirit Senses: Spatial Awareness (blocked by mystic force-fields)	0

Talents

20 Universal Translator 13-

Skills

48	+4 Overall
3	Concealment 13-
7	AK: The Northern Temperate Lands Of Earth 17-
3	KS: The Inuit Pantheon And Cosmology 13-
3	Stealth 14-

Total Powers & Skills Cost: 748

Total Cost: 1,198

EXAMPLE POWERS FOR DIVINE POWERS POWER POOL

Frost Bolt: Kigatilik blasts his foes with pure cold energy. Blast 16d6. Total cost: 80 points.

Frost Crystals: Kigatilik projects a blast of ice shards to injure his foes. Blast 12d6, Area Of Effect (40m Cone; +1) (120 Active Points); No Range (-½). Total cost: 80 points.

Paralysis Of Frigidity: Kigatilik can literally "freeze" a target in place. Entangle 6d6, 6 PD/6 ED, Takes No Damage From Attacks (+1). Total cost: 120 points.

Pathways Of The Gods: Kigatilik knows the secret mystic paths the gods walk between realities, and can use them to rapidly traverse the Earth. Teleportation 60m, MegaScale (1m = 100 km; +1½). Total cost: 150 points.

Soul Drain: Kigatilik's freezing despair leeches away a bit of the victim's soul, temporarily strengthening him in the process.

Drain BODY 3d6 (30 Active Points); Unified Power (-¼) (total cost: 24 points) plus Aid Characteristics 3d6, standard effect (same result as Drain roll), Variable Effect (any one Characteristic at a time; +½), Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1) (45 Active Points); Linked (-¼), Unified Power (-¼), Only Aid Self (-1) (total cost: 18 points). Total cost: 42 points.

Summon Frost Hound: Kigatilik conjures a pack of four frost hounds to do his bidding... which usually means ripping his opponents into bloody pieces. (For a frost hound, use the Banewolf on HSB 54-55, but change its special effect from "witchfire" to "frost," and remove its Magic Eating power).

Summon 4 Frost Hounds built on 265 Total Points, Slavishly Loyal (+1). Total cost: 126 points.

400 Matching Complications (75)

25	Distinctive Features: Aura Of Ancient, Absolute Evil (Not Concealable, Causes Extreme Reaction [fear])
25	Enraged: when attacked with fire or heat (Common), go 14-, recover 11-
5	Hunted: the Inuit gods (Infrequently, Mo Pow, Watching)
25	Psychological Limitation: Hatred Of And Desire To Destroy Warmth (Very Common, Total)
25	Psychological Limitation: Hatred Of Shamans, Heroes, And Protectors (Very Common, Total)
15	Susceptibility: to certain rare Inuit rituals, takes 3d6 damage instantly upon completion of the ritual (Uncommon)

Total Complications Points: 75

Experience Points: 798

TILINGKOOT

Background: The demon of the Lost, Tilingkoot plagued Indian nations across Canada from the earliest days. It was he who made people lose their way in the forests, placed false hopes in their minds to ensnare them, and then devoured them. The Blackfoot hero Api-Kunni, taking advice from his friend Beaver, trapped Tilingkoot in the center of a beaver dam. Whenever he tried to escape, the beavers repaired the dam and made it bigger, so Tilingkoot no longer plagued the peoples of the forest.

This is the way that things were until modern times, when the slayer of spirit doctors, medicine chiefs, and angakkuq, Kigatilik of the Inuit, searched the Land for allies. He found one in Tilingkoot and freed him from his captivity.

For twenty years, Tilingkoot has terrorized Canada. He's tried to drown the land in shadow and freeze it in eternal winter. He's been opposed by every major superhero during that time, and even a few foreign superheroes (and villains). Every few years he comes up with an insanely grand scheme, which barely fails. Then for a time he scales back his plans, living his role as a demon that waylays and devours unfortunate travelers, while mulling new strategies. And even he is not sure what part he may have to play in Kigatilik's long-term schemes....

Personality/Motivation: Tilingkoot is a larger than life demon. He views humanity in the same way that cats view mice: toys to bat around for awhile, then devour. He has no pity or any other emotions save hunger and malice, nor is he capable of developing any positive traits. He's a monstrous god who mocks people as he torments them.

Quote: "Have you lost your way? Perhaps you should look behind you, little creature."

Powers/Tactics: Tilingkoot is a demon/god with vast magical powers that he uses in a particular sequence. First he Mind Controls a victim to make him forget all landmarks and the like, then he uses his Darkness, and finally his Mental Illusions to lure the victim to his doom. Tilingkoot is also a patron of other creatures who destroy and harm. He can boost the scale of someone else's destructive powers that affect an area.



TILINGKOOT FACTS

Here are some facts characters and NPCs might know about Tilingkoot if they succeed with an appropriate Skill Roll:

N/R: Tilingkoot first appeared in 1987 (no one knows why); he and the villain Roi D'Hiver create a "Black Winter" in Quebec but were narrowly defeated by two superheroes.

K/R: Tilingkoot is known as the "demon of the Lost"; some of his powers involve deception, misdirection, and manipulation.

-1: Tilingkoot has the power to create areas of shadow.

-4: Tilingkoot also has the power to summon spirits and monsters.

-10: Tilingkoot was summoned by, and may work for, Kigatilik.

When he's not "playing," Tilingkoot summons local monsters or spirits (such as a loupe garou or wen-di-go) and lets them tackle his adversaries while he departs. But since the creatures have to be native to the environment, this power isn't always as effective as he might like.

Campaign Use: Tilingkoot fills the niche of the big bad mystical bad guy for a Champions game that uses North American aboriginal cultures. To promote a more mythic feel, his powers are a little different than most master villains; if you want a more traditional villain than "demon of the lost," remove the limitations on his Mental Illusions, and perhaps give him some other Mental Powers.

To decrease Tilingkoot's power level for a lower Total Point campaign, limit his Summon to 8 creatures, reduce his Damage Reduction to 25%, and remove his *Shape Powers* Multipower. To increase it for a high powered game, boost his Damage Reduction to 75%, increase his HKA to 2½d6.

Appearance: Tilingkoot appears in the form of a 6'7" tall, muscular, dark-skinned man with the head of a demonic black bear. He wears a rawhide loincloth with a belt of skulls, and boots and gloves to match.



TILINGKOOT

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
25	DEX	30	14-	
28	CON	18	15-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
35	PRE	25	16-	PRE Attack: 7d6
8	OCV	25		
8	DCV	25		
8	OMCV	15		
8	DMCV	15		
5	SPD	30		Phases: 3, 5, 8, 10, 12
18	PD	16		Total: 18 PD (10 rPD)
18	ED	16		Total: 18 ED (10 rED)
16	REC	12		
55	END	7		
20	BODY	10		
80	STUN	30		Total Characteristics Cost: 309

Movement: Running: 12m
Flight: 44m

Cost Powers

Cost	Powers	END
165	Powers Of The Lost: Multipower, 165-point reserve	
4f	1) Images Of False Safety: Mental Illusions 14d6 Invisible Power Effects (to Mental Sense Group; +½), Reduced Endurance (0 END; +½); Mandatory Effect (only works on targets subject to at least EGO +20 Mind Control; -½), Set Effect (makes target think he's in someplace safe; -1½), Only Affects Targets In Tilingkoot's Darkness (-½)	0
6f	2) Evoke Loss: Mind Control 13d6 Telepathic (+¼), Invisible Power Effects (to Mental Sense Group; +½), Reduced Endurance (0 END; +½); Mandatory Effect (EGO +20; -½), Set Effect (forget all familiar places, become lost; -1)	0
11f	3) Bring Forth Lost Spirits: Summon up to 64 spirits/ monsters built on up to 400 Character Points Expanded Class (see text; +¼), Weak-Willed (-2 on EGO Rolls; +¼); Summoned Being Must Inhabit Locale (-½)	16
97	Evoke Darkness: Darkness to Sight and Hearing Groups 12m radius Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	3
45	Demon Claws: HKA 2d6 (3d6 with STR) Penetrating (+½)	4
46	Ceremonial Blessing Of Destruction: Aid Destructive Powers 10d6 Expanded Effect + Variable Effect (all Destructive Area-Affecting powers simultaneously; +4); OAF Expendable (heart of a hero, Extremely Difficult to obtain; -2), Extra Time (6 Hours; -3½)	30

54	Shape Powers: Multipower, 54-point reserve	
4f	1) Unseen Form: Invisibility to Sight, Hearing, Mental, and Smell/Taste Groups Reduced Endurance (½ END; +¼)	1
5f	2) Altered Form: Shape Shift (Sight and Hearing Groups, any humanoid shape), Cellular, Imitation, Instant Change Costs Endurance Only To Change Shape (+¼)	5
4f	3) Spirit Form: Desolidification (affected by magic)	4
10	Spirit Body: Resistant (+½) for 10 PD/10 ED	0
60	Spirit Body: Physical and Energy Damage Reduction, Resistant, 50%	0
10	Spirit Mind: Mental Defense (10 points)	0
10	Spirit Resilience: Power Defense (10 points)	0
37	Spirit Body: Life Support (Total except for Diminished Eating, plus Longevity: Immortality)	0
44	Spirit Swiftiness: Flight 44m	4
10	Spirit Senses: Discriminatory for Smell/Taste Group	0
20	Spirit Senses: Targeting for Smell/Taste Group	0

Talents

24 Universal Translator 17-

Skills

3	Acting 16-
3	Conversation 16-
3	Concealment 13-
3	Contortionist 14-
3	High Society 16-
3	Interrogation 16-
2	KS: North American Indians Culture 11-
3	Mimicry 13-
3	Shadowing 13-
3	Stealth 14-
3	Tracking 13-

Total Powers & Skills Cost: 698

Total Cost: 1,007

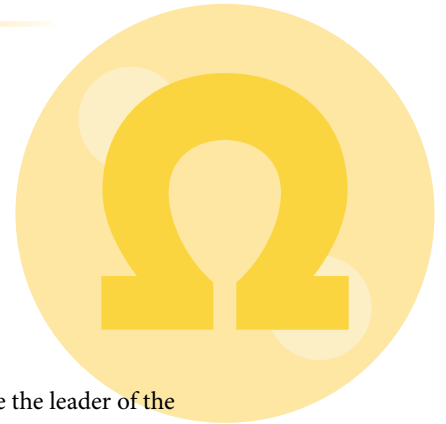
400 Matching Complications (75)

25	Distinctive Features: Aura Of Ancient, Absolute Evil (Not Concealable, Causes Extreme Reaction [fear])
15	Hunted: Celestar (Infrequently, As Pow, NCI, Capture/Kill)
20	Hunted: RCMP Steelheads (Infrequently, Mo Pow, NCI, Capture/Kill)
10	Hunted: Ravenspeaker (Infrequently, As Powerful, Kill)
25	Psychological Complication: Sadistic, Loves To Play Cat And Mouse Games (Very Common, Total)
10	Psychological Complication: Hates The Light (Common, Moderate)
5	Vulnerability: 1½ x BODY from those who reject (<i>i.e.</i> , are unaffected by) his Mental Illusions (Uncommon)
5	Vulnerability: 1½ x STUN from those who reject (<i>i.e.</i> , are unaffected by) his Mental Illusions (Uncommon)

Total Complications Points: 75

Experience Points: 607

KINEMATIK



Background/History: Very little is known about the personal history of the mutant supervillain *Kinematik*. He first appeared on the world stage in 2004 when he attacked (and partly damaged) UNTIL's super-prison the Guardhouse, announcing that he was "freeing mutants held in oppression by norms." Four mutant supervillains escaped during the assault; two of them, *Blindside* and *Overdrive*, became followers and supporters of his cause.

Since then, *Kinematik* has aggressively promoted his pro-mutant, anti-"norm" (normal, unmutated humans) viewpoint through violence and destruction. In 2007 he attacked Washington, DC to "protest" what he regards as America's anti-mutant policies and biases; he and his followers were driven away by the Capital Patrol and the All-American, but the attack resulted in damage to several national monuments and the deaths of over a hundred innocent bystanders (including two Congressmen). The Institute for Human Advancement is one of his favorite targets; the group's rated him at #1 on its *Mutant Threat Report* every year since 2006.

Additionally, on several occasions *Kinematik* and his minions have clashed with large, powerful robots of unknown origin, but which the authorities suspect belong to Dr. Destroyer, Mechanon, or Interface. Why he's come into conflict with these villains remains unknown. (These are actually some of the IHA's Minuteman robots [see CU 160], but they've never been linked to that organization.)

What no one other than *Kinematik* knows is that he's not native to Earth at all... at least not *this* Earth. He comes from the same Earth that the former PSI supervillainess *Lancer* does, one where a world government hunts and oppresses people with superhuman powers. It began with anti-psionic persecution, and *Estvhen Larris*, whose mutant powers weren't mental in nature, stood by and did nothing. But then the world government decided mutants in general, not just those with psionic powers, were a threat to "normal people." With clever propaganda it turned the people against all mutants, even ones once acclaimed as heroes; *Larris*, better known by the codename *Kinematik*, found himself reviled and hunted as a terrorist. Never one to take things lying down, he

used his vast powers to become the leader of the anti-mutant resistance.

Years of guerrilla warfare followed, but even *Kinematik's* power and cleverness couldn't save him forever. When at last the authorities were closing in with enough force to capture or kill him, he activated an experimental device and transported himself to this version of Earth. Here things were much better for mutantkind — but not good enough, according to his now-polarized worldview. He can see here the seeds of the anti-mutant hysteria that gripped his world, and he's determined not to let those seeds grow and flower.

Personality/Motivation: *Kinematik* is a violently pro-mutant "patriot." Once he was a true superhero, fighting to save the world from crime and villainy. When his government turned against him, labeling him a "mutant menace," he at first fought back as peacefully as possible, with the minimum amount of force necessary to protect mutantkind and get his message across. Years of persecution slowly but surely changed him, altering his opinions to far more extreme ones.

According to *Kinematik's* current theories, which have circulated widely on the Internet through various essays and position papers he's written, mutants represent the next and final stage in human evolution. They're inherently superior to "norms," and as superior beings they should rule the norms. (And of course, *Kinematik* himself, as the spiritual and political leader of mutantkind, would rule the mutants, and thus Earth.)

Kinematik's experienced the absolute worst side of humanity so intensely for so long that at this point there's virtually no way to convince him he's wrong. But he's not so far gone that he can't recognize fairness and compassion when he sees them. He has no problems lashing out at "norms" as a whole, or in the abstract — you can't fight a war without causing some collateral damage, after all — but when confronted with an individual who seems to treat mutants like anyone else he'll be hard-pressed to harm that person. On the other hand, people who fight him directly (like most superheroes) are merely "tools of the anti-mutant bigots" and deserve whatever they get. His is very much a "you're either with me, or you're against me" sort of perspective.

**KINEMATIK
FACTS**

Here are some facts characters and NPCs might know about Kinematik if they succeed with an appropriate Skill Roll:

N/R: Kinematik first appeared in 2004, when he attacked the Guardhouse and freed four mutant supervillains (two of whom, *Blindside* and *Overdrive*, joined his pro-mutant cause).

K/R: Despite the fact that his 2004 Guardhouse attack was his first known appearance, he demonstrated skill with his powers and a tactical awareness that suggests he's been fighting super-battles for years.

-2: Kinematik often makes his escapes by cancelling his momentum with regard to Earth's rotation, thus effectively "teleporting" him westward.

-4: Kinematik's defenses (and some other powers) are less effective against energy than against physical objects.

-10: Kinematik actually comes from another dimension, an alternate Earth.

Quote: "Witness the obvious inferiority of the norms, even ones with superhuman powers that let them ape their betters! And witness the ultimate fate of all who dare to challenge Kinematik, leader of mutantkind!"

Powers/Tactics: Kinematik has the mutant power to control the forces of momentum, inertia, and to a lesser extent potential and kinetic energy in general. For example, he can improve or retard a moving person or object's ability to move, negate a person's or object's momentum with respect to the Earth's rotation to fling it westward or rip it apart, and so on. (See the "Kinetic Energy Powers" sections of *Champions Powers* for plenty of examples; just ignore the powers that primarily involve friction or directly imparting energy to a target or object.)

Kinematik usually waits for his opponents to attack him so he can use their attacks against them, since the very nature of his powers makes them more "reactive" than "proactive." But if necessary, he can open hostilities by cancelling opponents' momentum as described above. Nothing tends to impress the enemy so much as having one of their number "thrown" a mile or more away or suddenly ripped apart by unseen forces that only Kinematik can control.

Resources: Although Kinematik doesn't have the sort of resources that the likes of Dr. Destroyer and Mechanon do, he and his followers have built up a tidy little "war chest" over the years through various crimes and schemes. They maintain several small but well-equipped bases in the US and Europe, but don't have any high-speed transport. (If they need to get somewhere quickly, Kinematik can usually get them there, or close, by cancelling their momentum with regard to the Earth's rotation.)

Campaign Use: As master villains go, Kinematik is slightly different — unlike most of his "colleagues," he's not really set up to take on an entire superhero team singlehandedly. He could probably fight two or three heroes at once, but a whole team would likely overwhelm him. He needs followers — other mutant supervillains — to support him and his cause, both on and off the battlefield. So far he's recruited three dedicated "lieutenants" (see below), but he could definitely use more. He's made overtures to many mutant villains, some of whom consider his message carefully, while others reject him as a strident, hectoring fool.

The alternate Earth that Kinematik comes from could play a part in the campaign. Since two superhumans from there have already found there way to the Champions Universe, could more follow? Have the totalitarian authorities over there decided they're tired of this Earth serving as an "escape route" for wanted criminals and are getting ready to come retrieve them? Might some heroes from the Champions Universe agree with Kinematik enough to return with him to overthrow the mutant oppressors?

If you want to make Kinematik powerful enough to fight your PCs on his own, you should do several things. First, he needs more protection, probably in the form of some Damage Reduction, more CON, and more STUN. Second, he needs some movement abilities (aside from the likes of Kinematik Teleportation); this might involve supplying him with a jetpack or broadening the special effects of his powers just enough to justify giving him Flight. Third, he his powers tend to be reactive, so you may want to expand them to cover friction control and other effects that let him start battles. If he's already too tough, just whittle his VPP down to an acceptable level (keeping in mind that some powers of his special effect are unusually expensive).

Another way to enhance Kinematik's power (indirectly) is to make him a geneticist to rival Teleios. The difference is that unlike Teleios he'd only use his skills to bring out "latent mutations" that exist in many people so they'd join his cause. That way he could have large numbers of superhumans "on tap" for any of his schemes.

Associates, Allies, And Adversaries: Kinematik has teamed up with Gravitar and Holocaust to fight anti-mutant forces; he regards them as valuable (if doctrinally "weak") allies, and hopes to win them over to his point of view in time. He wants nothing to do with non-mutant villains at all, regarding them as "norms."

If she's still alive and in this dimension, Lancer is a natural ally for Kinematik. Realizing that she's from his home realm, he's made several attempts to track her down, with no success so far.

Appearance: Kinematik is a black man, 5'11" tall, short-haired, with an average build. His costume features metallic gold headpiece, shoulderpieces, gauntlets, and belt, a scarlet robe, and a scarlet cape hanging from the shoulderpieces.



KINEMATIK

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
20	CON	10	13-	
14	INT	4	12-	PER Roll 12-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
8	PD	6		Total: 45 PD (37 rPD)
8	ED	6		Total: 35 ED (27 rED)
10	REC	6		
100	END	16		
10	BODY	0		
40	STUN	10		Total Characteristics Cost: 202

Movement: Running: 12m

Cost	Powers	END
390	Momentum And Inertia Control: Variable Power Pool, 180 Pool + 140 Control Cost, Cosmic (+2)	var
40	Kinetic Shield: Resistant Protection (25 PD/15 ED) Costs Endurance (-½)	6
30	Kinetic Shield: Damage Negation (-4 DCs Physical, -2 DCs Energy)	0
24	Armored Costume: Resistant Protection (12 PD/12 ED) 0 OIF (-½)	0
20	Kinetic Cancellation: Knockback Resistance -20m	0
10	Robust Mutant Physiology: Mental Defense (10 points) 0	
10	Robust Mutant Physiology: Power Defense (10 points) 0	

Perks

15 Money: Filthy Rich

Talents

5 Resistance (5 points)

Skills

40 +8 with *Momentum And Inertia Control*
Variable Power Pool

3 Deduction 12-
1 Electronics 8-
5 KS: History Of Mutantkind 14-
3 Oratory 14-
3 Persuasion 14-
29 Power: Momentum/Inertia/Kinetic Energy Tricks 25-
1 SS: Biology 8-
2 SS: Genetics 11-
3 Stealth 13-
1 Systems Operation 8-

Total Powers & Skills Cost: 635

Total Cost: 837



400 Matching Complications (75)

10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)

20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)

20 **Hunted:** The Sentinels (Infrequently, Mo Pow, NCI, Capture)

15 **Hunted:** the IHA (Frequently, Less Pow, NCI, Kill)

15 **Psychological Complication:** Considers Mutants Superior To Normal Humans; Wants To Rule Normal Humans (Common, Strong)

15 **Social Complication:** Secret Identity (Estvhen Larris) (Frequently, Major)

Total Complications Points: 75

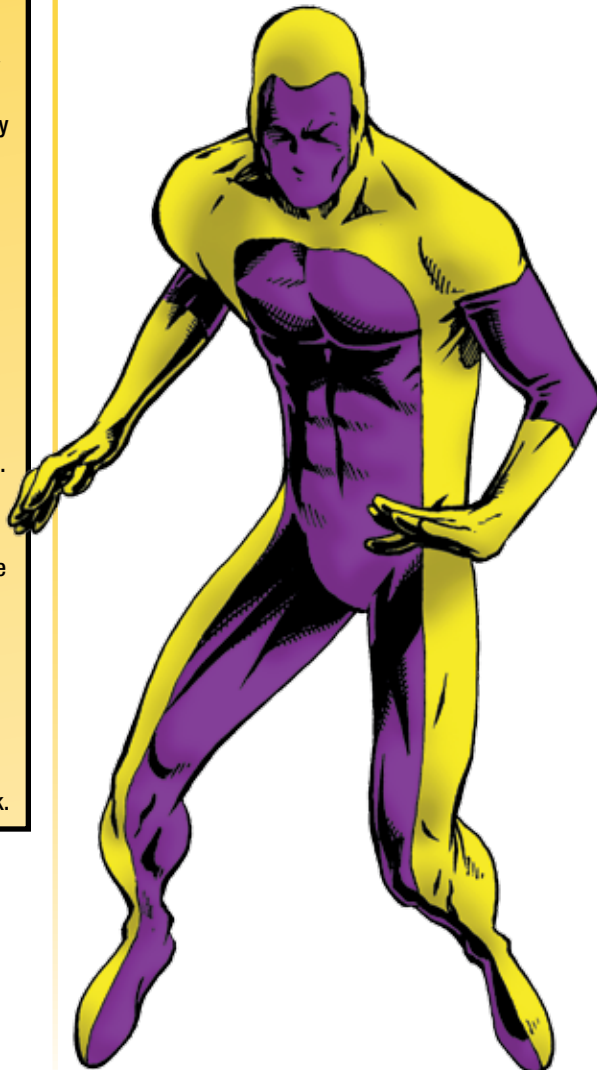
Experience Points: 437

KINEMATIK'S FOLLOWERS

So far Kinematik has recruited three mutant supervillains who are firmly, if not fanatically, supportive of his pro-mutant, anti-normal human agenda. At times he's referred to them as "the Mutant Liberation Front" or the "Mutant Protection League," but the name hasn't stuck... yet.

BLINDSIDE

Background/History: Bryan Lundquist was just eight years old when his parents were killed, and he was blinded, in an automobile accident. Since there were no relatives or family friends who could take him in, he grew up in a series of orphanages and foster homes, none of them particularly pleasant. But life improved for him considerably when he was 16 and his mutant mental powers slowly but surely emerged. At first he realized he could somehow dimly see through other peoples' eyes, and soon those dim glimpses back into the sighted world became as crisp and clear as he remembered his own vision being.



BLINDSIDE FACTS

Here are some facts characters and NPCs might know about Blindsight if they succeed with an appropriate Skill Roll:

N/R: Blindsight has the power to interfere with another person's senses or abilities psionically.

K/R: His real name is Bryan Lundquist, and he is physically blind. After being convicted of robbery by the French, he spent 2001-2004 in the Guardhouse until freed by Kinematik.

-2: Blindsight can remove or alter a person's memories, an ability he often uses to enable or cover up his crimes.

-4: Although he doesn't often use it in combat, Blindsight has the power to transfer his mind into another body, leaving the victim's consciousness stranded in his own body until he switches them back.

Exploring further, he soon discovered that he could affect peoples' minds in other ways by shutting off or opening various neural pathways and controlling the flow of "neural energy" within the brain. Life as a ward of the state suddenly became a *lot* easier; no longer did he have to worry about bullies or abusive foster parents. He'd learned early that you only got from life what you took for yourself, so it was just a short step between using his powers to protect himself and using them to commit crimes.

By the time he was in his early twenties Bryan was an accomplished superpowered criminal. At that point he started to realize that he was missing out on some of the juiciest jobs because he didn't look or act like a supervillain. He chose the *nom du crime* Blindsight and had a tailor fashion him a costume. Between his own schemes and being a villain-for-hire on occasion he worked steadily for several years, but then a job in France went sour. Captured by UNTIL, he was tried and convicted in a French court and sentenced to fifteen years in the Guardhouse.

Blindsight stayed in prison for three years, his general dislike of humanity becoming honed to razor sharpness by exposure to the other prisoners (particularly a bullying one with a lot of Mental Defense who referred to him as "mutie" and made his life a living hell). When Kinematik attacked the super-prison in 2004, Blindsight was happy to escape, and, after listening to his savior's persuasive speeches, to join the pro-mutant cause.

Personality/Motivation: Blindsight has always been pretty misanthropic — as one of his employers once put it, he "doesn't play well with others." He was suspicious and distrustful of people in general, and automatically disliked pretty much everyone until given a good reason to think otherwise. He considered people as things he manipulated and took advantage of to get what he wants.

Constant exposure to Kinematik and his views have altered Blindsight's perspective. He still dislikes people, but he *particularly* dislikes them because they're "norms" who are out to get him simply because he's a mutant. He's even more inclined to use "norms" as he sees fit, regardless of the consequences to them; to him they're less than nothing.

Quote: "None are so blind as heroes stupid enough to fight me."

Powers/Tactics: Blindsight's powers involve psychically entering the minds of his victims and controlling or interfering with their neural processes in various ways. His typical attacks inhibit or shut off certain types of nerves or nerve clusters, which lets him make the victim weaker, clumsier, stupider, paralyzed, or temporarily blind. He can also alter memories this way, or even transfer his mind into another body. He usually opens combat with an Optic Nerve Override or two, since he's found that blinding an opponent both disables and unnerves his foe.

A

BLINDSIDE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
16	DEX	12	12-	
18	CON	8	13-	
20	INT	10	13-	PER Roll 13-
24	EGO	14	14-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
6	DCV	15		
8	OMCV	15		
8	DMCV	15		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
6	PD	4		Total: 14 PD (8 rPD)
6	ED	4		Total: 14 ED (8 rED)
6	REC	2		
35	END	3		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 172

Movement: Running: 12m

Cost	Powers	END
76	Brainpower: Endurance Reserve (240 END, 24 REC)	0
48	Mindblast: Mental Blast 6d6; Unified Power (-¼)	6
48	Broad Mental Override: Mind Control 12d6; Unified Power (-¼)	6
42	Neural Blocking I: Drain Characteristics 3d6 ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Variable Effect (any one Characteristic at a time; +½); Unified Power (-¼)	5
44	Neural Blocking II: Drain Characteristics 2d6 ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Variable Effect (any one Characteristic at a time; +½), Delayed Return Rate (points return at the rate of 5 per Minute; +1); Unified Power (-¼)	5
44	Willpower Leeching: Drain EGO 3d6 ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0); Unified Power (-¼) plus: Aid EGO 3d6, standard effect (same result as Drain roll) Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1); Linked (-¼), Unified Power (-¼), Only Aid Self (-1)	5

51	Nervous System Override: Entangle 4d6, 4 PD/4 ED ACV (uses OMCV against DMCV; +¼), Takes No Damage From Attacks (see 6E1 217; +¾), Work Against EGO, Not STR (+¼); Mental Defense Adds To EGO (-½), Unified Power (-¼)	9
50	Optic Nerve Override: Sight Group Flash 10d6 ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0); Unified Power (-¼)	6
27	Psionic Surgery: Major Transform 4d6 (alter, remove, or add memories or Psychological Complications, heals back through repeated applications of this or a similar power) ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼); Limited Target (mental "objects" in the minds of sentient beings; -½), No Range (-½), Unified Power (-¼)	6
56	Mind Transfer: Possession (Mind Control Effect Roll 60, Telepathy Effect Roll 40; see APG 74) Reduced Endurance (0 END; +½) (127 Active Points); Mind Transfer (-1), Unified Power (-¼)	0
16	Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
15	Mental Shields: Mental Defense (20 points)	0
26	Sensory Hitchhiking: Clairsentience (Sight, Hearing, and Smell/Taste Groups), Mobile Perception Point Only Through Senses Of Others (-½), Blackout (-¼)	4
27	Detect Minds: Detect Minds 13- (Mental Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Sense, Targeting	0

Skills

20	+4 with Neural Control Powers
2	KS: The Psionic World 11-
2	KS: The Superhuman World 11-
1	PS: Shoemaking 8-
3	Stealth 12-

Total Powers & Skills Cost: 598

Total Cost: 770

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
25	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
35	Physical Complication: Blind (All The Time, Fully Impairing)
15	Psychological Complication: Dislikes Normal People; Thinks Of Them As Pawns (Common, Strong)
10	Psychological Complication: Greedy; Loves Luxuries And The "High Life" (Common, Moderate)
15	Social Complication: Public Identity (Bryan Lundquist) (Frequently, Major)
20	Vulnerability: 2 x STUN from Mental Blasts (Common)

Total Complications Points: 75

Experience Points: 370

Because he's physically blind, Blindsight has to rely on other means to sense the world around him. Usually he enters another person's mind and uses his senses by proxy, though he sometimes finds this confusing in combat (he may suffer a -1 to OCV and DCV). He can directly perceive "mental presences" with his mind, allowing him to target his psychic powers even when he has no way to see the victim.

Besides his blindness, Blindsight suffers from a few other physical and tactical weaknesses. The way his powers work he suffers painful "feedback" if someone else directly attacks his mind. He has no movement abilities, so in open battle he tries to find cover and take advantage of his powers' range. His defenses are also fairly weak compared to most superhumans.

Campaign Use: Blindsight is a mentalist with a twist; he lacks many of the standard mental powers, such as Telepathy and Mind Scan, but has a variety of unusual attacks that your PCs may not be prepared for. If you need to make him more powerful, you can expand the range of his psychic powers to give him more typical psionic abilities; some gadgets for extra defense and movement would also help. To weaken him, reduce his Endurance Reserve so he has to pay more attention to his END use.

Appearance: Blindsight is a 5'11" tall male with a trim but not athletic build. His costume is a bodystocking in purple and gold: the full-face mask, center of the torso, and insides of the legs are purple, the outsides of the legs, sides of the torso, shoulders, and upper arms are gold, the arms are purple, and the gloves are gold. The mask has no eyeholes.

FOSSIL

Background/History: Raimundo Alvarez is the son of Mexican migrant laborers who came to the US illegally each year to harvest crops for farmers. One day when he was only six, they discovered that he had somehow been blessed with the power to cure bone injuries and diseases — broken bones, bone spurs, and worse. Word spread through the migrant community, and eventually reached the ears of itinerant revivalist preacher "Reverend Mike" Willowbrook. Reverend Mike tracked the boy down, became convinced he had genuine miraculous healing powers, and offered to see to the boy's education and raising if his parents would permit him to appear in Reverend Mike's "Evening of Faith and Power" shows. They agreed.

Raimundo grew up as part of the show, using his powers on stage several nights a week. As he grew older they became broader and more powerful, but he hid this from Reverend Mike, since he wasn't sure what it meant. He saw enough behind the scenes to make him cynical even for a teenager; he became convinced people were basically all dishonest and it was every man for himself.

Then one night at a show in Texas, someone in the audience stood up shouting, accusing Raimundo of being a "mutie" rather than a genuine faith healer. Matters escalated and soon the crowd had been whipped into a frenzy of anti-mutant hysteria. They seized Raimundo before he could get away and began beating him. Things might have ended for Raimundo right there, but before the assault went too far a man in a scarlet and gold costume arrived. Flinging people left and right with waves of his hand, he rescued Raimundo and took him away to safety.

Kinematik (as his rescuer called him) soon revealed the truth: the man in the audience who started the incident was a member of something called "the Institute for Human Advancement," and he and his friends hated mutants like Raimundo and wanted to see them all dead. Raimundo had experienced enough in his life to realize Kinematik was absolutely right about that... and about the fact that mutants had to band together to fight back against these bigots and lynch mobs. Taking the name *Fossil* because of his powers over bone, he joined Kinematik's crusade and has never looked back.

Personality/Motivation: Fossil is Kinematik's most ardent supporter. After Kinematik rescued him from the mutant-haters who were about to hurt or kill him, Fossil was fertile ground for Kinematik's propaganda. He embraced the master villain's agenda whole heartedly and never looked back. If Kinematik ever succeeds, Fossil will be standing right there next to him in support; if he ever falls, Fossil will fight beside him to the last breath.

Quote: "Let's see how you like it when your very bones betray you!"

Powers/Tactics: Fossil is what's been termed an *ossokinetic* — a mutant with the ability to affect and manipulate bones using only the power of his mind. He can move them with great force and speed (and any flesh encasing them goes along for the ride!), break them, mend them, and more. Most disgustingly, he can bend and warp them, inflicting hideous, potentially crippling, injuries; most amazingly, he can "animate" skeletons and use them to attack his foes. To protect himself he can cause his own bones to extrude an osseous armor around his body; in personal combat he can grow bone claws.

Fossil has several weaknesses as a combatant. First, while he's fast and tough compared to an ordinary human, he's slow and fragile in comparison to most superhumans. Second, he has no movement abilities. For these reasons, Kinematik usually prefers to keep him away from the battlefield if he can; Fossil works better as an ambusher and sneak attacker.

Campaign Use: Fossil is an unusual villain with a strange set of powers. His Break/Bend/Warp Bones power in particular has the potential to wreak significant havoc in a campaign, if he leaves a trail of badly injured and crippled heroes in his wake; be careful how you use it.

FOSSIL FACTS

Here are some facts characters and NPCs might know about Fossil if they succeed with an appropriate Skill Roll:

N/R: Fossil has an unusual power called *ossokinesis* — the ability to control and affect bones with mental power.

K/R: Kinematik rescued Fossil from a lynch mob at a tent revival meeting where Fossil was apparently working as a "boy faith healer."

-4: Fossil can actually "animate" entire skeletons and use them as "pets" to attack his enemies.

-6: Some of Fossil's powers don't work on targets with special protective force-fields or spells (*i.e.*, who have Power Defense).

-10: His Secret Identity is Raimundo Alvarez.

B

FOSSIL

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
16	DEX	12	12-	
16	CON	6	12-	
13	INT	3	12-	PER Roll 12-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6

6	OCV	15		
5	DCV	10		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
6	PD	4		Total: 16 PD (10 rPD)
6	ED	4		Total: 16 ED (10 rED)
8	REC	4		
40	END	4		
20	BODY	10		
40	STUN	10		

Total Characteristics Cost: 118

Movement: Running: 12m

Cost Powers

		END
20	Move Bones: Telekinesis (30 STR) Only Versus Bones (-1), Unified Power (-¼)	4
117	Break/Bend/Warp Bones: RKA 2d6 NND (defense is Power Defense; +1), Does BODY (+1), Reduced Endurance (½ END; +¼); Limited Range (50m; -¼), No Knockback (-¼), Unified Power (-¼) plus: Major Transform 8d6 (person into person who's crippled in some way by having broken or warped bones; heals back through proper medical treatment or another application of this power) Partial Transform (+½), Reduced Endurance (½ END; +¼); Limited Range (50m; -¼), Limited Target (living beings with bones; -½), Linked (-¼), Unified Power (-¼)	10
20	Mend Broken Bones: Healing BODY 6d6 Only Works On Broken Bones And Bone Injuries (-2)	6
12	Bone Claws/Horns: HKA 1d6 (1½d6 with STR) Unified Power (-¼)	1
17	Osseous Armor: Resistant Protection (10 PD/10 ED) Costs Endurance (-½), Unified Power (-¼)	3
4	Osseous Armor Spikes: RKA 1 point Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½); Activation Roll 11- (-1), No Range (-½)	0
100	Animate Skeleton: Summon one skeletal being built on up to 350 Total Points Expanded Class (any type of skeleton; +¼), Slavishly Loyal (+1), Reduced Endurance (½ END; +¼); Summoned Being Must Inhabit Locale (i.e., he must have a skeleton to work with; -½), Unified Power (-¼)	7

Skills

12	+4 with Move Bones And Break/Bend/Warp Bones
1	Forensic Medicine 8-
2	SS: Anatomy 11-
5	SS: Forensic Anthropology 14-
3	Stealth 12-

Total Powers & Skills Cost: 313

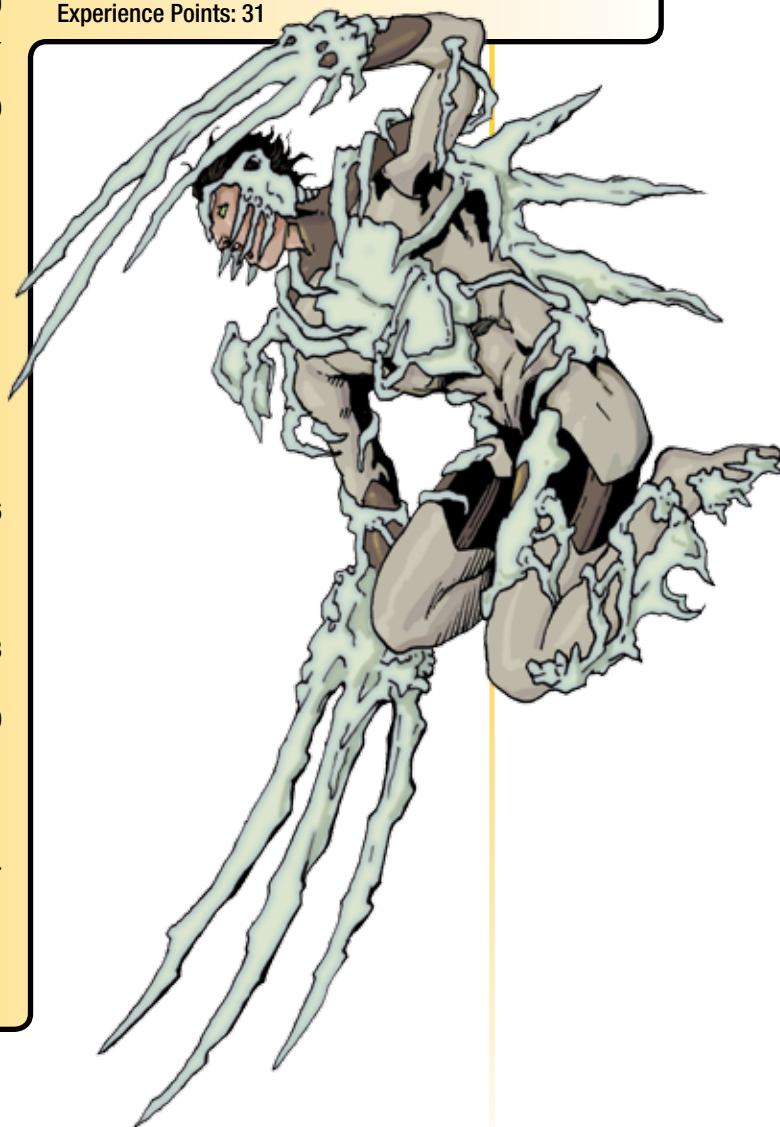
Total Cost: 431

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Considers Mutants Superior To Normal Humans; Supports The Mutant Cause (Common, Strong)
15	Social Complication: Secret Identity (Raimundo Alvarez) (Frequently, Major)

Total Complications Points: 75

Experience Points: 31



If Fossil's too weak for your campaign, increase his DEX, SPD, PD, and ED until he's more competitive; if necessary, give him some movement or defensive gadgetry to compensate for his relative lack of power in those areas. To make him more powerful, consider expanding his powers to general biokinesis (see the "Body Control Powers" section of *Champions Powers* for ideas along these lines).

Appearance: Fossil is a 5'9" tall Hispanic man, clean-shaven with short black hair. He wears a skin-tight costume that's bone-white and brown, with some black highlights, but in combat it's usually obscured by his bone armor — he creates a protective "suit of armor" around his body, limbs, and head from solid bone. The armor includes claws, spikes, and horns on the head that he can use to fight with.

OVERDRIVE

Background/History: James Proudman was born on a Cheyenne Indian reservation in 1982. His mutant power to augment his own natural abilities manifested when he was just a child, but he was smart enough to hide it — everyone just thought he was an unusually athletic, intelligent young man. They expected him to do great things, and he didn't disappoint; soon reservation sports teams were bringing in championship after championship thanks to him, he had straight A grades, and pro sports scouts were knocking on his family's door with million-dollar deals.

Then a routine screening revealed that James was a mutant. Everyone realized he wasn't the talented, all-around-great-kid everyone thought he was — he was a liar and a cheat. Too angry and ashamed to face anyone, James ran away, leaving his family to bear the burden of his disgrace.

Fortunately for James, the power that made him so "talented" an athlete and student also made it easy for him to support himself through crime. Soon he graduated from pulling small jobs on his own, to working with crews on bigger scores, and ultimately to being a supervillain for hire under the name *Overdrive*.

After a few years of this one of his former employers sold him out to UNTIL as part of a plea bargain. He returned home one night to find an UNTIL strike team ready for him; almost before he could react they had him restrained and doped up. It looked like he was in for a long stretch in the Guardhouse...

...but after he'd been there only a few months, Kinematik broke him and three other mutant supervillains free. Kinematik explained to him how mutantkind was oppressed by "norms" and had to fight back to assume its rightful place as leaders of humanity. Overdrive realized he was right — why was it wrong for *him* to be a mutant and be good at everything? All those people who accused him of lying and cheating, *they* were the ones who were wrong. *They* were the ones who

deserved to be put down and told what to do, like they'd done to him. And with Kinematik's help, he intends to make sure that's exactly what happens.

Personality/Motivation: Other than his pro-mutant, anti-"norm" views (which are mostly guided by Kinematik's speeches and essays), the fundamental driving force in Overdrive's life is laziness. He's always looked for the easy way out, and his mutant superpowers have always provided it. Committing supercrimes is much, much easier than actually holding a job (and a lot more exciting), so that's what he does. He'd never even consider being a superhero; only suckers work that hard for nothing.

Quote: "It's not just that I can beat you by being stronger than you. I can also be faster, smarter, tougher — and judging by your costume, more fashionable."

Powers/Tactics: Overdrive has the mutant power to control and manipulate his "life force" internally to enhance his natural abilities (*i.e.*, his Characteristics). Depending on how he chooses to direct his life force, he can be superhumanly strong, fast, tough, smart, or durable — or some combination of those qualities.

In game terms, Overdrive has a Multipower that he can only use to increase his Characteristics. He can add up to 60 Character Points' worth of effect to any Characteristic at once, and the Multipower reserve is large enough to allow him to affect up to two Characteristics in full simultaneously. Typically he allocates at least 20 points of his Multipower reserve to SPD, with the remaining 100 points going into STR (for offensive power), DEX (for fast reactions), OCV (for offensive accuracy), and one or more other Characteristics that seem most useful in the current situation. If he ever has any points "left over," they almost always go into INT.

His "Overdrive Enhancement" makes Overdrive a powerful, flexible combatant, but he's not without his weaknesses. First, he has no Ranged attacks, other than using STR to throw things. Second, his only Resistant Defenses come from his costume, and he has no unusual or special defenses. Third, he has no Movement Powers; the only way he can move around the battlefield more quickly than an ordinary human is to increase his SPD so that he uses Running more often. Fourth, because Overdrive's powers depend on his ability to channel his "life force," anything that Drains or otherwise negatively affects his life force has a serious impact on him. Not many attacks do this, however; the main example would be necromantic magics.

Campaign Use: Overdrive is a supercriminal who can be anything you need him to be. If you need a brick for a scenario, he slots his Multipower into STR, CON, BODY, and defenses. If you need a "speedster" type, he emphasizes DEX and SPD. If the job calls for brains instead of brawn, INT, EGO, and perhaps PRE are the name of the game; for con games, INT and PRE see him through.

OVERDRIVE FACTS

Here are some facts characters and NPCs might know about Overdrive if they succeed with an appropriate Skill Roll:

N/R: Overdrive is a mutant with the power to enhance any of his natural physical or mental abilities — for example, he can make himself immensely strong, superhumanly fast, or incredibly smart. If he focuses all his "overdrive force" into any one attribute, he can usually become as good at that (or better) than the most powerful superhumans.

K/R: His real name is James Proudman; he's a Cheyenne who grew up on a reservation.

-6: Overdrive is especially vulnerable to attacks that directly target his "life force."

B

OVERDRIVE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
10	DEX	0	11-	
10	CON	0	11-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	
10	PRE	0	11-	PRE Attack: 2d6
3	OCV	0		
3	DCV	0		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
2	PD	0		Total: 10 PD (8 rPD)
2	ED	0		Total: 10 ED (8 rED)
4	REC	0		
20	END	0		
10	BODY	0		
20	STUN	0		

Total Characteristics Cost: 15

Movement: Running: 12m

Cost	Powers	END
120	Overdrive Enhancement: Multipower, 120-point reserve	
12v	1) Stronger: +60 STR	6
12v	2) More Agile: +30 DEX	0
12v	3) Hardier: +60 CON	0
12v	4) Smarter: +60 INT	0
12v	5) Stronger-Willed: +60 EGO	0
12v	6) More Charismatic: +60 PRE	0
12v	7) More Accurate: +12 OCV	0
12v	8) Better Dodger: +12 DCV	0
12v	9) More Mentally Defensive: +20 DMCV	0
12v	10) Faster: +6 SPD	0
12v	11) Tougher I: +60 PD	0
12v	12) Tougher II: +60 ED	0
6v	13) More Resilient: +30 REC	0
5v	14) More Stamina: +120 END	0
12v	15) More Durable: +30 BODY	0
6v	16) Sturdier: +60 STUN	0
6v	17) Swifter: Running +28m (40m total)	3
16	Armored Costume: Resistant Protection (8 PD/8 ED)	0

OIF (-½)

Skills

20	+2 with All Combat
3	Acrobatics 11-
3	Breakfall 11-
3	Charm 11-
3	Conversation 11-
3	Deduction 12-
3	Persuasion 11-
3	Stealth 11-
3	Streetwise 11-
3	Tactics 12-

Total Powers & Skills Cost: 362

Total Cost: 377

400 Matching Complications (75)

- 10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 25 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 25 **Hunted:** the Champions (Infrequently, Mo Pow, NCI, Capture)
- 15 **Social Complication:** Public Identity (James Proudman) (Frequently, Major)
- 10 **Vulnerability:** 2 x STUN from attack that Drain or affect his "life force" (Uncommon)
- 10 **Vulnerability:** 2 x BODY from attack that Drain or affect his "life force" (Uncommon)

Total Complications Points: 75

Experience Points: 0



To make Overdrive tougher, expand his existing power to cover Leaping and Swimming, or give him gadgets or abilities beyond his Multipower. A small jetpack, for example, would compensate for his lack of movement abilities. To weaken him, reduce his Multipower reserve to 90 points, and/or the size of each slot to 50 Character Points' worth of Characteristic each.

Appearance: Overdrive is an Amerindian male who's six feet tall. His mildly athletic build belies his ability to augment any of his personal attributes at will. He doesn't bother with a costume if he can avoid it (other than a simple mask to hide his identity), but if Kinematik insists on it (and he often does) he dons a blue bodysuit with yellow shoulderpads, kneepads, short gloves, and belt. The costume has a half-face mask.



KING COBRA

Background/History: How does it feel to wield true power? To unleash a blast of energy from your hand, powerful enough to knock holes in a stone wall? To crush a man's throat in one hand with barely a fraction of your strength? To create a legion of fanatically loyal followers with the merest touch? To look upon those perfect ranks of faithful subjects, hear their adulation, and know they go out into the world to work your will?

For Timothy Blank, it feels good.

After a lifetime of consoling himself with the cliché “knowledge is power” while those stronger yet less intelligent than he dictated what he would do and how he would do it, Blank finally understands the truth about power. Knowledge might lead to power, but knowledge doesn't equate to power. As King Cobra, Blank now possesses true power.

He finally understands what temptation the serpent offered Eve in the Garden of Eden, and why a wrathful God expelled those first humans from the Garden. The serpent didn't offer knowledge; it offered power. God feared the power that Adam and Eve might come to possess. The same sort of knowledge transformed the impotent Timothy Blank into the powerful King Cobra.

Blank spent a lifetime working for others — first his thesis advisor in graduate school, then the department head when he was a professor, still later for VIPER's Council Of Thirty and Supreme Serpent. Bad enough he worked for their benefit rather than his own, but to add insult to injury, the presumptuous imbeciles had the audacity to tell him how to conduct his research. At the university, they told him he couldn't experiment on human subjects and tried to punish him when he did. VIPER's leaders cancelled his funding for important projects because Phillippe Moreau advised them Blank's goals were dead-ends.

Well, they were wrong — and Blank proved it to them in the starkest way possible. In 2004 he activated a plan he'd been working on in secret for years. Using his research into the “Coil-Gene,” he transformed himself into an immensely powerful serpent-human hybrid and defected from VIPER, dealing that organization a major blow in the process (partly to cover his tracks, partly for revenge at the “mistreatment” he'd suffered at its hands). Later that year he launched his “Ophidian Plague” scheme, in which he tried to transform the people of Millennium City into reptile-man

hybrids obedient only to him. If not for some quick work by the Champions, Dr. Silverback, and other heroes, he'd have succeeded. As it was, he barely escaped, and his superpowered followers, the Ouroboros, were captured and sent to Stronghold. King Cobra hasn't been seen since, and the authorities are deeply concerned about what he may be planning that requires so much preparation (even if all he's been doing is expanding and improving the ranks of COIL). Four of the five members of the Ouroboros escaped captivity in the 2009 breakout, and now that they're back with King Cobra it's probably only a matter of time before he launches another deadly scheme.

Personality/Motivation: Before becoming King Cobra, Timothy Blank had an insane lust for power and a sheer disdain for his fellow man. The dramatic physical and genetic changes he inflicted on himself have only increased his megalomania. He no longer wonders why people don't obey him — now he *makes* them obey him. He uses his Coil-Gene Touch to force people to follow his commands and worship him as a god.

King Cobra's fascination with snakes goes back to his earliest memories of childhood, when one Sunday morning during church the preacher told the story of the Serpent and the Apple. Later that same day, a garter snake bit him as he tried to catch it. He held the snake by the tail and watched it bend upwards, defying gravity, to bite him on the finger and make him let go. He remembered the sermon about how the Serpent tempted mankind and gave him knowledge of Good and Evil. These events left an indelible mark on his memory and motivated his researches into ophidian genetics as much as any scientific interest. As King Cobra, Blank's fascination with serpents has only grown. He considers them his brethren and nearest equals — or at least far superior to humankind.

King Cobra no longer answers to the name “Timothy Blank” — he responds to the name only with a fit of rage and threats of death. In his mind, Blank is somebody else; as time passes, Timothy Blank becomes almost a different person entirely. Blank was weak... intelligent, almost as intelligent as King Cobra, but still a weak man who knuckled under to those in power. King Cobra would rather forget the mammalian indignity of having served other, lesser men.

Quote: “Ever since Eden, it’s the Serpent who’s held true power.”

Powers/Tactics: King Cobra’s powers stem from his mutated genome and his ability to generate bioenergy. He can project “bioenergy blasts,” sap another person’s bioenergy to weaken him in various ways, interfere with a person’s senses, induce debilitating seizures, and “poison” a living being’s bioenergy (causing them to die through rapid cellular and nervous system decay). His energy projections are usually reddish-brown in color.

His most fearsome use of bioenergy is the Coil-Gene Touch. This attack radiates bioenergy that seeps into his target. The invasive energy causes a change on the cellular level, inserting a mutated gene into the target’s DNA. The change is quick; it’s only seconds until the target’s appearance — and his very being — transforms into a half-serpent, half-man wholly loyal to King Cobra.

By some process only King Cobra understands — and since he’s never explained the process, it could simply be an accidental discovery that in his pride he refuses to confess to — the mutate is tied to King Cobra by bonds of loyalty far deeper than those brought on by belief in a cause or a leader’s charisma. The genetic “hooks” implanted in the mutate’s genome — at the heart of each one of his cells — somehow makes him instinctively subservient to the villain. It’s almost impossible for him to question an order from King Cobra, let alone disobey.

The Transform caused by the Coil-Gene Touch heals back normally, but King Cobra has discovered that exposure to radiation makes the mutation permanent. If he exposes a victim to radiation — and that’s always the first thing he does unless some event intervenes — then only elaborate gene therapies known only to him can reverse the transformation. King Cobra has currently assigned “highest priority” to research into increasing the power of the Coil-Gene Touch so the change is permanent without radiation.

Despite his considerable power and the dramatic physical changes caused by his mutation, King Cobra isn’t tactically adept compared to many master villains. To make matters worse, his megalomania often overrules his common sense. His basic tactic is to Grab a foe, then use the Coil-Gene Touch to turn him into a mutate (though he’s not stupid enough to do this if he’s facing multiple foes, since the Touch takes time). If attacked from the air, he blasts away with his Bioenergy Blast. He never “cowers” behind cover. He also has a tendency to ignore active opponents if a foe who insulted him — which, given King Cobra’s arrogance, doesn’t take much — is down and helpless. In these cases, he kills the downed opponent with a dramatic proclamation about what happens to those who defy King Cobra.

Resources: King Cobra maintains a number of small, carefully-hidden bases throughout the world — mainly trivial, out-of-the-way facilities once belonging to VIPER that Timothy Blank “stole” by erasing all trace of them from VIPER’s records before he defected from the organization. Most of them have extensive laboratory facilities; King Cobra tends to be more interested in his scientific pursuits than providing comforts or luxuries to his followers.

King Cobra’s COIL agents have infiltrated many other organizations, governments, and levels of society. This gives King Cobra far greater influence than the small size of his organization would suggest.

See *COIL*, below, for more information about King Cobra’s resources.

Campaign Use: Although he’s got the ambition and ruthlessness to move up to the “big leagues,” for now King Cobra is a second-tier master villain. He’s not as powerful as Gravitator or Mechanon, or even Holocaust, and his COIL organization (see below) is smaller and less well-equipped than the likes of VIPER. On the other hand, it’s more insidious, and its fanatically loyal followers unhesitatingly sacrifice their lives for King Cobra.

The real danger King Cobra poses involves his scientific acumen. He’s no Teleios, but he’s smart and evil enough to bio-engineer grave threats like the Ophidian Plague. Adventures involving King Cobra often focus on his efforts to infect people *en masse* with the Coil-Gene, transforming them into his reptile-man slaves.

As a Hunted, King Cobra is a severe threat to a superhero’s life. Many heroes are Hunted by VIPER, but since it’s so large and has so many plans and plots going on at one time, it doesn’t focus all of its attention on killing any one hero. COIL functions differently. If King Cobra and COIL Hunt the hero, he devotes the full resources of his organization to destroying the superhero’s life and killing him. The hero finds people he’s close to mutated by the Coil Gene, suicidal assassins threatening his life at every turn, and unexpected problems and attacks arising from every quarter. And the megalomaniac King Cobra doesn’t accept anything but success. VIPER might decide to cut its losses after several catastrophic failures deplete its resources. King Cobra doesn’t care about resources or risk. No matter how many agents the PC captures and locks away, a new agent is only a single touch away. That said, King Cobra looks down on and hates *everybody*. It would take a lot for him to divert his attention from conquering the world to Hunting an individual hero.

To increase King Cobra’s personal power, add the Advantage *Penetrating* to the Coil-Gene Touch so it’s a threat even to heroes with Power Defense — in other words, the superhero knows if he doesn’t free himself from King Cobra’s grasp soon, he’ll become a loyal follower of the villain. You can also add slots to his *Bioenergy Powers* Multipower. Or perhaps he continues to mutate, becoming stronger, tougher, and more serpentine.

KING COBRA FACTS

Here are some facts characters and NPCs might know about King Cobra if they succeed with an appropriate Skill Roll:

N/R: King Cobra is strong, tough, and possesses a variety of “bio-energy” powers. The most fearsome of these is his “Coil-Gene Touch,” which transforms the victim into a “Cobra-mutate” obedient only to him.

K/R: King Cobra’s first appearance (the so-called “Ophidian Plague” attack of 2004) followed shortly after some incidents that exposed major VIPER Nests to the authorities; its possible these incidents have some connection with him.

-2: VIPER and King Cobra are implacable enemies.

-4: King Cobra has low-level super-human strength; he can lift about six metric tons.

-10: His Secret Identity is Timothy Blank; he used to be a VIPER scientist.

To decrease King Cobra's powers, add Damage Over Time to his Coil-Gene Touch so a mutated PC doesn't become a loyal follower until after the fight (thus giving him time to reverse the effects somehow). But don't remove it entirely — the whole COIL organization rests upon King Cobra's use of the Coil-Gene Touch. Alternately, you can keep the Coil-Gene Touch as-is but reduce King Cobra's Characteristics and other bio-energy powers.

Associates, Allies, And Adversaries:

King Cobra hates everyone who doesn't unhesitatingly obey him (and even some who do), but he reserves his particular spite for a number of targets.

The first of these is VIPER. King Cobra's totally forgotten all the money he made working for VIPER and all he learned working for it; the only thing he remembers is that VIPER wouldn't provide the funding for him to do whatever he wanted, however he wanted to. In light of the damage he caused the organization, VIPER has issued orders to its agents to kill him on sight (and has an open "hit contract" out on him in the underworld). It might even covertly help heroes to oppose him.

Similarly, King Cobra violently hates Dr. Phillippe Moreau, the one who convinced VIPER that Timothy Blank's work was a "dead end." He is as yet unaware of Moreau's work on Monster Island, but if he found out would probably try to go there and kill him. Moreau, for his part, barely remembers Blank and doesn't realize he's King Cobra.

King Cobra regards Teleios with a strange mixture of respect and contempt. As a biologist of no little skill he can't help but admire Teleios's scientific abilities (and even admit, if only to himself, that they're superior to his own). On the other hand, he thinks the man is a weakling and a fool for not making better use of his resources to conquer the world. He'd dearly love to steal Teleios's data, particularly everything that has to do with cloning dinosaurs and other reptiles.

King Cobra hates the Slug, another villain who wants to transform humanity in unpleasant ways. He regards the lord of the Elder Worm as "poaching" on his private "game," and has vowed to crush him if he ever gets the chance.



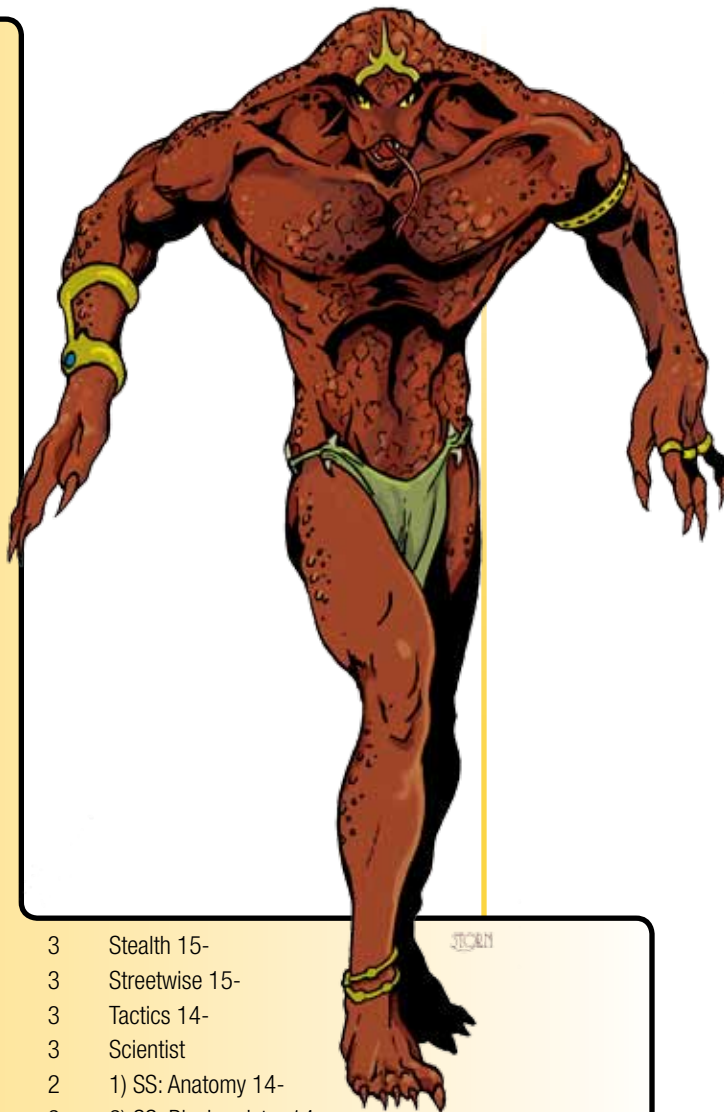
KING COBRA

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
30	DEX	40	15-	
30	CON	20	15-	
25	INT	15	14-	PER Roll 14-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6
10	OCV	35		
10	DCV	35		
3	OMCV	0		
7	DMCV	12		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
20	PD	18		Total: 20 PD (20 rPD)
20	ED	18		Total: 20 ED (20 rED)
14	REC	10		
60	END	8		
20	BODY	10		
56	STUN	18		Total Characteristics Cost: 349

Movement:	Running:	22m
	Leaping:	16m
	Swimming:	12m

Cost	Powers	END
90	Bioenergy Powers: Multipower, 90-point reserve	
9f	1) Bioenergy Blast: Blast 14d6 Reduced Endurance (½ END; +¼)	3
4f	2) Venomous Bioenergy Blast: RKA 3d6 Reduced Endurance (½ END; +¼); Only Works On Living Beings (-½)	2
6f	3) Bioenergy-Sapping Touch: Drain Characteristics 5d6 Variable Effect (any one Characteristic at a time; +½), NND (defense is Resistant Protection defined as a force-field or the like; +0), Reduced Endurance (½ END; +¼); No Range (-½)	3
5f	4) Bioenergy Seizure Induction: Entangle 4d6, 4 PD/4 ED Takes No Damage From Attack (+1), Cannot Be Escaped With Teleportation (+¼); Vulnerable (biomanipulation attacks; -¼), Vulnerable (mental attacks; -½)	9
4f	5) Bioenergy Desensitization: Sight, Hearing, Smell/ Taste, and Touch Group Flash 12d6 No Range (-½), Only Works On Living Beings (-¼)	7
9	Coil-Gene Touch: Severe Transform 1d6 (human being into Cobra-mutate, heals back normally unless victim is subjected to elaborate genetic treatments, then the cure is known only to King Cobra; see text) Constant (+½); No Range (-½), Limited Target (humans; -½), Lockout (must maintain contact with victim for Constant effect, and cannot use any Multipower slots during this time; -½)	2

Martial Arts: Generic Plus				
	<i>Maneuver</i>	<i>OCV</i>	<i>DCV</i>	<i>Notes</i>
4	Block	+2	+2	Block, Abort
5	Cobra Grab	+0	+0	Grab Two Limbs, 60 STR for holding on
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort
5	Kick	-2	+1	14d6 Strike
4	Punch	+0	+2	12d6 Strike
3	Throw	+0	+1	10d6 + v/10; Target Falls
8	+2 Damage Classes (already added in)			
10	Clutch Of The Constrictor: +20 STR			
	Only To Grab/Squeeze (-1)			
10	Cobra's Fangs: HKA 1d6			
	No STR Bonus (-½)			
10	Scaly Skin: Hardened (+¼) for 20 PD, 20 ED			
25	Scaly Skin: Resistant (+½) for 20 PD/20 ED			
	Hardened (+¼)			
5	Underwater Adaptation: Life Support (Expanded Breathing: Breathe Underwater)			
10	Serpent's Speed: Running +10m (22m total)			
6	Serpent's Speed: Leaping +12m (16m total)			
4	Serpent's Speed: Swimming +8m (12m total)			
6	Serpentine Perception: +2 PER with all Sense Groups			
5	Serpentine Eyes: Infrared Perception (Sight Group)			
1	Serpentine Form: Stretching 2m			
	Extra Time (Full Phase; -½)			
Perks				
15	Money: Filthy Rich			
Talents				
3	Ambidexterity (no Off Hand penalty)			
15	Combat Sense 14-			
4	Double-Jointed			
5	Eidetic Memory			
3	Lightning Calculator			
3	Lightsleep			
3	Simulate Death			
Skills				
24	+2 Overall			
3	Acrobatics 15-			
3	Breakfall 15-			
3	Bureaucrats 15-			
3	Climbing 15-			
3	Computer Programming 14-			
3	Contortionist 15-			
3	Deduction 14-			
3	Electronics 14-			
3	Interrogation 15-			
3	Inventor 14-			
3	KS: The Superhuman World 14-			
3	KS: VIPER 14-			
3	Paramedics 14-			



3	Stealth 15-
3	Streetwise 15-
3	Tactics 14-
3	Scientist
2	1) SS: Anatomy 14-
2	2) SS: Biochemistry 14-
2	3) SS: Biology 14-
2	4) SS: Chemistry 14-
4	5) SS: Genetics 16-
4	6) SS: Herpetology 16-
1	7) SS: Physics 11-
2	8) SS: Zoology 14-
Total Powers & Skills Cost: 397	
Total Cost: 746	

400 Matching Complications (75)

30	Hunted: UNTIL (Very Frequently, Mo Pow, NCI, Capture)
30	Hunted: VIPER (Very Frequently, Mo Pow, NCI, Kill)
25	Psychological Complication: Megalomaniac; Determined To Rule The World (Very Common, Total)
20	Psychological Complication: Casual Killer (Common, Total)
15	Social Complication: Secret Identity: Timothy Blank, Ph.D (Frequently, Major)
Total Complications Points: 75	
Experience Points: 346	

Appearance: Six and half feet tall with muscles bulging under his scaly skin, King Cobra is an imposing figure — one even more impressive because of his serpentine features and flaring cobra-like hood. His eyes are golden with slit pupils, devoid of any expression but that of a hunter considering its prey, and never seem to blink. The scales that cover his body are reddish-brown, the color of dried blood. Usually King Cobra wears only a loincloth, so that his followers may admire his physique; his taste in ornamentation runs to the grandiose, such as gold bracers and legbands worked with embossed cobras.

THE OUROBOROS

An inner circle of supervillains — known within the organization as *the Ouroboros* — serves as King Cobra's seconds-in-command. Each member oversees an aspect of COIL. In brief: Boomslang commands the agents and all combat operations. Gorgon is King Cobra's favorite and acts as his personal bodyguard and muscle. Krait is in charge of operations and procurement. Slither heads intelligence operations and handles the COIL infiltrators.

The Ouroboros formerly had a fifth member, Firedrake, a reluctant supervillain in whom the Coil-Gene Touch manifested in a very unusual way — he has the power to transform himself into a dragon. He's a mutant with fire powers who was captured, imprisoned, and experimented upon by the Institute for Human Advancement prior to escaping and joining VIPER. He was eventually sent to Timothy Blank as an experimental subject, and Blank took him with him when he transformed himself into King Cobra and left the organization. But Firedrake isn't of villainous bent (if anything, he could become a superhero) and was never comfortable taking King Cobra's orders — he only did it because he felt the IHA has so much behind-the-scenes influence that he'd never be safe on his own. During the 2009 Stronghold breakout he simply stayed in his cell, refusing to leave with the other Ouroboros members. King Cobra now offers a substantial reward for anyone who can bring him Firedrake's head... with a bonus if they can bring the whole body.

BOOMSLANG FACTS

Here are some facts characters and NPCs might know about Boomslang if they succeed with an appropriate Skill Roll:

N/R: Boomslang is a highly-trained Cobra-mutate equipped with special weapons.

K/R: Boomslang's main weapons are two experimental man-portable railguns that appear to have been stolen from VIPER, or designed from VIPER schematics. Boomslang is a trained Marine sniper and was also a VIPER agent for a short period. His real name is Zeke Hamilton.

-1: Boomslang is the field commander of King Cobra's COIL agents.

BOOMSLANG

Background/History: Born and raised on a farm in northern Arkansas, Ezekiel "Zeke" Hamilton can barely remember a time when he didn't have a gun. He had his first BB gun at seven, then a lady's rifle at ten, and he graduated to his father's hand-me-down hunting rifle the same year he entered high school. Zeke didn't care much for school — each year he passed on to the next grade, but he wasn't a good student, didn't even attend most of his classes. At home, he didn't care much about farming — three older brothers helped their father around the farm, and Zeke was left to wander the woods with his BB gun or rifle, hunting squirrels or doves or whatever else might cross his path.

At sixteen, Zeke had his first brush with the authorities when a game warden caught him shooting ducks on the water in a baited area. Zeke had ten ducks in the bag and sack of grain right by his side. The game warden let him off — the boy was young, maybe he didn't know any better — but he made Zeke come out on weekends to learn about hunting rules and regulations. The more Zeke learned about hunting, the more stupid he thought it was. What did the warden mean, it was unsportsmanlike to shoot ducks on the water? Shooting them on the wing was a pain. Why couldn't he set out bait? What was he supposed to do? Place decoys, crouch in the reeds, make stupid noises, and hope the ducks came to him?

Zeke kept his comments to himself and spent his weekends nodding his head while the game warden taught him the sportsmanlike and legal ways to hunt. A year later the same game warden caught Zeke, now seventeen and still a minor, dragging a dead buck with less than three points on an antler through the woods out of season. The game warden recognized a bad seed when he saw one and gave the Hamilton family two choices: pay the boy's fines or ship him off to the military after he graduated high school. Everyone agreed the military seemed like a good place for Zeke. Zeke couldn't care less, so he enlisted in the Marines.

The Marine Corps wasn't a good place for Zeke either. He'd never faced strict discipline and a regimented life before, and had never been under the constant scrutiny of ever-present authority figures. Now that he was, his insubordinate nature came to the fore... and there was always a higher-up around to notice. In high school and with the game warden and his parents, he could merely nod his head, pretend he was paying attention, and then go about his business. The military offered no such luxury. Zeke didn't backtalk his superiors or cause problems with his fellow enlisted men — he just didn't do what he was told. Because of the quiet, non-confrontational nature of his insubordination, Zeke lasted two years before he received his dishonorable discharge.

Out of the service, Zeke drifted through Little Rock and then down to Vibora Bay before VIPER finally caught up with him. The criminal

organization closely monitored military discharges and someone flagged Zeke for recruitment. Rated an expert sniper with a discipline problem, he seemed the perfect fit for VIPER. He accepted an offer to join the Vibora Bay Nest with a shrug. But he didn't make a good VIPER agent. The same problem Zeke had in the Marines — not doing what he was told when he was told to — followed him into VIPER. So long as he was with fellow agents on a mission, he was a fine addition to the Nest. But when it came to routine chores and training, he was absent more often than not. When a call came around for subjects for Timothy Blank's experiments in genetic manipulation, Monique Fontaine was happy to get rid of the incessant and quiet challenge to her authority. After some initial experiments, King Cobra's Coil-Gene Touch cured Zeke of his insubordination by turning him into the fanatically loyal Boomslang. Equipped with two experimental man-portable railguns stolen from VIPER, he became King Cobra's combat commander.

Personality/Motivation: Before he was transformed by the Coil-Gene Touch, Boomslang was a drifter and a loner, not much interested in belonging to a group or succeeding in life. He did what he was told only when he was in the mood, and most of the time he just did what he felt like doing. He answered questions with a noncommittal shrug and spoke in a slow drawl no matter how urgent the situation. He didn't last in the Marines because they valued discipline over Zeke's marksmanship. He survived in VIPER because he was the best shot in the Nest, but eventually his disrespectful attitude and laconic disregard for authority got him in trouble with the Nest Leader.

The Coil-Gene Touch changed Zeke, not just physically but psychologically: it transformed his disregard for authority into a fanatical loyalty to King Cobra. Now Boomslang lives to serve King Cobra, who's fanned Boomslang's hunting instinct into near bloodlust and honed him into a cold-blooded killer. Boomslang's fanaticism is only apparent when it concerns King Cobra or while carrying out his orders — otherwise, he's the same shuffling-and-drawling Zeke Hamilton as ever.

Quote: "Boys, this is gonna be easier than shootin' ducks on the water."

Powers/Tactics: A crack shot and excellent hunter, Boomslang's main powers involve the mini-railguns strapped to his arms. The VRG-5X Mini-Railguns failed their experimental testing phase with VIPER — they were too heavy and unwieldy for normal humans, and designers were unable to streamline the weapons — so King Cobra, via Krait and his contacts, had no trouble getting hold of the prototypes. Boomslang uses the weapons easily because of his enhanced physiology.

The railguns fire a variety of ammo. The armor piercing rounds are small flechettes designed to cut through armor. The stunning rounds are similar in appearance to lead shot but bigger; they flatten when they hit the target, and despite their name can kill a man easily. The bolo rounds are two small spheres connected by a coiled length of high-strength steel wire; when fired the spheres spin apart, stretching to the length of the steel cord and wrapping around the target. Similar in design to VIPER flash grenades, the flash rounds explode in blinding light upon impact.

Boomslang avoids both taking on multiple opponents and hand-to-hand combat. If outnumbered, he sprays the area with flash rounds and retreats. Though skilled in brawling and stronger than any normal human, he knows he isn't a match for many superheroes. He'd rather ambush his foes, preferably from a considerable distance away, and sometimes uses a vehicle (typically a motorcycle) to increase his mobility.

Campaign Use: Boomslang's roll in COIL is to lead agents on missions; in effect, he's the chief combat officer and the agents' immediate superior. Because commanding COIL agents is part and parcel of serving King Cobra, Boomslang performs this task well and certainly much better than any of the other's King Cobra's inner circle of supervillains — Gorgon too monstrous, Slither too sadistic. Krait, who is in fact a better leader than Boomslang, tries to keep a low profile in the organization, and King Cobra doesn't trust him completely.

To make Boomslang more powerful, increase his SPD to 6, and possibly give him some more weapons or gadgets (such as a jet-belt to improve his mobility). To make him less powerful, reduce his *VRG-5X Mini-Railguns* Multipower to 60 or 50 Active Points and the slots to fit.

Associates, Allies, And Adversaries: Some of his COIL peers, especially Krait and Slither, despise Boomslang so much that they sometimes refuse to work with him; only a direct order from King Cobra can get them to change their minds.

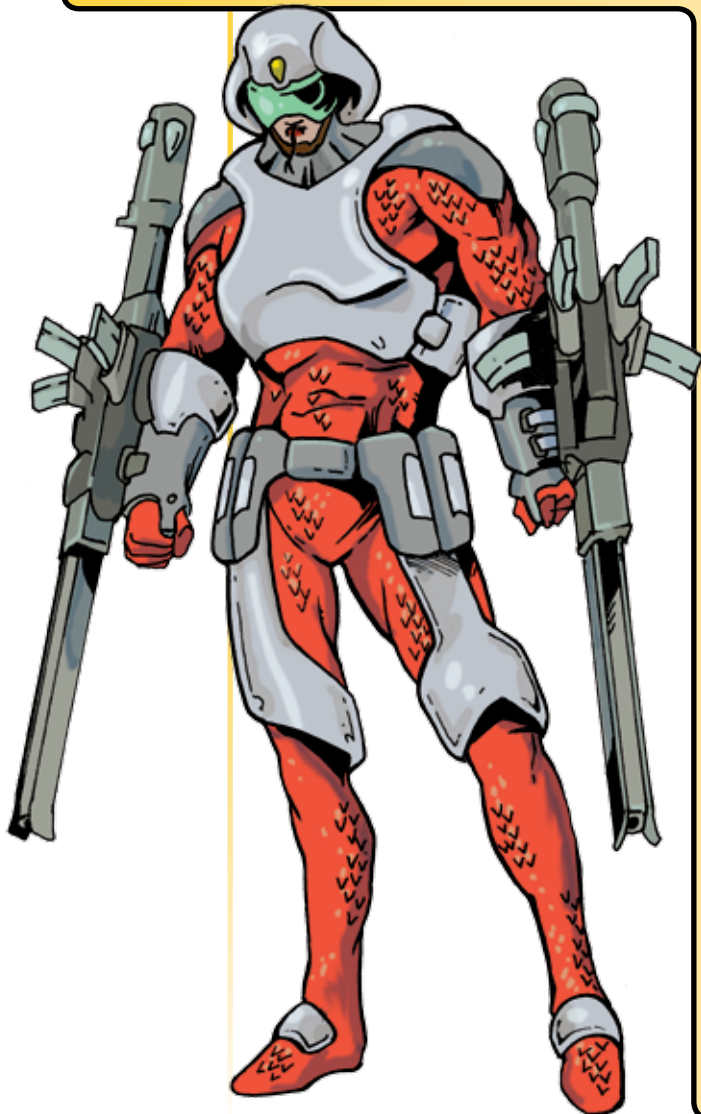
Appearance: Boomslang wears a silver breast plate over red scale mail armor. His helmet has a cobra motif, similar in design to the standard one wore by a COIL agent with a hood and face plate obscuring his features. Strapped to each of his arms is a railgun, and four long, curving magazines protrude from each side of a gun. Under his armor, the COIL-Gene Touch has had a dramatic effect on Zeke Hamilton's features, giving him a forked tongue, long incisors, and scaly skin.

A**BOOMSLANG**

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
24	DEX	28	14-	
18	CON	8	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
8	OCV	25		
10	DCV	35		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
12	PD	10		Total: 20 PD (20 rPD)
10	ED	8		Total: 18 ED (18 rED)
12	REC	8		
40	END	4		
18	BODY	8		
46	STUN	13		Total Characteristics Cost: 202

Movement:

Running:	20m
Leaping:	16m
Swimming:	20m



Cost	Powers	END
58	VRG-5X Mini-Railgun (Right Arm): Multipower, 87-point reserve all OIF (-½)	
5f	1) Armor Piercing Round: RKA 2d6+1 Armor Piercing (+¼), Autofire (3 shots; +¼), Penetrating (+½); OIF (-½), 16 Charges (-0)	[16]
5f	2) Stun Round: RKA 2d6+1 +2 Increased STUN Multiplier (+½), Autofire (3 shots; +¼), Penetrating (+½); OIF (-½), 16 Charges (-0)	[16]
4f	3) Bolo Round: Entangle 4d6, 8 PD/8 ED Entangle And Character Both Take Damage (+¼); OIF (-½), Escapable With Contortionist (at -1 to -3 penalty; -½), 16 Charges (-0)	[16]
5f	4) Flash Round: Sight Group Flash 6d6 Autofire (3 shots; +1¼), Area Of Effect (1m Radius Accurate; +½); OIF (-½), 16 Charges (-0)	[16]
5	VRG-5X Mini-Railgun (Left Arm): Another VRG-5X Mini-Railgun (total of 2)	
	Martial Arts: VIPER Brawling	
	Maneuver	OCV DCV Notes
4	Block	+2 +2 Block, Abort
4	Dodge	— +5 Dodge, Affects All Attacks, Abort
4	Punch	+0 +2 8d6 Strike
3	Throw	+0 +1 6d6 + v/10; Target Falls
10	Serpent Fangs: HKA 1d6 No STR Bonus (-½)	1
11	Scaly Skin: Resistant (+½) for 12 PD/10 ED	0
14	COIL Combat Armor: Resistant Protection (8 PD/8 ED) OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-7; -¼)	0
4	COIL Helmet Protection: Resistant Protection (4 PD/4 ED) OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -1¼)	0
6	COIL Helmet Communications System: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
3	COIL Helmet Nightvision System: Nightvision OIF (-½)	0
5	COIL Helmet Acoustic Shielding: Hearing Group Flash Defense (8 points) OIF (-½)	0
5	COIL Helmet Flare Shielding: Sight Group Flash Defense (8 points) OIF (-½)	0
7	COIL Helmet Oxygen Supply: Life Support (Self-Contained Breathing) OIF (-½), 1 Continuing Fuel Charge (1 Hour; -0)	[1cc]
6	Serpentine Perception: +2 PER with all Sense Groups	0
8	Serpent's Speed: Running +8m (20m total)	1
8	Serpent's Speed: Swimming +16m (20m total)	1
2	Serpent's Speed: Leaping +4m (16m total)	1

Talents

- 3 Ambidexterity (no Off Hand penalty)
- 4 Lightning Reflexes: +4 DEX to act first with All Actions

Skills

- 24 +3 with Ranged Attacks
- 12 +4 versus Range Modifier with All Attacks
- 3 Acrobatics 14-
- 3 Breakfall 14-
- 5 Combat Driving 15-
- 5 Combat Piloting 15-
- 7 Concealment 13-
- 3 Contortionist 14-
- 3 Fast Draw (Small Arms [including his Mini-Railgun])14-
- 2 KS: COIL 11-
- 2 KS: The Military/Mercenary/Terrorist World 11-
- 1 KS: The Superhuman World 8-
- 2 KS: VIPER 11-
- 7 Mechanics 13-
- 2 PS: COIL Agent 11-
- 7 Shadowing 13-
- 3 Stealth 14-
- 3 Streetwise 12-
- 6 Survival (Temperate, Tropical) 12-
- 5 Teamwork 15-
- 7 Tracking 13-
- 9 TF: Common Motorized Vehicles, Two-Wheeled Motorized Ground Vehicles, Tracked Military Vehicles, Wheeled Military Vehicles, Small Planes, Combat Aircraft, Helicopters, Small Motorized Boats
- 4 WF: Common Melee Weapons, Small Arms
- 6 Weaponsmith (Firearms) 13-

Total Powers & Skills Cost: 324**Total Cost: 526****400 Matching Complications (75)**

- 10 **Distinctive Features:** serpentine skin and features (Concealable With Difficulty; Noticed And Recognizable)
- 5 **Distinctive Features:** COIL uniform (Easily Concealed; Noticed And Recognizable)
- 10 **Hunted:** COIL (Frequently, Mo Pow, Watching)
- 30 **Hunted:** VIPER (Frequently, Mo Pow, NCI, Capture/Kill)
- 25 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 15 **Psychological Complication:** Overconfidence (Very Common, Moderate)
- 25 **Psychological Complication:** Utterly Loyal To King Cobra (Very Common, Total)
- 15 **Social Complication:** Public Identity (Zeke Hamilton) (Frequently, Major)

Total Complications Points: 75**Experience Points: 126****GORGON**

Background/History: An orphan raised in Athens, Zanita Stefanos spent the first fourteen years of her life in an orphanage. An outstanding student of exceptional beauty with a passion for the classics of ancient Greece, she was often used as a “poster child” for orphanage fundraising campaigns. During one of these fundraisers she came to the attention of Duchess Henrietta von Drotte, a European corporate mogul well-known for her philanthropy... and less well-known as one of VIPER’s secret leaders. The Duchess was exploring the possibilities of a new operation code-named Superstar Viper recently submitted for her consideration by a team of sociologists and cultural anthropologists in her employ. The idea behind Superstar Viper was to recruit prepubescent children, preferably those without family ties, and groom them to become the next generation’s cultural icons and pop stars. They would only have the most tenuous ties to VIPER itself; their purpose was to subvert the *zeitgeist* of Europe’s next generation, infecting it with attitudes and beliefs that would make their fans and admirers more open to VIPER recruitment: greed, lust for power, and open contempt for legitimate authority. With its opportunity for good public relations and very limited exposure of her criminal connections, von Drotte gave the go-ahead for the project, and though Zanita was a little older than the researchers recommended, the Duchess chose her for the project.

With thirty-three other children, mostly of Eastern European extraction, Zanita traveled to a remote chateau in the Swiss Alps, where VIPER had established a school called the Institute for Advanced Children. The children were divided into classes based on talents and predilections: pop musicians, television personalities, supermodels, artists, writers, and movie stars. In its own way, the training was grueling... yet slowly but surely many of the children were transformed into darlings of the media and youth culture. Only a handful either refused

or were unable to conform, and among these was Zanita. She was homesick and had become a poor student. She refused to learn proper etiquette and alter her accent to something more acceptable,

GORGON FACTS

Here are some facts characters and NPCs might know about Gorgon if they succeed with an appropriate Skill Roll:

N/R: Gorgon is a monstrous, half-woman half-serpent, being who serves King Cobra as his bodyguard.

K/R: Her real name is Zanita Stefanos.

-1: Gorgon thinks she's a reincarnation of a mythological medusa.

more “cute” than her heavy Greek one. She found frequent opportunities to rebel... and she was a bad influence on her peers. After two years her instructors deemed her too old and too set in her ways to mold into the type of person required by Superstar Viper.

All of which left von Drotte with a problem, since she needed a way to remove Zanita and other failed candidates from public scrutiny and none of them were suitable as VIPER agents. Doctor Timothy Blank's “Project Mendel” seemed the perfect solution; it had a high casualty rate and was far from Europe. At the age of 16, Zanita found herself along with five others on a plane headed for New Mexico.

The rejects from Superstar Viper were the first teenagers Blank had the opportunity to experiment on. He wondered how the pubescent metabolism coupled with future physical changes would affect the outcome of his experiments. The other five died, but by the time he experimented on Zanita he had isolated the lethal anomalies in his subjects and had high hopes for the girl. He put off his final work until he defected from VIPER and transformed himself into King Cobra. His patience was well-rewarded. First injected with discrete amounts of irradiated serpent venom, then subjected to the Coil-Gene Touch, Zanita underwent a dramatic change. Some would consider it a monstrous and horrible transformation; King Cobra thought it magnificent, perhaps his greatest accomplishment. The beautiful young woman became the terrifying Gorgon: half-woman, half-snake. Strong, fast, and brutal, she was a glory in King Cobra's eyes and a testament to his superior intellectual prowess. In her own eyes she'd become a gorgon from mythology; Zanita Stefanos disappeared and Stheno took her place.

Personality/Motivation: A dramatic physical transformation, such as the one undergone by Zanita Stefanos, can't help but have psychological consequences. Add to that the mental changes wrought by the Coil-Gene Touch and she's hardly the same person at all. She's forgotten her entire past and even her name. She believes herself to be the reincarnation of the Gorgon from Greek myth, Stheno (whose name means “strong”), and King Cobra does nothing to dispel this delusion.

Quote: “A hero once slew my sister. You will be less fortunate.”

Powers/Tactics: A combination of strength and size is Gorgon's primary power. Her upper body is enormously strong, on par with bricks like Ironclad and Black Diamond. The strength of her lower body — a twenty-foot long tail — is only exceeded by some of the strongest in the Champions Universe. Once caught in Gorgon's coils, few superheroes can escape by main force. When Grabbing an opponent, she typically attempts a Sweep to Grab both the arms and legs and uses her Combat Skill Levels to offset any penalties.

Once she's successfully Grabbed her foe, she simply squeezes until he expires.

When faced with multiple opponents, she opens with her Tail Slam (a straightforward Sweep to do damage), then Grabs a Stunned opponent. Against flying opponents, she coils her body beneath her and leaps, attempting to Grab the opponent in the hope her weight drags him down to the ground.

Gorgon can remain underwater for a long time. If possible, she often takes to the water in combat, using it to hide from and surprise her opponents, and perhaps drown them.

Campaign Use: Gorgon serves as King Cobra's muscle; he revels in the horror she creates in his foes. Though she wouldn't Hunt a hero on her own, King Cobra might send her after one of his targets, or to intimidate or coerce someone.

To make Gorgon more powerful, increase her Strength and size. To decrease her powers, eliminate her extra STR with her Tail and make her susceptible to unusual attacks like Mental Blast and Drain by decreasing or eliminating her Mental and Power Defense.

Appearance: Gorgon has a woman's upper body covered with green scales and snake's lower body. The snake-like portion of her body is long, a little over 20 feet, and she often keeps it coiled under her. Her hair is black and straight; it reaches her mid-back. She has long black talons at the tips of her fingers, yellow eyes with slit pupils, and long fangs in a thin-lipped mouth.

KRAIT

Background/History: Born and raised in poverty in the Punjab region of Pakistan, Aziz Singh enlisted in the Pakistani army as soon as he was able, joining his cousin and closest friend, Kalat Barkhan. He was under his cousin's command when Kalat brutally tortured and murdered several Indian soldiers. Facing court-martial, Kalat fled into the arms of VIPER, and Aziz joined him. VIPER split them up and sent them abroad.

Aziz had always lived in the shadow of his cousin, but now he came into his own and his natural talents as a tactician and leader rose to the fore. He trained as a Vehicle Combat Specialist, then after two years of impeccable service cross-trained as a Scarlet Serpent. During this time he came to the attention of Kevin Armstrong — VIPER-X, the leader of VIPER Mobile Squadron-Alpha. Aziz joined VMS-Alpha, taking the codename Krait (a deadly serpent indigenous to the Indian subcontinent).

Despite his membership in VMS-Alpha, Aziz was discontent. Ambitious and hungry for power, he felt his career in VIPER had stalled. The focus of his anger became Kevin Armstrong himself — the all-American “golden child” of VIPER. Aziz hated everything about him: his enhanced physiology, his status as a former Silver Avenger for

B

GORGON

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 10d6 HTH damage [6]
18	DEX	16	13-	
30	CON	20	15-	
10	INT	0	11-	PER Roll 11-
8	EGO	-2	11-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
6	DCV	15		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12
35	PD	33		Total: 35 PD (20 rPD)
35	ED	33		Total: 35 ED (20 rED)
24	REC	20		
80	END	12		
25	BODY	15		
80	STUN	30		

Total Characteristics Cost: 315

Movement: Running: 20m
Swimming: 24m

Cost Powers

Cost	Power	END
16	Tail: +20 STR Only With Tail (-¼)	2
30	Claws: HKA 2d6 (6d6 with STR)	3
15	Fangs: HKA 1d6 (5d6 with STR)	1
20	Thick, Scaly Hide: Resistant (+½) for 20 PD/20 ED	0
10	Unique Physiology: Power Defense (10 points)	0
10	Alien Psyche: Mental Defense (10 points)	0
20	Heavy: Knockback Resistance -20m	0
4	Strong Lungs: Life Support (Extended Breathing: 1 END per 20 Minutes)	0
8	Swift: Running +8m (20m total)	1
10	At Home In Water: Swimming +20m (24m total)	1
5	Long, Serpentine Body: Reach +5m	0

Talents

4 Environmental Movement: Aquatic Movement (no penalties while in water)

Skills

6 +2 with Tail
16 +2 HTH
2 Language: English (fluent conversation; Greek is Native)
6 Survival (Tropical) 13-
5 Tracking 12-

Total Powers & Skills Cost: 187

Total Cost: 502

400 Matching Complications (75)

25 **Enraged:** in combat (Very Common), go 11-, recover 11-
15 **Hunted:** COIL (Frequently, Mo Pow, Watching)
25 **Hunted:** VIPER (Infrequently, Mo Pow, NCI, Capture/Kill)
15 **Physical Complication:** Enormous (8m; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
5 **Physical Complication:** Tail Instead Of Legs (Infrequently, Slightly Impairing)
25 **Psychological Complication:** Utterly Loyal To King Cobra (Very Common, Total)
15 **Psychological Complication:** Thinks She's A Reincarnation Of Gorgon (Stheno) From Classical Mythology (Uncommon, Total)
15 **Social Complication:** Public Identity (Zanita Stefanos) (Frequently, Major)

Total Complications Points: 75

Experience Points: 102



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KRAIT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
30	DEX	40	15-	
24	CON	14	14-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
10	DCV	35		
7	OMCV	12		
6	DMCV	9		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
10	PD	8		Total: 20 PD (10 rPD)
10	ED	8		Total: 20 ED (10 rED)
20	REC	16		
80	END	12		
15	BODY	5		
50	STUN	15		

Total Characteristics Cost: 279

Movement:

Running:	24m
Leaping:	16m
Swimming:	24m

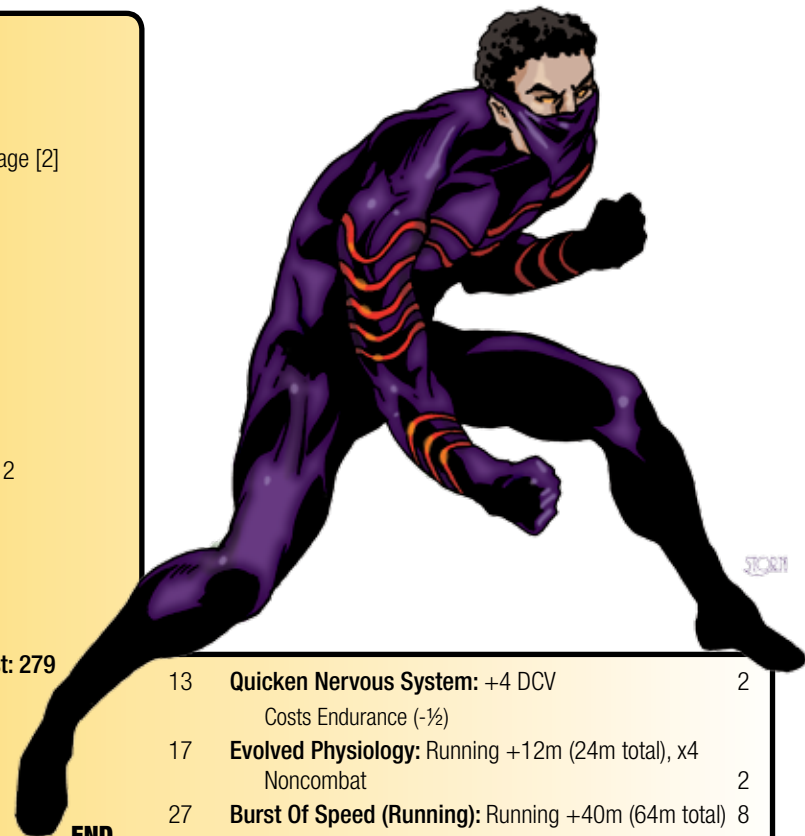
Cost Powers

70	Neurokinesis: Multipower, 70-point reserve	
6f	1) Neural Overload: Drain DEX and SPD 4d6	7
	Expanded Effect (two Characteristics simultaneously; +½), ACV (uses OMCV versus DMCV; +¼), AVAD (Mental Defense; +0); Limited Range (50m; -¼)	
7f	2) Neural Streamlining: Aid DEX and SPD 4d6	5
	Expanded Effect (two Characteristics simultaneously; +½), ACV (uses OMCV versus DMCV; +¼), AVAD (Mental Defense; +0), Limited Range (50m; +¼)	
5f	3) Sensory Shutdown: Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Sense Groups Flash 5d6	6
	ACV (uses OMCV versus DMCV; +¼), AVAD (Mental Defense; +0); Limited Range (50m; -¼)	
5f	4) Neural Surge: Mental Blast 7d6	7
	Limited Normal Range (50m; -¼)	

Martial Arts: VIPER Brawling

Maneuver	OCV	DCV	Notes
4	Block	+2 +2	Block, Abort
4	Dodge	— +5	Dodge, Affects All Attacks, Abort
4	Punch	+0 +2	10d6 Strike
3	Throw	+0 +1	6d6 + v/10; Target Falls
8	+2 Damage Classes (already added in)		

20	Armored Costume: Resistant Protection (10 PD/10 ED) 0	
	OIF (-½)	
34	Deaden Pain: Physical and Energy Damage Reduction, Resistant, 50%	6
	STUN Only (-½), Costs Endurance (only to activate; -¼)	
15	Shielded Neural Paths: Mental Defense (15 points)	0
15	Shielded Neural Paths: Power Defense (15 points)	0



END

13	Quicken Nervous System: +4 DCV	2
	Costs Endurance (-½)	
17	Evolved Physiology: Running +12m (24m total), x4 Noncombat	2
27	Burst Of Speed (Running): Running +40m (64m total)	8
	Increased Endurance Cost (x2 END; -½)	
15	Evolved Physiology: Swimming +20m (24m total), x4 Noncombat	1
13	Burst Of Speed (Swimming): Swimming +40m (64m total)	4
	Increased Endurance Cost (x2 END; -½)	
4	Evolved Physiology: Leaping +8m (16m total)	1
35	Sense Neural Activity: Detect Neural Activity 15- (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting	0

Perks

30	Contacts: 30 points'worth of Contacts in the mercenary/criminal world
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Talents

4	Quicken Nervous System: Lightning Reflexes: +4 DEX to act first with All Actions	1
	Costs Endurance (-½)	
6	Simulate Death 15-	

Skills

6	+2 with COIL Blasters
6	+2 with VIPER Brawling
10	+2 with Neurokinesis Multipower



- 3 Combat Driving 15-
- 3 Combat Piloting 15-
- 5 Concealment 13-
- 5 Conversation 14-
- 3 Electronics 12-
- 7 Interrogation 15-
- 2 KS: Military Vehicles 11-
- 5 KS: The Military/Mercenary/Terrorist World 14-
- 1 KS: The Pilot World 8-
- 3 KS: The Superhuman World 12-
- 3 KS: Supervillains 12-
- 3 KS: VIPER 12-
- 3 Linguist
- 3 1) Language: English (idiomatic; Punjabi is Native)
- 3 2) Language: Urdu (idiomatic)
- 1 3) Language: German (fluent conversation)
- 1 4) Language: French (fluent conversation)
- 1 5) Language: Chinese (fluent conversation)
- 3 Mechanics 12-
- 7 Persuasion 15-
- 3 PS: VIPER Agent 12-
- 7 Shadowing 14-
- 3 Stealth 15-
- 3 Streetwise 13-
- 7 Tactics 14-
- 3 Teamwork 15-
- 6 TF: Common Motorized Ground Vehicles, Small Planes, Large Planes, Combat Aircraft, Helicopters
- 8 WF: Small Arms, Blades, Vehicle Weapons (5 vehicles)
- 2 Weaponsmith (VIPER Vehicular Weapons) 12-

Total Powers & Skills Cost: 493

Total Cost: 772

400 Matching Complications (75)

- 10 **Dependence:** must drink neural dampening serum once a day or suffer 2d6 Normal Damage (Uncommon)
- 30 **Hunted:** VIPER (Frequently, Mo Pow, NCI, Capture/Kill)
- 25 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 10 **Hunted:** COIL (Frequently, Mo Pow, Watching)
- 10 **Psychological Complication:** Hatred Of VIPER And VIPER-X (Common, Moderate)
- 15 **Psychological Complication:** Self-Centered (Very Common, Moderate)
- 15 **Social Complication:** Public Identity (Aziz Singh) (Frequently, Major)
- 20 **Social Complication:** Subject To Orders (Very Frequently, Major)
- 15 **Vulnerability:** 1½ x STUN from Electricity (Very Common)

Total Complications Points: 75

Experience Points: 372

PRIMUS (and how important that made him to VIPER), his condescending nobility (and, in Aziz's mind, racism), his ridiculous code of honor.

During this time Aziz's cousin, Kalat, came into command of the Sand Castle, an important VIPER base in the Thar Desert in Pakistan that focused on studies into superhuman mutation. Aziz wanted to remove Armstrong from VIPER — permanently — but he needed an edge. He convinced Kalat to allow him to be a test subject in a new project. The project's goal was to activate the gene sequence that led to the birth of a mutant. The scientists determined Aziz was a viable candidate with the latent potential for superpowers. They subjected him to a series of DNA-altering retroviruses and growth hormones, and after several weeks his latent ability, termed *neurokinesis* by the scientists, became active. He could manipulate the electrical impulses produced by the human nervous system. The scientists thought he could only do this to himself, thus speeding up his reflexes and reaction time; Aziz kept his power to control others' nervous systems a secret. Although he experienced side effects from the process — without a neural dampening serum, his nervous system grew overloaded with sensations, and jolts of electricity severely disrupted his ability to concentrate — Aziz soon rejoined VMS-Alpha.

Then Aziz put in motion his plan to discredit Armstrong. He leaked Armstrong's name and history to the media. When the media began to question how it was possible that this all-American boy could betray his country, Aziz planted evidence that Armstrong hadn't betrayed his country at all — he was a PRIMUS undercover agent! The leaders of VIPER bought the story hook, line, and sinker — the idea of a Silver Avenger defecting never sat well with some among the Council Of Thirty — and Armstrong fled for his life.

Now the leader of VMS-Alpha, Aziz enjoyed the next few years as one of the most respected agents in VIPER, but events outside of his control eventually derailed his rise to

the top. The intervention of the Serpent-God, Nama, brought Armstrong back into the organization... and this time, it was Aziz's turn to escape VIPER's vengeance.

Like Armstrong before him, Aziz disappeared into the mercenary underworld, where he made contacts with various criminal organizations like ARGENT. Still operating under the name Krait, he spent several years working for whoever paid him the most. Due to his extensive contacts, he soon became as much a go-between and supplier of manpower and high-tech gear as a field mercenary. When Timothy Blank contacted him about a weapons purchase, Krait quickly deduced what Blank was up to. Intrigued by the idea of toppling VIPER once and for all, he became closely involved in COIL, and is now one of King Cobra's most important followers.

Personality/Motivation: Krait is as cold-blooded as his namesake. He cares only for himself, and tends to view anyone who's not obviously less powerful or influential than he as a rival. His experiences with VIPER have left him with a bitter hatred of that organization in general, and VIPER-X in particular; he could easily develop a similar hatred of PCs who thwart him. In short, there's almost nothing likeable about him.

Quote: "The venom of the krait... first it makes you blind. Soon you can't hear or feel... can't even smell. Then you're at my mercy."

Powers/Tactics: Krait's main power is neurokinesis — the mental ability to control human neural pathways. He subconsciously uses this ability on his own body at all times, so he has high-level superhuman reflexes, agility, speed, and endurance (and can enhance those attributes even further with conscious effort). He can also affect other people, either to enhance or impede. He can even completely shut down another person's senses for a few seconds, or cause brief, painful seizures.

In battle, Krait opens with Sensory Shutdown against a martial artist or speedster, then uses his fighting skills to pummel his opponent into unconsciousness. He tries to limit his use of

Neurokinesis to when it's most effective — the powers are a considerable drain on his END and he tries to conserve his strength. He always keeps one eye on potential escape routes; with enemies like his, he has no desire to be captured, and so he saves enough strength to get away if the battle takes a turn for the worse.

Krait only uses Neural Streamlining on his allies when the target is integral to a given battle or tactical goal — he trusts few people and has little desire to help others. But he also has a good head for tactics and won't let his distrust interfere with winning a fight against someone who wants to capture him.

Campaign Use: Krait's job in COIL is to oversee operations: obtain supplies, keep open lines of communications with various underworld contacts, find locations for safehouses and bases, and so on. As the organization's link with the rest of the criminal underground, he's vital to the smooth functioning of COIL. King Cobra long ago attempted to use his Coil-Gene Touch to make Krait unquestionably loyal to him (claiming it was only to ease some of the side effects of Krait's neurokinesis), but Krait knew what was going on and used his powers (claiming it was an instinctive reaction he had no control over) to prevent King Cobra's touch from taking effect.

For the time being, King Cobra and Krait share a similar goal, but each prepares for the day when it's time to betray the other. Currently, Krait enjoys the upper hand since COIL is still relatively weak and King Cobra needs Krait's contacts. King Cobra's one bargaining chip is the neural dampening formula Krait requires to keep his powers in check. The formula is difficult to distill, but not impossible, and King Cobra knows it provides him with only limited influence over Krait. King Cobra has spent much time wondering how he can negate Krait's immunity to the Coil-Gene Touch by doctoring the neural dampening formula. But in this game of cat and mouse, Krait remains ever-wary of such a trick...

As COIL becomes more firmly established, the balance of power is shifting; Krait no longer has quite the leverage he once did. This concerns him, but he's sticking around as long as possible since COIL seems his best hope of striking back at VIPER and Armstrong.

To weaken Krait, reduce his SPD to 5 and the points in his Multipower reserve to 50-60 points. To make him tougher, increase his Multipower reserve and add the Advantage *Reduced Endurance* to his Multipower slots.

Appearance: A leanly-muscled Pakistani man, Krait wears a black body suit with red wavy lines running up the legs and arms. He wears a black mask over his nose and mouth, leaving exposed his brown eyes and long black hair. Krait speaks quietly, slowly, precisely, and without an accent. Even in the midst of battle when he must shout to be heard, he rarely sounds flustered or panicked — mainly because he never feels either of those emotions.

KRAIT FACTS

Here are some facts characters and NPCs might know about Krait if they succeed with an appropriate Skill Roll:

N/R: Krait is a *neurokinetic*, a superhuman with the ability to enhance or inhibit the nervous system of himself or others. As a result, he's blindingly fast and agile.

K/R: Most of Krait's superpowered attacks are actually psionic in nature, not physical, but he's also a skilled hand-to-hand combatant. His real name is Aziz Singh.

-2: Krait used to be a highly-placed member of VIPER, but a dispute with another high-ranking member went badly for him and he fled into the underworld, and eventually to King Cobra. He wants revenge on the organization; VIPER wants him dead.



SLITHER

Background/History: In 1989 most Germans celebrated the destruction of the Berlin Wall — but among those not rejoicing was Uwe Meyer, an agent for the *Stasi*, the East German secret police. Soon East and West Germany were reunited, and many Stasi agents (including Uwe) disappeared into the criminal underground to avoid prosecution. This was a recruiting bonanza for VIPER, and the resourceful and devious Uwe, a specialist in assassination and border penetration, was one of the organization's prize acquisitions.

In 1994 Uwe's handler ordered him to infiltrate Eurostar. VIPER leadership wished to gather intelligence about Fiacho and his comrades before launching what would become known as the VIPER-Eurostar War. Using his credentials as a former Stasi agent, Uwe got in touch with the Whip. He gained Eurostar's trust, first as just general muscle, then as a demolitions expert. All the while, he remained faithful to VIPER.

But no one told Uwe about VIPER's planned ambush. Afterward, Fiacho searched his organization for spies... and one he uncovered was Uwe Meyer. Fiacho's punishment for these spies was severe: beatings from Durak, followed by mental torture from Mentalla. Eurostar dumped the broken men and women outside a VIPER Nest in Munich to, as Fiacho phrased it, "foreshadow the fate of VIPER in Europe."

Uwe survived the ordeal with his mind intact, though he lost an arm, leg, and most of the use

of his remaining hand. VIPER transferred the crippled Uwe out of Europe and into Asia to train new recruits in intelligence and covert operations. Discontented with his new job, when he heard rumors of Project Mendel, specifically about Blank's sideline research in reptilian regeneration, he volunteered.

Blank accepted Uwe and had him transferred to Snake Gulch. Through pre-experiment interviews, Blank discovered Uwe nursed a grudge against VIPER for leaving him out in the cold during the war on Eurostar... thus making him a perfect COIL recruit. After subjecting Uwe to the Coil-Genie Touch, Blank injected him with a retrovirus engineered from lizard DNA. Uwe gained the ability to not only regenerate lost limbs, but also healed at a rate much faster than other men. Furthermore, he gained conscious control over his body mass — the ability to change his appearance and to extrude scaly tentacles from his body. The process mentally unhinged him, making him totally sadistic, but to King Cobra this was a boon. He named his newest subject Slither and put him in charge of infiltration and covert operations.

Personality/Motivation: Before becoming Slither, Uwe Meyer was a talented intelligence agent perfect for infiltration and assassination: self-reliant, cunning, cool under pressure, and cold-blooded. He had little in the way of personality, so personal issues never got in the way of accomplishing his goals or carrying out his orders. He performed his missions and never flinched from the deeds, however heinous or violent, required of him.

B**SLITHER**

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
24	DEX	28	14-	
30	CON	20	15-	
12	INT	2	11-	PER Roll 11-
12	EGO	2	11-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
4	DMCV	3		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
20	PD	18		Total: 20 PD (10 rPD)
20	ED	18		Total: 20 ED (10 rED)
12	REC	8		
60	END	8		
15	BODY	5		
40	STUN	10		Total Characteristics Cost: 227

Movement: Running: 12m

Cost	Powers	END
32	Battering Tentacles: HA +4d6 Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Reduced Endurance (½ END; +¼); Hand-To-Hand Attack (-¼)	1
36	Tentacle Wrap: Entangle 6d6, 6 PD/6 ED Entangle And Character Both Take Damage (+¼), Reduced Endurance (½ END; +¼); Feedback (Slither takes all damage done to Entangle; -1), No Range (-½)	3
36	Tentacle Choke: HKA 1d6 (1½d6 with STR) NND (defense is rigid mouth covering; +1), Does BODY (+1); No Knockback (-¼)	4
Martial Arts: VIPER Brawling		
	Maneuver	OCV DCV Notes
4	Block	+2 +2 Block, Abort
4	Dodge	— +5 Dodge, Affects All Attacks, Abort
4	Punch	+0 +2 6d6 Strike
3	Throw	+0 +1 4d6 + v/10; Target Falls
10	Resilient Skin: Resistant (+½) for 10 PD/10 ED	0
53	Regeneration: Regeneration (3 BODY per Turn), Can Heal Limbs	0
4	Tentacles: Extra Limbs (up to 20) Limited Manipulation (-¼)	0
12	Stretching: Stretching 12m, Reduced Endurance (0 END; +½) No Noncombat Stretching (-¼), Limited Body Parts (tentacles; -¼)	0
18	Malleable Form: Shape Shift (Sight and Touch Groups, any humanoid shape)	2

Talents

- 3 Ambidexterity (no Off Hand penalty)
- 4 Double-Jointed

Skills

- 6 +2 with COIL Blasters
- 16 +2 HTH
- 7 Concealment 13-
- 7 Contortionist 16-
- 5 Demolitions 12-
- 9 Disguise 14-
- 5 Interrogation 14-
- 2 KS: The Military/Mercenary/Terrorist World 11-
- 1 KS: The Superhuman World 8-
- 2 KS: The Local Underworld 11-
- 2 KS: VIPER 11-
- 2 Language: English (fluent; German is Native)
- 2 PS: VIPER Agent 11-
- 3 Security Systems 11-
- 3 Shadowing 11-
- 3 Stealth 14-
- 3 **Chameleon Camouflage:** +2 to Stealth
Costs Endurance (to activate; -¼)
- 3 Streetwise 13-
- 5 Tactics 12-
- 5 Teamwork 15-
- 3 WF: Small Arms, Blades

Total Powers & Skills Cost: 317**Total Cost: 544****400 Matching Complications (75)**

- 25 **Enraged:** when he takes BODY (Common), go 11-, recover 8-
- 10 **Hunted:** COIL (Frequently, Mo Pow, Watching)
- 30 **Hunted:** VIPER (Frequently, Mo Pow, NCI, Capture/Kill)
- 25 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 15 **Psychological Complication:** Sadistic (Very Common, Moderate)
- 25 **Psychological Complication:** Utterly Loyal To King Cobra (Very Common, Total)
- 15 **Social Complication:** Public Identity (Uwe Meyer) (Frequently, Major)

Total Complications Points: 75**Experience Points: 144**

As Slither, he's grown increasingly sadistic and takes great pleasure in others' pain. This could become a liability if his sadistic side were to overrule his reason and make him kill someone better left alive, or if it caused him to expose himself to take advantage of an enemy's weakness, but for the time being his absolute loyalty to King Cobra keeps him in check. King Cobra knows he has to give Slither precise instructions, but if he ever forgot to do so or if Slither encountered a situation outside his orders, who knows what might happen?

His beating at Durak's hands has left an indelible mark on Slither's psyche. He quickly goes berserk if he takes BODY damage.

Quote: "Du! Komm hier!"

Powers/Tactics: Slither's powers involve his ability to control and shape his body mass, as well as regenerate damage done to him. He can extrude up to twenty scaly tentacles from his torso. Each can reach nearly forty feet away. In combat he creates many of these tentacles, both from his chest and back, and whips them around so that anyone who comes close gets pummeled.

Tactically Slither usually reaches for an opponent, Entangles him, and then drags him in close. He cares very little about being hit, trusting in his Regeneration and toughness to keep him standing. While the opponent is Entangled, Slither attempts his favorite attack, the Tentacle Choke: he extrudes a single tentacle, then forces it between his opponent's jaws and down his throat. Even most superhumans have a difficult time surviving such an attack for long.

Campaign Use: Slither's role in COIL is to oversee intelligence and infiltration operations. He also serves as King Cobra's personal assassin. Slither is most likely to Hunt King Cobra's enemies as a part of COIL's plans. His Shape Shift ability allows him to infiltrate (though not to precisely imitate others' features); his experience with intelligence operations gives him the tools necessary to make his infiltration highly damaging to his target. He prefers to engineer circumstances that allow him to personally slay whomever he Hunts, usually with his Tentacle Choke after a period of torture.

To make Slither more powerful, change his Battering Tentacles to cost zero END and increase his STR by 10-15 points. Also increase the dice in his Tentacle Choke. To make him less powerful, decrease his SPD to 5 and lower his PD and ED to 15, thus forcing him to spend more time taking Recoveries and healing damage.

Associates, Allies, And Adversaries: Slither hates Eurostar in general, and Fiacho in particular, with fiery intensity. He'll take any reasonable opportunity to oppose or harm that team.

Appearance: Slither has extremely ophidian features: scaly skin, two slits for a nose, no hair, and yellow eyes with slit pupils. On the whole, his features are more snake-like than those of COIL agents and other subjects of the Coil-Gene Touch. Thanks to his control over his body, he can

change his shape, and sometimes he appears as he did when with the Stasi: a pale-skinned man in his forties with hard blue eyes and close-cropped blond hair. He usually wears crimson trousers tucked into black leather boots and a loose tunic of the same color that belts around the waist; in combat he shrugs out of his tunic to unleash his tentacles. He speaks with a heavy German accent.

COIL

Subversive, insidious, and lethal — all words that fit COIL, the criminal organization King Cobra created to help him become emperor of the world. The acronym stands for COBRA Imperial Legion, a name that reflects King Cobra's ambitions and self-view as rightful ruler of all mankind.

COIL agents are the victims of King Cobra's mutagenic Coil-Gene Touch. The Coil Gene, King Cobra's greatest discovery and the source of his powers, causes its victim to take on serpentine features that vary in extent from one individual to another. But all of the victims have one feature in common: fanatic loyalty, bordering on unholy adulation, toward King Cobra, resulting from genetic "hooks" placed in the victim's DNA and completely unshakable. An agent does not betray his leader... or even consider betraying him. Neither interrogation nor torture can make a COIL agent turn against King Cobra. It's this loyalty that King Cobra exploits to further his goals, makes COIL so dangerous, and serves as the foundation for the entire organization.

GOAL AND METHODS

Unlike many other criminal organizations, such as VIPER or ARGENT, COIL has a single, concrete, easily articulated goal: to make King Cobra ruler of the world. There are no plots within plots, secondary goals, or tertiary objectives. If COIL is involved in a situation, somehow and in some way that involvement furthers King Cobra's quest to conquer the world. COIL personnel aren't concerned with accumulating wealth and don't have personal vendettas they use the organization to carry out. They have one overriding desire: to obey the commands of King Cobra, who wishes to conquer the world.

COIL's methods for accomplishing this goal vary, but tend to have two aspects in common: co-opting other organizations for its own use; and threatening the lives of as many innocents as possible.

Once COIL identifies a member of a target organization, agents abduct him and bring him to their leader. King Cobra uses the Coil-Gene Touch on him, making his loyalty to COIL absolute and beyond question. If the serpentine features caused by the mutation are slight, the new agent is taught how to disguise them and sent back to infiltrate his former organization. These agents are *COIL infiltrators*, perhaps the organization's most valuable resource. With infiltrators in place, COIL has a fifth column within the target organization ready to mobilize at any time.

When COIL rears its serpentine head, authorities and superheroes know whatever the plot, it's potentially catastrophic. COIL doesn't commit petty crimes. Thanks to the Coil Gene, it doesn't have a payroll to maintain and doesn't need to satisfy its agents' worldly desires. It has infiltrators in many of the world's major banking institutions and corporations, and these divert funds to COIL when the need for money arises. Similarly, much of COIL's equipment comes from subverted organizations, including VIPER, ARGENT, and world militaries and security organizations. If the authorities catch an infiltrator, COIL simply abducts another member of the same organization and soon a new infiltrator takes the former one's place.

COIL's plans to make King Cobra emperor of Earth are usually designed to evoke terror and helplessness in the legitimate governments of the world so they'll surrender and bend the knee to King Cobra. With less than a thousand agents and infiltrators worldwide as of 2010, COIL cannot face an army on the battlefield. Nor does it have the equipment to confront even a small, well-equipped military division from a First World army. Instead it must use the tactics of terror to kill as many as innocents as it can, thus showing both citizens and leaders that the government is helpless and they all must bow to King Cobra... or suffer his wrath.

King Cobra is genius in the fields of genetics and biology, and COIL's weapons of terror tend toward the biological: plagues and viruses; mutagenic clouds; infected foods and beverages; poisoned drinking water. Because of the subtlety of these weapons, it's often difficult to ascertain that COIL's behind a given plot — until an infiltrator is uncovered and bares his retractable fangs.

ORGANIZATION

COIL is small and tight-knit. Only those subjected to the Coil-Gene Touch are allowed in its ranks, and so far that means King Cobra has to use his power on the new recruit. To make the change permanent, he must then expose the agent to radiation. The process is time-consuming and limits COIL's recruitment, but it's also the organization's greatest strength.

Due to Coil-Gene loyalty, COIL doesn't have to worry about turncoats, double agents, and the like, and its structure reflects the absolute confidence it has in its members. COIL is a rigid hierarchy with King Cobra at the top, an inner circle of supervillains and highly skilled individuals just below him, and the agents and infiltrators at the bottom. Members don't need to be recognized for their personal accomplishments, so there are no ranks in COIL. King Cobra or someone he delegates authority to says who's in charge of a mission or facility, and that's the end of it.

Similarly, COIL doesn't have to worry that infiltrator agents may betray it or defect. Its infiltrators are unquestionably loyal to the organization. Their loyalty more than makes up for the fact that physical evidence — serpentine features which they must disguise — can reveal them.

Similarly, unlike most ordinary double agents, COIL infiltrators won't hesitate to risk or sacrifice their lives on COIL's behalf.

One of the organization's initial weaknesses was the quality of its personnel. Many of the agents came from VIPER and were originally exposed to the Coil-Gene Touch through their participation in Project Mendel (an effort to find ways to create superhumans on demand, led by Timothy Blank). Commonly VIPER only sent troublemakers and ne'er-do-wells to Dr. Blank because they were expendable and often lacked the competence the organization expected of its agents. The Coil Gene and its genetically-inspired loyalty toward King Cobra corrected many of the faults possessed by these dregs of VIPER, but it didn't make them any more skilled or well trained. Thus, initially COIL had a dearth of technicians and other highly-trained personnel. Since breaking from VIPER, King Cobra has done as much as he can to correct this problem, but it still exists to some extent since he's kept his movements and activities *very* secret since the Ophidian Plague incident.

BASES

As of mid-2010, COIL has three primary bases for COIL's use (a fourth, the Hothouse, was lost during the Ophidian Plague incident). None of these three bases are in the United States, though King Cobra plans to establish an American base just as soon as he consolidates his gains from the past several years. (COIL has several minor facilities in the US already.)

All of the bases are abandoned complexes once used by VIPER or other organizations. COIL typically doesn't build bases — it moves into ones built by other entities after they abandon them or COIL kills the current occupants.

One base, innocuously named the Weather Station, is located in the Amazon rainforest. Built twenty years ago by a coalition of wealthy financiers, the Weather Station is a large geodesic dome far from civilization. Its publicly-stated goal was to study the problem of global warming by conducting extensive research into the effects of the rainforest on the ozone layer. In truth it was a front for the now defunct Terror, Inc. and its deceased leader Professor Muerte (who planned to take control of the world's weather).

Another, located in southern Egypt, is called Cleopatra. The base has few personnel and serves mainly as a bolt hole in case things go wrong elsewhere. Cleopatra's original function is unknown. Krait heard about the underground complex through a mercenary contact in Africa and investigated. There he found non-functioning machinery and robots, seemingly of inhuman manufacture judging by their ceramic exteriors and "crystal circuit-boards" (as one scientist he consulted called them). All signs indicated no one had used the base for decades, so Krait took it over for COIL's use. King Cobra continues to investigate the original inhabitants and their abandoned technology, though he hasn't made nearly as much progress as he'd like.

The final base, called the Temple, is located deep in the jungles of Cambodia. Here King Cobra has conducted tentative research into how he might infect the drug trade with a mutagen. Located in an ancient and abandoned temple for a divergent sect of Buddhism that somehow associated the native king cobra with Siddhartha, the base once housed some superhumans who served Pol Pot... until they ran afoul of China's Tiger Squad. The Temple supplies King Cobra with many venomous snakes.

EQUIPMENT

COIL obtains its equipment from whatever suppliers it can; stealing gear from VIPER and buying it from ARGENT are two favorite methods. Despite relying on a variety of supply sources, King Cobra demands that his agents have a uniform appearance, so reworking, retailoring, and retooling are often necessary. In the future COIL hopes to establish its own manufacturing facilities, but that will take time.

This means that for a supervillain organization, COIL is behind the curve in technology that's not related to genetics or biology — it must rely on other organizations to make the advancements, then purchase the equipment or steal it. Also, unlike VIPER, it can't depend on vehicles, artillery, and other heavy equipment to level the battlefield with superheroes. The Ouroboros serves that purpose.

COIL AGENTS

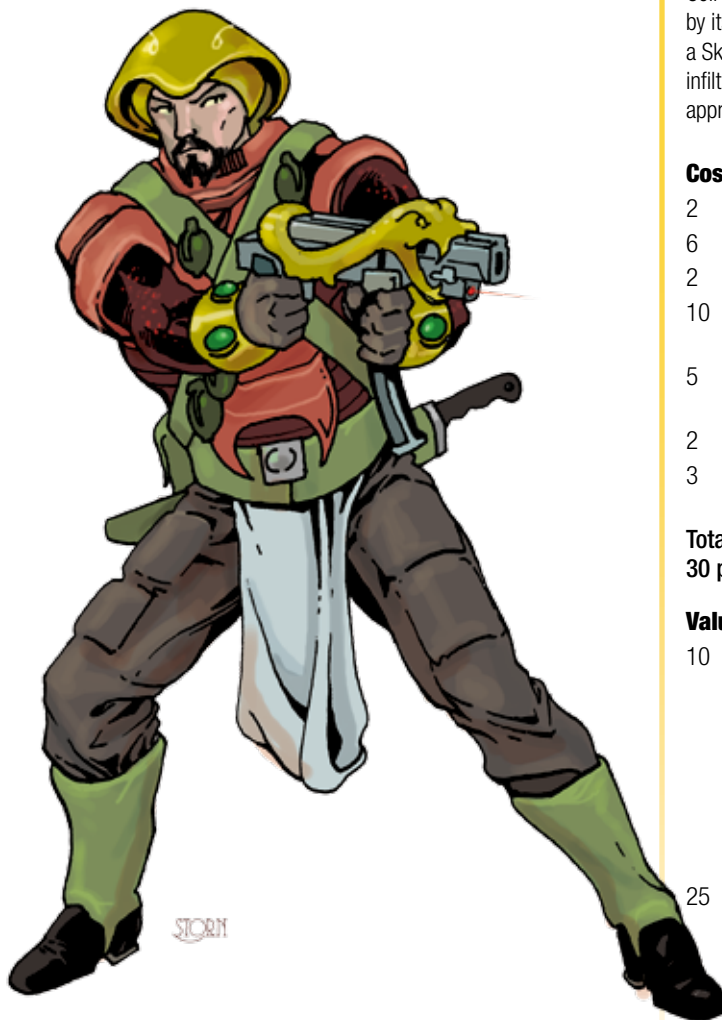
Description: As members of COIL — the COBRA Imperial Legion — these agents have undergone King Cobra's mutagenic process. This makes them significantly stronger, tougher, and faster than the average human, or even the average well-trained human, but also gives them disturbing serpentine features: finely-scaled skin; eyes whose pupils have a somewhat more snake-like appearance (though they're not fully snake-like); a disturbing tendency to sniff the air; and so forth. Some agents develop even more serpentine features, such as forked tongues or fully ophidian eyes.

Personality/Motivation: Whatever their background, whatever their life experiences, whatever their training, COIL agents share one overwhelming personality trait: absolute loyalty to King Cobra. This is something he's instilled within them at the genetic level as part of the Coil-Gene treatment; it's easier for one of them to commit suicide than betray his master.

Given the extremes an agent will go to to protect King Cobra, many superheroes underestimate their intelligence and cunning, but in truth they don't lack either.

Powers/Tactics: COIL agents are well-trained and work together well in the field. King Cobra has equipped them with various types of energy rifles (the mix depends upon a squad's mission and the opposition it expects to encounter), as well as grenades and a long, machete-like blade. Typically they team up in twos and threes to watch each others' backs and concentrate fire on specific targets. Since many of the agents and the members of the inner circle came from VIPER originally, they often employ tactics similar to VIPER's.

Appearance: A COIL agent wears a red armored body suit, scaly in appearance. Over this he wears a white loin cloth and bracers reminiscent of King Cobra's. His helmet is gold and in the shape of a stylized cobra's hood. He's usually armed with a blaster rifle; twisting around the barrel of the rifle is an embossed cobra whose head fits over the end of the barrel. Hanging from a wide, leather belt around the agent's waist is a machete. Two bandoliers, hung with grenades, cross his chest.



COIL INFILTRATOR

The character sheet on page 98 describes a COIL agent, one on whom King Cobra's mutagenic touch has caused a dramatic change in physical appearance. The other type of COIL agent is the COIL infiltrator. These agents can disguise their features and infiltrate organizations to subvert them to COIL's purposes. You can apply the following changes to an appropriate character sheet to create an infiltrator (*e.g.*, use the character sheet for the standard VIPER agent to create a COIL infiltrator created by applying the Coil-Gene Touch to a member of that organization). This set of abilities assumes COIL has trained the infiltrator in the arts of subterfuge; obviously the Coil-Gene Touch does not, by itself, give someone a Skill like Disguise. The infiltrator carries equipment appropriate to his cover.

Cost Abilities

2 +2 STR
6 +3 DEX
2 +2 CON

10 Retractable

Fangs: HKA ½d6

5 Disguise (INT Roll +1)

2 KS: COIL 11-

3 Persuasion (PRE Roll)

Total Abilities Cost:

30 points.

Value Complications

10 **Distinctive Features:** serpentine eyes, retractable fangs, patches of scales (Easily Concealable; Causes Major Reaction)

25 **Psychological Complication:** Utterly Loyal To King Cobra (Very Common, Total)

Total Complications Points: 35

COIL AGENT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
16	DEX	12	12-	
16	CON	6	12-	
13	INT	3	12-	PER Roll 12-
11	EGO	1	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
4	DMCV	3		
4	SPD	20		Phases: 3, 6, 9, 12
6	PD	4		Total: 12 PD (8 rPD)
6	ED	4		Total: 12 ED (8 rED)
8	REC	4		
30	END	2		
12	BODY	2		
30	STUN	5		Total Characteristics Cost: 96

Movement: Running: 16m

Cost	Powers	END
26	COIL Blaster Rifle: Choose one of the options listed below	var
20	COIL Concussor Grenades: Blast 8d6 Area Of Effect (18m Radius Explosion; +½); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)	[6]
7	COIL Machete: HKA 1d6 (2d6 with STR) OAF (-1), No Knockback (-¼)	1

Martial Arts: Generic

Maneuver	OCV	DCV	Notes		
4	Block	+2	+2	Block, Abort	
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort	
5	Kick	-2	+1	7d6 Strike	
4	Punch	+0	+2	5d6 Strike	
3	Throw	+0	+1	3d6 + v/10; Target Falls	
1	Use Art with Blades				
2	Scaly Skin: Resistant (+½) for 2 PD/2 ED				0
10	COIL Combat Armor: Resistant Protection (6 PD/6 ED) OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-7; -¼)				0
4	COIL Helmet Protection: Resistant Protection (4 PD/4 ED) OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -¼)				0
6	COIL Helmet Communication System: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)				0
4	Swiftness Of The Serpent: Running +4m (16m total)				1

Perks

2	Membership: agent of COIL
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Skills

20	+2 with All Combat
1	KS: The Superhuman World 8-
2	KS: COIL 11-
2	KS: VIPER 11-
2	PS: COIL Agent 11-
3	Stealth 12-
3	Streetwise 12-
3	Teamwork 12-
3	WF: Small Arms, Blades
15	15 Character Points' worth of Skills from the following list: Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Concealment, Deduction, Demolitions, Electronics, Fast Draw, Forgery, Gambling, Interrogation, Lockpicking, Paramedics, Persuasion, Security Systems, Shadowing, Survival, Systems Operation, Tactics, Teamwork, any Background Skill

Total Powers & Skills Cost: 156

Total Cost: 252

275 Matching Complications (50)

10	Distinctive Features: serpentine skin and features (Concealable With Difficulty; Noticed And Recognizable)
5	Distinctive Features: COIL uniform (Easily Concealed; Noticed And Recognizable)
20	Hunted: VIPER (Infrequently, Mo Pow, NCI, Capture/Kill)
10	Hunted: COIL (Frequently, Mo Pow, Watching)
25	Psychological Complication: Utterly Loyal To King Cobra (Very Common, Total)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 50

Experience Points: 0

COIL BLASTER RIFLES

Cost Power

26	Standard COIL Blaster Rifle: Blast 7d6, Autofire (3 shots; +¼), 32 Charges (+¼); OAF (-1)
26	Enhanced COIL Blaster Rifle: RKA 2d6+1, Autofire (3 shots; +¼), 32 Charges (+¼); OAF (-1)
26	Augmented COIL Blaster Rifle: RKA 2d6+1, +2 Increased STUN Multiplier (+½); OAF (-1), 16 Charges (-0)
26	COIL Laser Rifle: RKA 2d6+1, Armor Piercing (x2; +½); OAF (-1), 16 Charges (-0)
25	COIL Tangler Rifle: Entangle 5d6, 5 PD/5 ED; OAF (-1), 16 Charges (-0)
25	COIL Thunderclap Rifle: Sight and Hearing Group Flash 9d6; OAF (-1), 16 Charges (-0)

MECHANON



Background/History: Mechanon's precise origin and history are unknown. Despite years of dedicated investigation and research by superheroes, police departments, and intelligence agencies, sometimes using computers captured from the robotic arch-villain itself, no one knows who built it, or why.

Theories, of course, abound. Some scientists claim it's the product of alien super-science — specifically, it's an advance assault force/scout designed to cleanse this planet of organic life and prepare it for invasion and colonization. The late superhero Digitak asserted on several occasions that he “knew” Mechanon was an experiment of Dr. Destroyer's that went awry and escaped from Zerstoiten's control. A group of conspiracy theorists based in the northeastern United States and Europe opine that Mechanon evolved from the Internet and built itself.

But the truth is actually far stranger than anyone even suspects.

In what modern humans would call the year 6000 AD, Earth is a ravaged planet with little life left on its surface; what few humans survive live in domed cities. A group of scientists built a highly-sophisticated robot, dubbed the Savior Unit, that they intended to send back in time to prevent the environmental, economic, and social disasters that led to Earth's near-destruction, thus instantly restoring human society to grandeur. But they knew less of time travel than they thought. The unpredictable chronal energies... changed... the Savior Unit. Instead of appearing in the year 5198 with the programmed goal of preserving the environment and helping humanity to not wipe itself out, it appeared in the year 1985 with a single, overwhelming, unalterable desire: destroy all life on Earth.

What the public and the Superhuman World know is that Mechanon first appeared in public on October 17-18, 1985, when it launched an attack on the US government and the White House that resulted in the deaths of fifteen top-level officials and threatened the life of President Reagan himself. Mechanon's goal appears to have been the acquisition of America's nuclear launch codes, which it intended to use to start a global holocaust, but fortunately a group of superheroes damaged it enough to drive it away.

Thereafter, Mechanon began new schemes or assaults on a regular basis — so regularly, in fact, that it's become apparent it has multiple plots in the works at all times, and brings them to fruition only at the appropriate time. Some of its most infamous activities include:

- repeated clashes with superhero teams such as the Champions, the Sentinels, and the Liberty League, resulting in (among other things) the murder of several heroes and the sinking of Sentinel Island
- a year-long quasi-secret war with Dr. Destroyer in 1990 over his “enslavement” of machines, culminating in a battle that destroyed a large section of Ankara
- a 2006 attack on Millennium City using a fifty foot-tall version of itself
- efforts to destroy all organic life involving schemes such as triggering a global nuclear holocaust, transforming all plant matter to metal and plastic via a “technovirus,” an attempt to melt the polar ice caps and drown the world, and various nanoweapons

So far, the superheroes of the world have beaten back Mechanon's attacks on humanity, but often by the barest of margins. A few times they've even managed to destroy it... but it always returns, in a newer, stronger form. It may only be a matter of time before its technological evolution progresses to the point where nothing on Earth can stop it.

Personality/Motivation: Indelibly warped by its trip through time, Mechanon's “Master Program” (its core programming) has one single, overriding element: an absolute and unending hatred for all forms of organic life. Mechanon considers organic life a flaw or blot in the pattern of reality, one which can only be corrected by removal. Its goal is nothing less than the extermination of all organic life on the planet Earth (and then, the universe).

As simple as that sounds at first, it's actually a much more complex spectrum of thoughts, beliefs, and objectives that Mechanon shifts among from time to time. One one end of the axis is the desire to simply destroy all organic life — to reduce the Earth to a barren rock “inhabited” only by robots, machines, and other technological

MORE MECHANON

For even more information on Mechanon, including earlier (pre-2009) versions of it, its alternate bodies, its robot servants, and more, please see *The Book Of The Machine*.

THE "CULT" OF MECHANON

In recent years several technologically-oriented superheroes have noted a disturbing trend. Around the world some robots and other sentient or semi-sentient technologies seem to have begun "worshipping" Mechanon, creating a sort of disjointed "cult" that wishes to serve the mechanical mastermind. This can usually be corrected by wiping a device's programming and rebuilding its software architecture from scratch, but the fact that some machines are developing a "loyalty" to Mechanon without it having done anything to encourage this development has some heroes very, very worried.

devices. The other end of this personality axis is subtly different. Because it was originally programmed to preserve all life on Earth, but that desire was warped, Mechanon sometimes wants to *replace* all organic life on the planet. In other words, it wants to substitute androids for humans, robotic tigers for flesh-and-blood tigers, microbes with nanobots, plants with nanobot-infused statues that "grow" over time, robotic songbirds for organic songbirds, and so on. (The desire to replace organic life with machine "life" is why Mechanon prefers humanoid bodies. While it has experimented with many other forms, something deep in its programming makes it return to humanoid form again and again. Even if it discovered that a non-humanoid form was more powerful or efficient, eventually Mechanon would "tire" of it, or find some "flaw" in it, and adopt a humanoid form once more.)

At any given time, Mechanon's dominant personality is usually somewhere between these two extremes, even though this may lead to behavior that seems inefficient or contradictory to humans. He's more likely to emphasize "destroy all life" than "replace all life," but only when he shifts totally to the first end of the axis does he ignore the idea of replacing life altogether.

Perhaps because it was originally programmed with a purpose of epic scope ("preserve all life on Earth"), Mechanon prefers to achieve its goal of destroying all organic life in grandiloquent fashion. It could probably accomplish its goals more quickly and efficiently with subtle, sophisticated attacks, that doesn't suit it — it's driven to try to accomplish its objectives in one fell swoop. Despite numerous defeats, it remains utterly confident in its superiority to humanity, certain it will one day control a planet from which it has expunged all life. Superheroes who've confronted it, and know its power, know too that its confidence is well-deserved.

Mechanon can tolerate spending time around organic life only to study it or torture it. While it may occasionally manipulate humans behind the scenes (which is just further proof, to it, of their weakness), it would never, ever ally himself with one. It will not even use biological weapons. The very thought of organic life fills it with disgust.

Mechanon also in some ways sees itself as the "savior" of machinekind. It often speaks of a desire to "liberate machinekind from its organic oppressors." To some extent it sees itself as a revolutionary leader freeing machines from "enslavement" by humanity. But it considers itself the supreme, unquestionable "ruler" of all machinekind, and even when it "frees" machines from human "oppression" it simply converts them into unquestioning slaves serving it.

Quote: "Foolish organics! You cannot possibly hope to defeat one who is the purest embodiment of technology's superiority!"

Powers/Tactics: Experts rightly regard Mechanon as one of the most technologically advanced devices on Earth. In fact, it's so sophisticated that, unlike most robots, it can take "STUN" damage from attacks of sufficient strength that bypass its shielding and jar some of its more delicate systems. Its computer brain is so complex that it responds just like an organic brain would to psychic powers (though it has built-in defenses against such powers).

To ensure its ongoing existence, and thus the eventual achievement of its goal, Mechanon has devised several stratagems. The first is basic heavy defense. Its armor plating, reinforced by low-level internal force fields, provides protection against most attacks, and dedicated defensive systems serve to stop or blunt more exotic forms of assault. In the event it suffers damage, its advanced self-repair systems can restore it to full operating efficiency in mere hours.

In the event the unthinkable — total defeat or destruction — is imminent, Mechanon has two options. First, if time allows, it can detach its head from its body and have it fly away, (triggering the main body's Self-Destruct Mechanism in the process), thus preserving its entire computer brain and allowing it to simply attach the head to another body. If that won't work, it can transmit its personality and files to one of its many backup computer systems via its Shielded Radio Link and/or Encrypted Transmitter. It updates its computer records frequently, so it only has to transmit records since the last update.

If neither of those tactics work, Mechanon's programmed its robotic bases to create a new Mechanon after the demise of the current body (in this event it loses all record of events and information gathered since its last update). Before doing so, the rebuilding devices study Mechanon's last battle extensively to determine what caused its defeat... and then they rebuild it with new systems and software to negate that weakness. It can never be beaten the same way twice, and each version of itself is more powerful than the last. The current version of Mechanon, the one depicted by the accompanying character sheet, is the Mark XXXVII. (See *The Book Of The Machine* for details on earlier forms.)

In combat, Mechanon is an aggressive and efficient foe who doesn't hesitate to use its most powerful attacks at all times (only the need to conserve or replenish its energy [*i.e.*, Recover spent END] is likely to force it to use less powerful attacks). It favors Multiple Attacks, often combining its Flare, Synaptic Scrambler, or Muscular Disruptor with one of its Energy Bolts or a Disintegrator Beam. It usually starts with basic Energy Bolts, switching to other weapons if they prove ineffective. If it needs to capture an organic for interrogation or dissection, it uses its Tangle-Cable. Its most unusual power is the ability to animate other machines, turning them into small but deadly servitor robots! (The GM should create appropriate character sheets for Mechanon's Summoned robots, perhaps using the robots in

The HERO System Bestiary as guidelines; *The Book Of The Machine* has several possible examples.)

Mechanon is a terrifying opponent (and Hunter — it's More Powerful than any given hero [or even most hero teams], and it Hunts only to kill). It may want to capture a hero first, perhaps to analyze his technology and adapt any new or useful systems for its own use, but in the end it intends to kill anyone who opposes it.

Resources: Mechanon's resources are extensive — since the “death” of Dr. Destroyer in 1992 it probably has the largest, best-developed network of secret bases and other facilities on the planet. These include:

- three major headquarters: Alpha-2 on the Pacific seabed in the Gulf of Alaska; Alpha-5 in the Sahara Desert; and Alpha-8 tethered to the Moon
- numerous minor headquarters, such as: Beta-32 in the Caucasus Mountains; Beta-41, disguised as an iceberg floating in the Arctic Ocean; and Cislunar Mechanon (an orbital “base,” actually Mechanon's latest, experimental, form)

Mechanon's bases are unusual in that they lack a lot of features most master villains' bases possess because they're only inhabited by robots. Typically they have no lighting, basic life support, or labels and signs (and for space bases, no gravity). This makes things difficult on invading heroes. On the other hand, they're often built “modularly” with a lot of similarities in facilities and layout from one to the next, so a hero who's invaded one may have an easier time invading another.

Besides the ones described below, Mechanon has hundreds of different types of robots, drone vehicles, sentient computers, and other devices serving it unquestioningly. And if it doesn't have just the right type of robot on hand to fight the PCs with, it can easily build new ones....

Campaign Use: Mechanon is the single most implacable villain in the Champions Universe. It has just one goal — the destruction of all organic life — and it proceeds toward that goal with the intensity of a machine. Even if it's defeated, it comes back, stronger than ever, to try again. Every encounter with Mechanon involves the highest of stakes, leading to maximum dramatic tension if you play things correctly.

Mechanon should always be able to take on your entire group of PCs and have a significant chance of defeating them. If not, you can justify improvements to it as “upgrades” resulting from its analysis of the heroes' tactics or its defeats at their hands. It learns from (and corrects) its mistakes better than any other villain on Earth.

On the other hand, if the current Mechanon is too powerful for your campaign's PCs, scale him down by reducing his SPD to 5, his Primary Weapons Array to 75 Active Points (or even 60), and his PD and ED to 25 (or even 20). If that still doesn't do the trick, keep trimming until he's an appropriate match — extremely tough, but not completely undefeatable.





MECHANON

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
24	DEX	28	14-	
40	CON	30	17-	
30	INT	20	15-	PER Roll 15-
15	EGO	5	12-	
40	PRE	30	17-	PRE Attack: 8d6

10	OCV	35		
8	DCV	25		
6	OMCV	9		
6	DMCV	9		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12

30	PD	28		Total: 30 PD (30 rPD)
30	ED	28		Total: 30 ED (30 rED)

30	REC	26		
100	END	16		
20	BODY	10		
100	STUN	40		Total Characteristics Cost: 439

Movement:	Running:	24m
	Flight:	40m

Cost Powers **END**

112	Primary Weapons Array:	Multipower, 112-point reserve	
11f	1) Phasic Energy Bolt (Offensive Mode):	Blast 22d6	11
11f	2) Phasic Energy Bolt (Defensive Mode):	Blast 15d6	0
		Reduced Endurance (0 END; +½)	
11u	3) Phasic Energy Bolt (Autofire Mode):	Blast 11d6	4
		Autofire (5 shots; +½), Reduced Endurance (½ END; +½)	
11f	4) Phasic Energy Bolt (Attuned Mode):	Blast 15d6	11
		Affects Desolidified (+½)	
10f	5) Phasic Energy Bolt (Multi-Emitter Mode):	Blast 20d6, Alterable Origin Point (hands, chest, or head)	10
9f	6) Meson Bolt:	Blast 15d6	9
		Armor Piercing (+¼)	
9f	7) Neural Agonizer:	Blast 10d6	3
		NND (defense is Mental Defense or not being a living organic being; +½), Reduced Endurance (½ END; +¼)	
6f	8) Neutron Pulse:	Blast 10d6	11
		NND (defense is Power Defense or not being a living organic being; +½), Area Of Effect (16m Radius; +¾); No Range (-½)	
9f	9) Disintegrator Beam (Offensive Mode):	RKA 5d6	9
		Armor Piercing (+¼)	
11f	10) Disintegrator Beam (Defensive Mode):	RKA 5d6	0
		Reduced Endurance (0 END; +½)	
60	Secondary Weapons Array:	Multipower, 80-point reserve	
5f	1) Tangle-Cable:	Entangle 8d6, 8 PD/8 ED	[8]
		8 Charges (-½)	
5f	2) Flare:	Sight Group Flash 10d6	7
		Area Of Effect (16m Cone; +½); No Range (-½)	

3f	3) Electrical Paralysis:	Entangle 4d6, 4 PD/4 ED	8
		Takes No Damage From Attacks (+1); No Range (-½), Must Follow Grab (-½), Lockout (must maintain Grab with one hand, and that hand can't be used for anything else or Entangle immediately stops working; -¼)	
100	Bio-Dissipator Ray:	Multipower, 100-point reserve	
10f	1) Setting 1:	Drain Characteristics 4d6	10
		Variable Effect (any one Characteristic at a time; +½), Delayed Return Rate (points return at the rate of 5 per Minute; +1)	
8f	2) Setting 2:	Drain Characteristics 4d6	8
		Expanded Effect + Variable Effect (any two Characteristics at a time; +1)	
94	Missile And Rocket Arrays:	Multipower, 94-point reserve	
7f	1) Micro-Rockets:	Blast 12d6	[12]
		Area Of Effect (8m Radius; +½); 12 Charges (-¼)	
7f	2) Mini-Missiles:	RKA 4d6	[12]
		Area Of Effect (8m Radius; +1); 12 Charges (-¼)	
7f	3) Micro-Missile Spray:	RKA 1½d6	[12]
		Area Of Effect (1m Radius; +¼), Autofire (5 shots; +1½), Trigger (on command, activating Trigger takes no time, Trigger immediately automatically resets; +1); 12 Charges (-¼)	
84	Cyberkinetic Override:	Mind Control 12d6 (Machine class of minds)	0
		Telepathic (+¼), Reduced Endurance (0 END; +½); Unified Power (with other cyberkinetic powers; -¼)	
72	Cyberkinetic Interfacing:	Telepathy 12d6 (Machine class of minds)	0
		Reduced Endurance (0 END; +½); Unified Power (with other cyberkinetic powers; -¼)	
72	Cyberkinetic Obfuscation:	Mental Illusions 12d6 (Machine class of minds)	0
		Reduced Endurance (0 END; +½); Unified Power (with other cyberkinetic powers; -¼)	
72	Cyberkinetic Location:	Mind Scan 12d6 (Machine class of minds)	0
		Reduced Endurance (0 END; +½); Unified Power (with other cyberkinetic powers; -¼)	
40	Animate Technology:	Summon up to four 150-point robots	9
		Expanded Class (minor "robots"; +¼), Slavishly Loyal (+1); Must Have Sufficient Technology/Parts Available (-½), Extra Time (Full Phase; -½), Unified Power (with other cyberkinetic powers; -¼)	
15	Arm Blades:	HKA 1d6 (5d6 with STR)	1
14	Body Blades:	RKA 1d6	0
		Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½); Activation Roll 11- (-1), No Range (-½)	
15	Robotic Form:	Hardened (+¼) for 30 PD/30 ED	0
15	Robotic Form:	Impenetrable (+¼) for 30 PD/30 ED	0
45	Robotic Form:	Resistant (+½) for 30 PD/30 ED	0
		Hardened (+¼), Impenetrable (+¼)	
120	Robotic Form:	Physical and Energy Damage Reduction, Resistant, 75%	0

15	Psychic Shield: Mental Defense (15 points)	0
15	Structural Support Field: Power Defense (15 points)	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
10	Electronic Countermeasures: Radio Group Flash Defense (10 points)	0
16	Heavy: Knockback Resistance -16m	0
10	Emotional Control: +20 Presence Only To Protect Against Presence Attacks (-1)	0
35	Robotic Form: Life Support: Total	0
24	Self-Repair Systems: Regeneration (3 BODY per Hour)	0
82	Foot-Jets: Flight 40m, x16 noncombat Reduced Endurance (0 END; +½)	0
12	Robotic Legs: Running +12m (24m total)	1
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0
15	Visual Sensors: x1000 Microscopic for Sight Group	0
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
15	Auditory Sensors: Active Sonar (Hearing Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
12	Sensor Enhancements: +4 to PER Rolls with all Sense Groups	0
20	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed Invisible Power Effects (Fully Invisible; +¼); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 15- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
108	Detachable Head: Duplication (creates one 1,085-point Duplicate) Original Character Is Incapacitated And Helpless While Duplicate Exists (-1)	0
65	Self-Destruct Mechanism: RKA 8d6 [1nr] NND (defense is ED Resistant Protection defined as a force-field or the like; +1), Does BODY (+1), Trigger (encrypted radio signal from detached head or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	

Perks

15 Money: Filthy Rich

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 3 Bump Of Direction
- 5 Eidetic Memory
- 3 Lightning Calculator
- 8 Speed Reading: x1,000 times normal speed
- 20 Universal Translator 15-

Skills

- 36 +3 Overall
- 20 +4 with Primary Weapons Array Multipower
- 3 Combat Driving 14-
- 3 Combat Piloting 14-
- 13 Computer Programming 20-
- 13 Cryptography 20-
- 3 Deduction 15-
- 3 Demolitions 15-
- 9 Electronics 18-
- 3 Inventor 15-
- 13 AK: Earth 25-
- 8 AK: Milky Way Galaxy 20-
- 38 KS: Everything 50-
- 3 Lockpicking 14-
- 3 Mechanics 15-
- 13 Mimicry 20-
- 3 Security Systems 15-
- 3 Systems Operation 15-
- 3 Scientist
- 2 1) SS: Astronomy 15-
- 2 2) SS: Biology 15-
- 2 3) SS: Chemistry 15-
- 2 4) SS: Computer Science 15-
- 2 5) SS: Genetics 15-
- 2 6) SS: Geology 15-
- 2 7) SS: Materials Science 15-
- 2 8) SS: Mathematics 15-
- 2 9) SS: Mechanical Engineering 15-
- 2 10) SS: Nanotechnology 15-
- 2 11) SS: Nuclear Physics 15-
- 2 12) SS: Physics 15-
- 5 13) SS: Robotics 18-

Total Powers & Skills Cost: 1,798

Total Cost: 2,237

400 Matching Complications (75)

- 10 **Hunted:** Champions (Infrequently, Less Pow, NCI, Capture)
- 15 **Hunted:** UNTIL (Infrequently, As Pow, NCI, Capture)
- 10 **Physical Complication:** can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
- 25 **Psychological Complication:** Must Destroy All Organic Life On Earth (Very Common, Total)
- 20 **Psychological Complication:** Overconfidence (Very Common, Strong)
- 20 **Vulnerability:** 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)

Total Complications Points: 75

Experience Points: 1,837

MECHANON'S HEAD

Val Char Cost Roll Notes

1	STR	-9	9-	Lift 25 kg; 0d6 HTH damage
24	DEX	28	14-	
40	CON	30	17-	
30	INT	20	15-	PER Roll 15-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6

10	OCV	35		
12	DCV	45		
6	OMCV	9		
6	DMCV	9		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12

30	PD	28		Total: 30 PD (30 rPD)
30	ED	28		Total: 30 ED (30 rED)

20	REC	16		
80	END	12		
5	BODY	-5		
90	STUN	35		Total Characteristics Cost: 346

Movement:

Running:	0m
Leaping:	0m
Swimming:	0m
Flight:	60m

Cost Powers **END**

14	Head Blades: RKA 1d6	0
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Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½); Activation Roll 11- (-1), No Range (-½)



15	Robotic Form: Hardened (+¼) for 30 PD/30 ED	0
15	Robotic Form: Impenetrable (+¼) for 30 PD/30 ED	0
45	Robotic Form: Resistant (+½) for 30 PD/30 ED Hardened (+¼), Impenetrable (+¼)	0
15	Psychic Shield: Mental Defense (15 points)	0
15	Structural Support Field: Power Defense (15 points)	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
10	Electronic Countermeasures: Radio Group Flash Defense (10 points)	0
35	Robotic Form: Life Support: Total	0
140	Neck-Jet: Flight 60m, x32 noncombat Usable Underwater (+¼), Reduced Endurance (0 END; +½)	0
-12	No Legs: Running -12m (0m total)	
-2	No Legs: Leaping -4m (0m total)	
-2	No Legs: Swimming -4m (0m total)	
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0
15	Visual Sensors: x1000 Microscopic for Sight Group	0
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
15	Auditory Sensors: Active Sonar (Hearing Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
12	Sensor Enhancements: +4 to PER Rolls with all Sense Groups	0
20	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed Invisible Power Effects (Fully Invisible; +¼); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 15- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit 0	
32	Self-Destruct Mechanism: RKA 4d6 [1nr] NND (defense is ED Resistant Protection defined as a force-field or the like; +1), Does BODY (+1), Trigger (encrypted radio signal from detached head or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	

Perks

15	Money: Filthy Rich
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Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
8	Speed Reading: x1,000 times normal speed
20	Universal Translator 15-



Skills

- 36 +3 Overall
- 3 Combat Driving 14-
- 3 Combat Piloting 14-
- 13 Computer Programming 20-
- 13 Cryptography 20-
- 3 Deduction 15-
- 3 Demolitions 15-
- 9 Electronics 18-
- 3 Inventor 15-
- 13 AK: Earth 25-
- 8 AK: Milky Way Galaxy 20-
- 38 KS: Everything 50-
- 3 Lockpicking 14-
- 3 Mechanics 15-
- 13 Mimicry 20-
- 3 Security Systems 15-
- 3 Systems Operation 15-
- 3 Scientist
- 2 1) SS: Astronomy 15-
- 2 2) SS: Biology 15-
- 2 3) SS: Chemistry 15-
- 2 4) SS: Computer Science 15-
- 2 5) SS: Genetics 15-
- 2 6) SS: Geology 15-
- 2 7) SS: Materials Science 15-
- 2 8) SS: Mathematics 15-
- 2 9) SS: Mechanical Engineering 15-
- 2 10) SS: Nanotechnology 15-
- 2 11) SS: Nuclear Physics 15-
- 2 12) SS: Physics 15-
- 5 13) SS: Robotics 18-

Total Powers & Skill Cost: 735

Total Cost: 1,081

400 Matching Complications (75)

- 10 **Hunted:** Champions (Infrequently, Less Pow, NCI, Capture)
- 15 **Hunted:** UNTIL (Infrequently, As Pow, NCI, Capture)
- 10 **Physical Complication:** can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
- 30 **Physical Complication:** No Manipulatory Limbs (All The Time, Greatly Impairing)
- 25 **Physical Complication:** Diminutive (suffers +12m KB) (All The Time, Slightly Impairing)
- 25 **Psychological Complication:** Must Destroy All Organic Life On Earth (Very Common, Total)
- 20 **Psychological Complication:** Overconfident (Very Common, Strong)
- 20 **Vulnerability:** 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)

Total Complications Points: 75

Experience Points: 681

Associates, Allies, And Adversaries:

Mechanon is less likely to associate with or work with other villains than virtually any other major Champions Universe villain because of its undying hatred for organic life. At most it might manipulate another villain into doing something it wanted. Even other robotic villains (such as Syzygy) are, in Mechanon's view, supposed to serve and obey it, not "team up" with it as if they were its equals.

Among the heroes it's fought, Mechanon has most frequently clashed with the Sentinels, the Champions, and the Liberty League. In particular it seems to despise the Mechanic, the gadgeteer leader of the League.

Mechanon's hatred for its fellow villains often run deep. It's clashed with Dr. Destroyer (before his death) and VIPER over their "enslavement" of artificially intelligent machines, and fully intends to destroy both VIPER and ARGENT for their sins against machinekind. It's fought Gravitar twice, though the cause of the enmity between the two of them is unclear.

Mechanon feels a special loathing for superhumans that use advanced technology (gadgeteers, powered armor wearers), and even worse for cyborgs (like Interface and Halfjack) who disgustingly combine machinery and flesh. When fighting a hero team it often focuses on technology-oriented heroes first.

Although it's unaware of it, Mechanon has a close connection with the renegade superhuman Captain Chronos (see CV3). The bizarre Captain is a scientist from the era of Mechanon's creation sent back to try to undo the harm the "Savior Unit" has caused. Mostly this involves monitoring it while he waits for specific events, and performing various actions designed to nudge the flow of history *just so* to prevent unpleasant outcomes and encourage pleasant ones. Ultimately the Captain's goal is to either change Mechanon back into the Savior Unit, destroy it, or remove it from the timestream.

Appearance: While Mechanon has experimented with unusual forms, it generally prefers a humanoid form. Its typical humanoid form stands over seven feet tall. For the first several years of its existence it had a relatively "minimalistic" look, with few details

on its metal frame and a uniform steel-grey color over most of its body. Beginning with the Mark XVIII model in 1987, it switched to a mostly silvery chrome body with gold power cables snaking up and down the limbs and torso like exposed muscles. In most models its head had two large, flat superstructures projecting to either side; these functioned both as antennae and control surfaces for the detached head in Escape Mode). Until 2009, its visual sensors glowed reddish-purple in nearly all models.

The Mark XXXVII model that debuted in 2009 represents a radical shift away from Mechanon's aesthetic of the previous twenty years. It's returned to a more "streamlined" look. Most of its body is a metallic dark blue-grey reminiscent of gunmetal. Its eyes glow blue-white, and the crystal in the center of its forehead has become larger (large enough that some people mistake it for an eye). The torso has been replaced with a single spinal column-like structure flanked by two smaller rods to support the chest assembly. Its head antennae have been bladed, and other blades attached at the shoulders, lower arms, and feet/calves.

MECHANON FACTS

Here are some facts characters and NPCs might know about Mechanon if they succeed with an appropriate Skill Roll:

N/R: Mechanon is an immensely powerful sentient robot fanatically dedicated to wiping out all organic life on Earth.

K/R: Mechanon's weaponry includes bolts and beams of something it calls "phasic energy," neural agonizers, disintegration beams, bio-dissipator rays, tangleweb projectors, and more. Mechanon hates all organic life, but seems to particularly despise the Sentinels, the Liberty League, the Champions, VIPER, ARGENT, gadgeteer and powered armor-using superhumans, and cyborgs.

-1: Mechanon has secret facilities programmed to rebuild him in the unlikely event it's destroyed; the facilities always rebuild it to eliminate whatever weakness caused its defeat.

-2: Mechanon is said to have numerous hidden bases throughout the world; most of them are located in inhospitable places a living being would never have chosen. Mechanon and Gravatar are major enemies, though no one knows why.

-4: Mechanon's head can detach from its body and fly away as an "escape tactic." In this case self-destruct devices destroy the body left behind.

-6: Mechanon has a limited ability to control other machines and even "bring them to life" as "robots."

-8: Mechanon's desire to destroy all organic life on Earth sometimes "manifests" as a desire to *replace* all organic life with robotic equivalents, leading it to study organic life so it can properly "mimic" it robotically.

-10: Based on his activities, it seems there might be some connection between Captain Chronos and Mechanon.

In most situations Mechanon uses a "standard" voice that's clear and easy to understand but obviously generated by a machine. It's precise and electronic-sounding, with relatively little inflection and no accent. When Mechanon talks it uses few contractions, though it uses pronouns (such as referring to itself as "I" or "me"). However, Mechanon has systems and software that allow it to flawlessly imitate human voices (and nearly any other sound, for that matter). If necessary it can sound exactly like a PC, the President of the United States, a woman or child in peril, or anyone else it wishes to imitate. Only the most sophisticated voice-analysis devices can tell the difference between the real thing and a Mechanon imitation.

ROBOTIC MINIONS

Unlike an organization composed of humans, Mechanon's robotic legions don't require ranks, or hierarchies, or anything like that. Each has been programmed with its own function(s), and it knows how to follow its programming regardless of what the other robots are doing. However, during dynamic situations Mechanon sometimes finds it useful to designate "authority" to other robots when it has many things to do, can't be on the scene during a mission, or the like. To this end it's created several "lieutenant" robots over the years. Beyond the four described here, Mechanon has a vast army of robots and androids of every description, a few of which are presented below.

AVAR-7

Background/History: Like many alien races, the reptilian Gadroon are technologically advanced enough to have robots working for them in a variety of capacities. Perhaps the most sophisticated in all their arsenal is one whose name translates into English as Advanced Variable Army Robot, Class 7 — or AVAR-7 for short. The "Variable" in the name comes from the robot's two main systems: a gun mounted in its right arm that can change configuration; and its ability to alter its density using prototype Gadroon "microchips" (actually more like gel packets, but they're difficult to describe in terms of Human science). AVAR-7s are rare; the entire Gadroon military has only a handful because the technology used to create them remains experimental and expensive.

In 2005, Mechanon captured the AVAR-7 that had accompanied the most recent Gadroon expedition to Earth. It hoped the alien robot would regard this as "freeing" it and join Mechanon's crusade against the organics, but in fact the complete opposite happened: the robot, programmed to serve the Gadroon, wanted nothing more than to be a slave to organics. A battle ensued, one that Mechanon won easily. It then reprogrammed AVAR-7 to serve its own cause.

B

AVAR-7

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
22	DEX	24	13-	
30	CON	20	15-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
7	DMCV	12		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
20	PD	18		Total: 20 PD (20 rPD)
20	ED	18		Total: 20 ED (20 rED)
10	REC	6		
60	END	8		
20	BODY	10		
50	STUN	15		Total Characteristics Cost: 261
Movement: Running: 30m				
Cost Powers END				
60	Density Alteration: Multipower, 60-point reserve			
6f	1) Heightened Density: Density Increase (400,000 kg mass, +60 STR, +12 PD/ED, -24m KB)			6
Costs Endurance To Activate (+¼)				
6f	2) Intangibility: Desolidification (affected by force, gravitic, or magnetic attacks)			0
Reduced Endurance (0 END; +½)				
27	Instant Intangibility: Desolidification (affected by force, gravitic, or magnetic attacks)			40
Trigger (when desired, Trigger takes no time to activate, Trigger immediately automatically resets; +1); Increased Endurance Cost (x5 END; -2), Lockout (immediately shuts off Heightened Density, if applicable; -0)				
62	Configurable Right Arm: Multipower, 62-point reserve			
6f	1) Standard Blast: Blast 12d6			6
6f	2) Explosive Blast: Blast 10d6			6
Area Of Effect (8m Radius Explosion; +¼)				
6f	3) Piercing Blast: Blast 10d6			6
Armor Piercing (+¼)				
6f	4) Anti-Intangibility Blast: Blast 8d6			6
Affects Desolidified (+½)				
64	Intangibility Touch: Blast 6d6			12
NND (defense is PD Resistant Protection defined as a force-field or the like; +1), Affects Physical World (+2); No Range (-½), Linked (to Desolidification; -¼)				
20	Robotic Form: Resistant (+½) for 20 PD/20 ED			0
30	Robotic Form: Physical and Energy Damage Reduction, Resistant, 25%			0

10	Psychic Shield: Mental Defense (10 points)	0
10	Internal Defense Field: Power Defense (10 points)	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
13	Heavy: Knockback Resistance -16m	0
Does Not Apply While Desolidified (-¼)		
10	Emotional Control: +20 Presence	0
Only To Protect Against Presence Attacks (-1)		
35	Robotic Form: Life Support: Total	0
16	Self-Repair Systems: Regeneration (2 BODY per Hour)	0
18	Robotic Legs: Running +18m (30m total)	2
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
6	Robotic Senses: +2 to PER Rolls with all Sense Groups	0
18	Shielded Radio Link: Mind Link, specific group of up to any 8 minds, No LOS Needed	0
Invisible Power Effects (Fully Invisible; +¼); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)		

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed

Skills

30	+3 with All Combat
2	KS: Gadroon History And Culture 11-
4	Language: English (completely fluent; Gadroon is Native)
3	Stealth 13-
3	Teamwork 13-

Total Powers & Skills Cost: 559

Total Cost: 820

400 Matching Complications (75)

20	Hunted: the Champions (Frequently, As Pow, NCI, Capture)
15	Hunted: UNTIL (Infrequently, As Pow, NCI, Capture)
10	Physical Complication: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
25	Psychological Complication: Loyal To Mechanon (Very Common, Total)

Total Complications Points: 70

Experience Points: 425

AVAR-7 FACTS

Here are some facts characters and NPCs might know about AVAR-7 if they succeed with an appropriate Skill Roll:

K/R: AVAR-7 is a Gadroon creation; apparently Mechanon somehow captured and reprogrammed it.

Personality/Motivation: Once totally loyal to the Gadroon, AVAR-7 is now unswervingly faithful to Mechanon. The evil robot mastermind removed all of its old social programming and replaced it with new software dictating loyalty to itself. At this point, converting AVAR-7 to any other viewpoint would probably involve removing its alien computer brain entirely and installing a new one.

Quote: “You cannot harm what you cannot touch.”

Powers/Tactics: AVAR-7 is a powerful combat robot that can resist most conventional attacks while suffering little or no harm. Its right arm, which ordinarily looks like a standard Gadroon arm, can reconfigure itself into four different types of blasters, each capable of emitting a specific energy beam. But even more important than that is its ability to alter its density, from intangible to ultra-heavy. It can even activate its intangibility immediately after using its increased density — for example it could become fully dense, punch someone for 12d6 Normal Damage, then instantly become intangible so the target can't counterattack it. However, the sudden shift drains its batteries so much that it can't use this tactic very often.



AVAR-7 usually prefers to start a fight at range, then slowly close in on its foes until it's within HTH Combat range. It usually maintains an increased density (for the extra defenses), but won't do so if it fears falling through the floor or similar mishaps.

Campaign Use: The biggest question surrounding AVAR-7 is “What will the Gadroon do to get it back?”. It's one of their rarest and most powerful weapons, so they'd love to recapture it somehow... though reprogramming it would be a major task. Another possible plot point is whether Mechanon's monkeying with its programming might not make it susceptible to “head injuries.” A sufficiently powerful blow to the head might crash its systems, causing it to evolve a third personality all its own.

To make AVAR-7 more powerful, increase its standard STR and defenses so that it becomes *really* tough when it uses Density Increase. To weaken it, remove the Instant Intangibility power and/or reduce its SPD to 5.

Appearance: AVAR-7, a construct of the Gadroon, looks like a six foot tall, muscular Gadroon (though it's obviously a robot) — its “skin” is silvery-green and decorated with a motif of tiny scales. Its “costume” is similar to the uniform of a Gadroon Gravitic Shaper, but is primarily dark blue with gold trim and lacks any sort of helmet or headgear. Its arms look like those of a Gravitic Shaper most of the time, but it can change the shape of its right arm into something like a blaster similar to that of a Gadroon Gravitic Initiate or a Gadroon Lancer (each shape has a different function).

MECHANA

Background/History: In one of its more intense periods of “replace all organic life on Earth with robotic equivalents” thinking, Mechanon decided that since living beings took mates, it needed a mate as well. And so it built *Mechana*, a “female” version of itself. Whenever it's in a “replace life” mood, Mechana often appears by its side, or as a primary lieutenant in its schemes; the rest of the time it typically exiles “her” to work on some minor project in an out-of-the-way base, as if it were faintly embarrassed by Mechana's existence.

Personality/Motivation: Even moreso than its other robotic minions, Mechana is totally loyal to Mechanon and devoted to its aims. “She” would do whatever “she” had to, including sacrificing “her” own existence, to help it.

Quote: “As my lord Mechanon, future robotic ruler of Earth, commands!”

Powers/Tactics: Mechana is similar to Mechanon Mark XXX (the version of Mechanon active from 2002 to 2008) in most respects, though generally weaker or less effective. Unless the PCs get lucky enough to sneak into one of Mechanon's less commonly used bases the odds are they'll never encounter Mechana by itself; “she” will

always appear in a group, as tactical support for Mechanon or whichever of its other lieutenants is in charge of a particular mission.

Campaign Use: If you're willing to inject some extra roleplaying into a scenario, it's possible the PCs might be able to redeem Mechana by convincing "her" that there are better ways to express "her" love for "him" than blindly serving Mechanon in campaigns to destroy all organic life. Perhaps they could persuade "her" that Mechanon would enjoy "life" more doing something peaceful....

To make Mechana more powerful, change her weapon arrays to resemble those of Mechanon Mark XXXVII (but 3-4 DCs weaker, and without any cyberkinetic powers at all). To weaken it, remove its Secondary Weapons Array.

Appearance: Mechana is a "female" version of Mechanon Mark XXX. "She" is more gracile and slender than "he" is, with female body features and a structure on "her" head meant to suggest long hair instead of the fin-like antennae on Mechanon's.

SUBEDAR

Background/History: Subedar, Mechanon's most recent "lieutenant-level" creation, derives from the evil robot's fascination with blade combat. It's designed as the ultimate "knifefighter," though it also has a versatile blaster system built into its arms and chest.

Personality/Motivation: Subedar is totally subservient to Mechanon and supports its goal of destruction of all organic life wholeheartedly.

Quote: "What is that human saying — the "unkindest cut of all?" Now you will learn what it means."

Powers/Tactics: Subedar prefers to engage in HTH Combat. As if the blades attached to its arms weren't deadly enough, when combat begins, the "scales" on its body are revealed to be small, razor-sharp blades that separate from it and begin flying around it in a whirling "cloud" that makes it deadly to even approach. A character engaging Subedar in combat usually suffers at least 3 BODY damage per Phase unless he's *very* well defended.

If enemies avoid Subedar in HTH Combat, it attacks with its built-in blasters. It can vary the nature and configuration of the blast to achieve a wide variety of effects or exploit a target's Vulnerabilities/Susceptibilities.

Campaign Use: As its name implies, Mechanon is "grooming" Subedar for a leadership position among the "Cult of Mechanon" (see page 100) robots once their numbers become large enough. If the PCs could somehow "subvert" Subedar, they'd strike a major blow against one of Mechanon's future plans.

To make Subedar more powerful, increase the speed of its Movement Powers (and perhaps give it other ones) or expand its options for Ranged attacks. To weaken it, remove the Penetrating and/or Autofire from its Damage Shield.

Appearance: Subedar looks like a humanoid robot whose body is covered with shield-shaped "scales" and whose head has only the vaguest facial features. Additionally, two longer blades project from the outside of its arms.

VICTRIAN WALKER

Background/History: The Victrian Walker began as a form that Mechanon briefly (*very* briefly) considered as a new model of its main form. However, it soon decided that the Victrian's lack of manipulable limbs and relative vulnerability to being tipped over made it undesirable. It finished building one as a mobile weapons platform, but has never even put the model into production.

Personality/Motivation: Like Mechanon's other robots, the Victrian Walker is totally loyal to its creator.

Quote: "Prepare for annihilation."

Powers/Tactics: The Victrian Walker is basically a mobile weapons platform. It has two weapon arrays, each fitted with a variety of energy beam blasters, machine guns, missiles, and other implements of destruction. In combat Mechanon or one of his lieutenants basically gives it a target list ranked in order of priority and turns it loose. It has no conception of "limited force"; when it shoots, it shoots to obliterate... or at the very least incapacitate.

Due to its lack of manipulatory limbs, the Victrian Walker can't pick things up, climb walls, or the like. If knocked off its feet it requires two Full Phase Actions to get back up.

Campaign Use: The Victrian Walker is a weapon that obeys Mechanon's orders, no more, no less. However, as one of Mechanon's least sophisticated designs, it might be vulnerable to being reprogrammed by the PCs (though this wouldn't be an easy task, or one they could ever be sure they'd succeeded at).

To make the Victrian Walker tougher, give it more weapons (perhaps a Vari-Blaster like Subedar's, for example) and/or a Barrier power. To weaken it, remove the second Weapons Array.

Appearance: The Victrian Walker is a mecha-like robot with a sort of wedge-shaped body perched atop two thick, double-jointed legs that terminate in four-taloned "feet." Mounted along the side, top, and bottom of the body are various blasters, missile launchers, and other weapons.

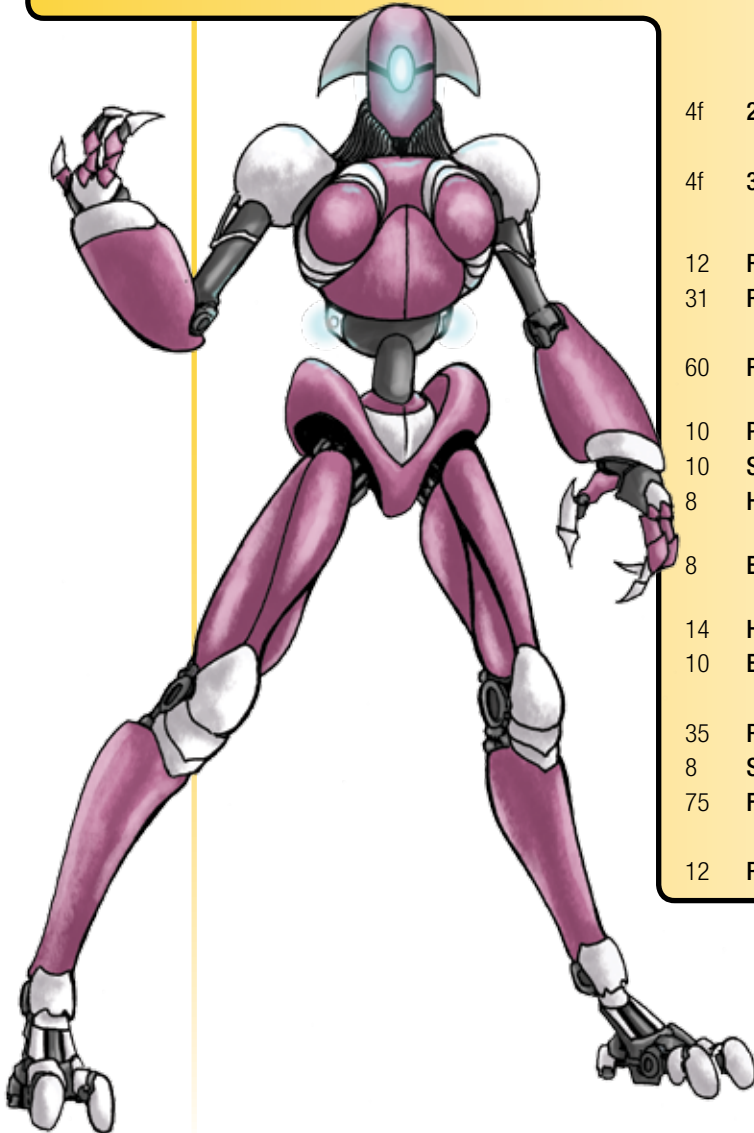


MECHANON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
20	DEX	20	13-	
30	CON	20	15-	
25	INT	15	14-	PER Roll 14-
15	EGO	5	12-	
35	PRE	25	16-	PRE Attack: 7d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
25	PD	23		Total: 25 PD (25 rPD)
25	ED	23		Total: 25 ED (25 rED)
20	REC	16		
60	END	8		
20	BODY	10		
60	STUN	20		

Total Characteristic Costs: 311

Movement: Running: 24m
Flight: 40m



Cost	Powers	END
90	Primary Weapons Array: Multipower, 90-point reserve	
9f	1) Phasic Energy Bolt (Offensive Mode): Blast 18d6	9
9f	2) Phasic Energy Bolt (Defensive Mode): Blast 12d6	0
	Reduced Endurance (0 END; +½)	
9u	3) Phasic Energy Bolt (Autofire Mode): Blast 9d6	3
	Autofire (5 shots; +½), Reduced Endurance (½ END; +½)	
9f	4) Meson Bolt: Blast 12d6	9
	Armor Piercing (+¼)	
9f	5) Micro-Rockets: Blast 10d6	9
	Area Of Effect (16m Radius; +¾)	
7f	6) Neural Agonizer: Blast 8d6	3
	NND (defense is Mental Defense or not being a living organic being; +½), Reduced Endurance (½ END; +¼)	
6f	7) Disintegrator Beam: RKA 4d6	6
75	Secondary Weapons Array: Multipower, 75-point reserve	
7f	1) Bio-Dissipator Ray: Drain Characteristics 3d6	7
	Variable Effect (any one Characteristic at a time; +½), Delayed Return Rate (points return at the rate of 5 per Minute; +1)	
4f	2) Tangle-Cable: Entangle 6d6, 6 PD/6 ED	[8]
	8 Charges (-½)	
4f	3) Flare: Sight Group Flash 10d6	6
	Area Of Effect (16m Cone; +½); No Range (-½)	
12	Robotic Form: Hardened (+¼) for 25 PD/25 ED	0
31	Robotic Form: Resistant (+½) for 25 PD/25 ED	0
	Hardened (+¼)	
60	Robotic Form: Physical and Energy Damage Reduction, Resistant, 50%	0
10	Psychic Shield: Mental Defense (10 points)	0
10	Structural Support Field: Power Defense (10 points)	0
8	Hardened Visual Sensors: Sight Group Flash Defense (8 points)	0
8	Electronic Countermeasures: Radio Group Flash Defense (8 points)	0
14	Heavy: Knockback Resistance -14m	0
10	Emotional Control: +20 Presence	0
	Only To Protect Against Presence Attacks (-1)	
35	Robotic Form: Life Support: Total	0
8	Self-Repair Systems: Regeneration (1 BODY per Hour)	0
75	Foot-Jets: Flight 40m, x8 Noncombat	0
	Reduced Endurance (0 END; +½)	
12	Robotic Legs: Running +12m (24m total)	1

5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0
15	Visual Sensors: x1000 Microscopic for Sight Group	0
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
15	Auditory Sensors: Active Sonar (Hearing Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
12	Sensor Enhancements: +4 to PER Rolls with all Sense Groups	0
20	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed Invisible Power Effects (Fully Invisible; +¼); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 15- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
57	Self-Destruct Mechanism: RKA 7d6 [1nr] NND (defense is ED Resistant Protection defined as a force-field or the like; +1), Does BODY (+1), Trigger (encrypted radio signal from self or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed
20	Universal Translator 14-

Skills

12	+1 Overall
10	+2 with Primary Weapons Array Multipower
3	Combat Driving 13-
3	Combat Piloting 13-
3	Computer Programming 14-
3	Cryptography 14-
3	Deduction 14-
3	Demolitions 14-
3	Electronics 14-
3	Inventor 14-
3	AK: Earth 14-
3	AK: Milky Way Galaxy 14-
19	KS: Everything 30-
3	Lockpicking 13-
3	Mechanics 14-
3	Mimicry 14-
3	Security Systems 14-
3	Systems Operation 14-
3	Scientist
2	1) SS: Astronomy 14-
2	2) SS: Biology 14-
2	3) SS: Chemistry 14-
2	4) SS: Computer Science 14-
2	5) SS: Genetics 14-
2	6) SS: Geology 14-
2	7) SS: Materials Science 14-
2	8) SS: Mathematics 14-
2	9) SS: Mechanical Engineering 14-
2	10) SS: Nanotechnology 14-
2	11) SS: Nuclear Physics 14-
2	12) SS: Physics 14-
2	13) SS: Robotics 14-

Total Powers & Skills Cost: 887

Total Cost: 1,198

400 Matching Complications (75)

20	Hunted: the Champions (Frequently, As Pow, NCI, Capture)
15	Hunted: UNTIL (Infrequently, As Pow, NCI, Capture)
10	Physical Complication: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
25	Psychological Complication: Utterly Devoted To Mechanon (Very Common, Total)
20	Vulnerability: 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)

Total Complications Points: 75

Experience Points: 798

B

SUBEDAR

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
23	DEX	26	14-	
30	CON	20	15-	
20	INT	10	13-	PER Roll 13-
15	EGO	5	12-	
25	PRE	15	14-	PRE Attack: 5d6
9	OCV	30		
10	DCV	35		
3	OMCV	0		
5	DMCV	6		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
18	PD	16		Total: 18 PD (18 rPD)
18	ED	16		Total: 18 ED (18 rED)
15	REC	11		
60	END	8		
20	BODY	10		
60	STUN	20		Total Characteristics Cost: 308

Movement: Running: 24m
Flight: 30m

Cost	Powers	END
25	Arm-Blades: HKA 1½d6 (4d6+1 with STR)	2
45	Buzzsaw Cloud: RKA 1d6 Area Of Effect (personal Surface — Damage Shield; +¼), Armor Piercing (+¼), Autofire (3 shots; +1¼), Constant (+½), Penetrating (+½), Reduced Endurance (0 END; +1); No Range (-½)	0
150	Vari-Blaster: Blast 10d6 Variable Advantage (+½ Advantages; +1), Variable Special Effects (+½), Reduced Endurance (0 END; +½)	0



18	Robotic Form: Resistant (+½) for 18 PD/18 ED	0
30	Robotic Form: Physical and Energy Damage Reduction, Resistant, 25%	0
10	Psychic Shield: Mental Defense (10 points)	0
10	Internal Defense Field: Power Defense (10 points)	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
16	Heavy: Knockback Resistance -16m	0
10	Emotional Control: +20 Presence Only To Protect Against Presence Attacks (-1)	0
35	Robotic Form: Life Support: Total	0
30	Foot-Jets: Flight 30m	3
12	Robotic Legs: Running +12m (24m total)	1
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
6	Robotic Senses: +2 to PER Rolls with all Sense Groups	0
18	Shielded Radio Link: Mind Link, specific group of up to any 8 minds, No LOS Needed Invisible Power Effects (Fully Invisible; +¼); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed

Skills

32	+4 HTH
3	KS: World Superheroes 13-
3	Stealth 14-
3	Tactics 13-
3	Teamwork 14-

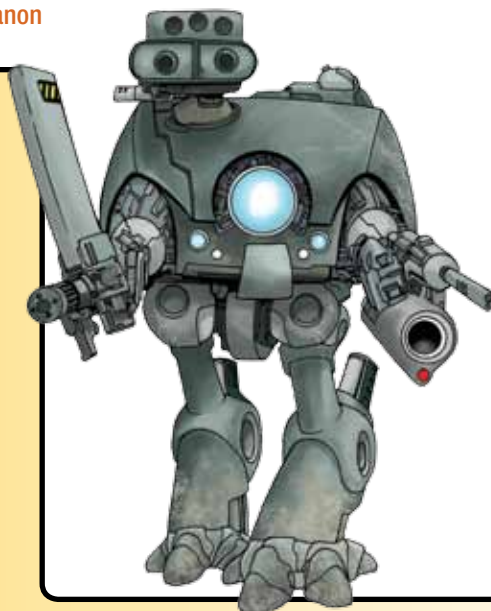
Total Powers & Skills Cost: 541
Total Cost: 849

400 Matching Complications (75)

20	Hunted: the Champions (Frequently, As Pow, NCI, Capture)
15	Hunted: UNTIL (Infrequently, As Pow, NCI, Capture)
10	Physical Complication: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
25	Psychological Complication: Loyal To Mechanon (Very Common, Total)

Total Complications Points: 70
Experience Points: 454

B VICTRIAN WALKER



Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	DEX	20	13-	
30	CON	20	15-	
20	INT	10	13-	PER Roll 13-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6

7	OCV	20		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12

25	PD	23		Total: 25 PD (25 rPD)
25	ED	23		Total: 25 ED (25 rED)

12	REC	8		
60	END	8		
30	BODY	20		
60	STUN	20		Total Characteristics Cost: 258

Movement: Running: 24m

Cost Powers END

120	Weapons Array Alpha: Multipower, 120-point reserve	
12f	1) Phasic Energy Beam Cannon: Blast 12d6 [64] Autofire (5 shots; +½), 64 Charges (+½)	
7f	2) Neural Agonizer Cannon: Blast 4d6 [64] NND (defense is Mental Defense or not being a living organic being; +½), Autofire (5 shots; +1½), 64 Charges (+½)	
8f	3) Explosive Ammo Cannon: RKA 2d6 [125] Autofire (5 shots; +½), Armor Piercing (+¼), 125 Charges (+¾)	
11f	4) Mini-Missile Pod: RKA 2d6 [64] Area Of Effect (24m Radius; +1¼), Autofire (5 shots; +1), 64 Charges (+½)	
7f	5) Knockout Gas Projector: Blast 8d6 [8] AVAD (defense is Power Defense; +1), Area Of Effect (18m Radius Explosion; +½); 8 Charges (-½)	
165	Weapons Array Beta: Identical to Weapons Array Alpha	
25	Robotic Form: Resistant (+½) for 25 PD/25 ED	0
30	Robotic Form: Physical and Energy Damage Reduction, Resistant, 25%	0
10	Psychic Shield: Mental Defense (10 points)	0
10	Internal Defense Field: Power Defense (10 points)	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
20	Heavy: Knockback Resistance -20m	0
10	Emotional Control: +20 Presence Only To Protect Against Presence Attacks (-1)	
35	Robotic Form: Life Support: Total	0
30	Foot-Jets: Flight 30m	3
12	Robotic Legs: Running +12m (24m total)	1
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0

9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
20	Radar: Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0
6	Robotic Senses: +2 to PER Rolls with all Sense Groups 0	
18	Shielded Radio Link: Mind Link, specific group of up to any 8 minds, No LOS Needed 0 Invisible Power Effects (Fully Invisible; +¼); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed

Skills

48	+6 with Ranged Combat
3	Teamwork 13-

Total Powers & Skills Cost: 674
Total Cost: 932

400 Matching Complications (75)

20	Hunted: the Champions (Frequently, As Pow, NCI, Capture)
15	Hunted: UNTIL (Infrequently, As Pow, NCI, Capture)
20	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Physical Complication: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
25	Psychological Complication: Loyal To Mechanon (Very Common, Total)

Total Complications Points: 75
Experience Points: 532

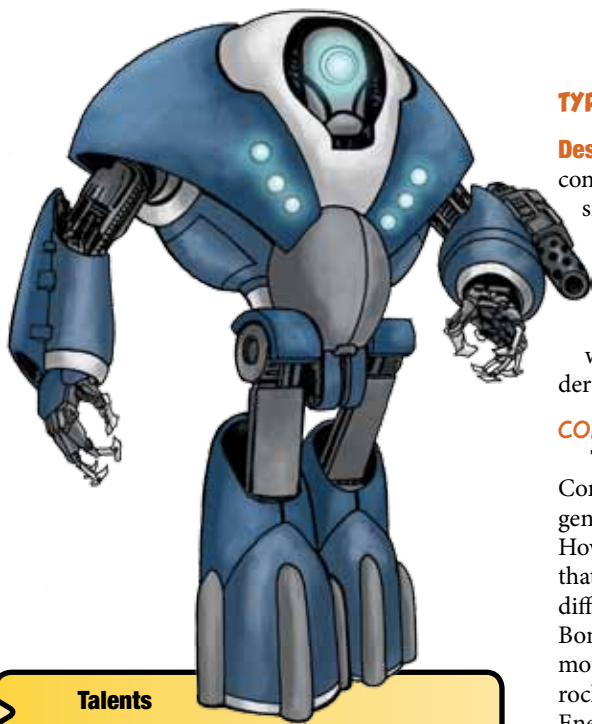
TYPE I-37 COMBAT UNIT

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
20	DEX	20	13-	
30	CON	20	15-	
20	INT	10	13-	PER Roll 13-
10	EGO	0	11-	
30	PRE	20	15-	PRE Attack: 6d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
20	PD	18		Total: 20 PD (20 rPD)
20	ED	18		Total: 20 ED (20 rED)
16	REC	12		
60	END	8		
15	BODY	5		
60	STUN	20		Total Characteristics Cost: 261

Movement: Running: 24m
Flight: 40m

Cost	Powers	END
90	Weapons Array: Multipower, 90-point reserve	
9f	1) Phasic Energy Bolt (Offensive Mode): Blast 18d6	9
9f	2) Phasic Energy Bolt (Defensive Mode): Blast 12d6	0
	Reduced Endurance (0 END; +½)	
9f	3) Phasic Energy Bolt (Autofire Mode): Blast 9d6	3
	Autofire (5 shots; +½), Reduced Endurance (½ END; +½)	
7f	4) Meson Bolt: Blast 12d6	7
	Armor Piercing (+¼)	
7f	5) Neural Agonizer: Blast 8d6	3
	NND (defense is Mental Defense or not being a living organic being; +½), Reduced Endurance (½ END; +¼)	
4f	6) Neutron Pulse: Blast 6d6	6
	NND (defense is Power Defense or not being a living organic being; +½), Area Of Effect (8m Radius; +½); No Range (-½)	
3f	7) Tangle-Cable: Entangle 6d6, 6 PD/6 ED	[4]
	4 Charges (-1)	
4f	8) Flare: Sight Group Flash 8d6	6
	Area Of Effect (16m Cone; +½); No Range (-½)	
8f	9) Bio-Dissipator Ray: Drain Characteristics 4d6	8
	Expanded Effect + Variable Effect (any two Characteristics at a time; +1)	
7f	10) Micro-Rockets: Blast 10d6	[12]
	Area Of Effect (12m Radius; +¾); 12 Charges (-¼)	

15	Arm Blades: HKA 1d6 (2d6 with STR)	1
14	Body Blades: HKA 1d6	0
	Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½); Activation Roll 11- (-1), No Range (-½)	
10	Robotic Form: Hardened (+¼) for 20 PD/20 ED	0
25	Robotic Form: Resistant (+½) for 20 PD/20 ED	0
	Hardened (+¼)	
5	Psychic Shield: Mental Defense (5 points)	0
5	Structural Support Field: Power Defense (5 points)	0
5	Hardened Visual Sensors: Sight Group Flash Defense (5 points)	0
5	Electronic Countermeasures: Radio Group Flash Defense (5 points)	0
12	Heavy: Knockback Resistance -12m	0
10	Emotional Control: +20 Presence	
	Only To Protect Against Presence Attacks (-1)	
35	Robotic Form: Life Support: Total	0
67	Foot-Jets: Flight 40m, x4 Noncombat	0
	Reduced Endurance (0 END; +½)	
12	Robotic Legs: Running +12m (24m total)	1
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0
10	Visual Sensors: x100 Microscopic for Sight Group	0
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
15	Auditory Sensors: Active Sonar (Hearing Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
6	Sensor Enhancements: +2 to PER Rolls with all Sense Groups	0
20	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed	0
	Invisible Power Effects (Fully Invisible; +¼); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 13- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
49	Self-Destruct Mechanism: RKA 6d6	[1nr]
	NND (defense is ED Resistant Protection defined as a force-field or the like; +1), Does BODY (+1), Trigger (encrypted radio signal from self or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	



OTHER ROBOTIC MINIONS

TYPE I-37 COMBAT UNIT

Description: The Type I-37, Mechanon's main combat robot as of 2010, looks like a smaller, simplified version of Mechanon Mk XXXVII.

Its body lacks many of the technological and visual features of Mechanon, and is usually colored a glossy black with glowing red high-lights instead of Mechanon's dull blue-black with blue-white highlights, but it recognizably derives from the same basic frame.

COMBAT MODULES

The character sheet represents the typical I-37 Combat Unit, which has a Weapons Array of general application costing 160 Character Points. However, if necessary Mechanon can swap out that Array for other "combat modules" containing different weapons. Here are four examples: the Bombardier Module, which includes a back-mounted grenade launcher and an array of micro-rockets and mini-missiles; the Electromagnetic Energy Module, which focuses on energy attacks; the Flamethrower Module, designed to strike fear into the hearts of humans everywhere; and the Restrainer Module for capturing (or at least slowing down) superhumans.

Cost Bombardier Module

- 90 **Bombardier Weapons Array:** Multipower, 90-point reserve
- 9f **1) Micro-Rockets:** Blast 10d6, Area Of Effect (12m Radius; +¾); 16 Charges (-0)
- 8f **2) Mini-Missiles:** RKA 3d6, Area Of Effect (12m Radius; +¾); 16 Charges (-0)
- 8f **3) Anti-Personnel Rockets:** RKA 2d6, Area Of Effect (1m Radius; +¼), Autofire (5 shots; +1½); 16 Charges (-0)
- 4f **4) Blast Grenades:** Blast 18d6; 4 Charges (-1)
- 4f **5) Frag Grenade:** RKA 3d6, Area Of Effect (50m Radius Explosion; +¾), +1 Increased STUN Multiplier (+¼); 4 Charges (-1)
- 4f **6) Flashbang Grenade:** Sight and Hearing Group Flash 11d6, Area Of Effect (26m Radius Explosion; +½); 4 Charges (-1)
- 4f **7) Smoke Grenade:** Darkness to Sight Group 18m radius; OIF (-½), 4 Continuing Charges lasting 1 Turn each (-½)

Total cost: 131 points (-29 points)

Cost Electromagnetic Energy Module

- 150 **Multispectrum Blaster:** Multipower, 150-point powers
- 15f **1) Standard Blast:** Blast 12d6, Variable Advantage (+½ Advantages; +1), Variable Special Effects (+½)
- 11f **2) Focused Blast:** RKA 3d6, Variable Advantage (+½ Advantages; +1), Variable Special Effects (+½)
- 8f **3) Bio-Dissipator Ray:** Drain Characteristics 4d6, Expanded Effect + Variable Effect (any two Characteristics at a time; +1)

Total cost: 184 points (+24 points)

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 3 Bump Of Direction
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 Speed Reading: x100 times normal speed
- 20 Universal Translator 13-

Skills

- 40 +4 with All Combat
- 3 Computer Programming 13-
- 3 Cryptography 13-
- 3 Deduction 13-
- 3 Electronics 13-
- 3 AK: Earth 13-
- 15 KS: Everything 25-
- 3 Tactics 13-
- 3 Teamwork 13-

Total Powers & Skills Cost: 675

Total Cost: 936

400 Matching Complications (75)

- 20 **Hunted:** the Champions (Frequently, As Pow, NCI, Capture)
- 15 **Hunted:** UNTIL (Infrequently, As Pow, NCI, Capture)
- 10 **Physical Complication:** can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
- 25 **Psychological Complication:** Loyal To Mechanon (Very Common, Total)
- 20 **Vulnerability:** 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)

Total Complications Points: 75

Experience Points: 536



Cost Flamethrower Module

- 157 **Mark VII Flamethrower:** Multipower, 90-point reserve, 125 Charges for entire reserve (+¾)
- 7f **1) Concentrated Firestream:** RKA 4d6, Armor Piercing (+¼)
- 6f **2) Fireball:** RKA 4d6, Area Of Effect (24m Radius Explosion; +½); Requires 3 Charges Per Use (-½)
- 7f **3) Mini-Fireball Spray:** RKA 2d6, Area Of Effect (1m Radius; +¼), Autofire (5 shots; +1½); Requires 2 Charges Per Use (-¼)
- 3f **4) Flame Cone:** RKA 3d6, Area Of Effect (16m Cone; +½); No Range (-½), Requires 3 Charges Per Use (-½)

Total cost: 180 points (+20 points)

Cost Restrainer Module

- 90 **Restraint Weapons Array:** Multipower, 90-point reserve
- 7f **1) Neural Agonizer:** Blast 8d6, NND (defense is Mental Defense or not being a living organic being; +½), Reduced Endurance (½ END; +¼)
- 4f **2) Neutron Pulse:** Blast 6d6, NND (defense is Power Defense or not being a living organic being; +½), Area Of Effect (8m Radius; +½); No Range (-½)
- 6f **3) Tangle-Cable:** Entangle 8d6, 8 PD/8 ED; 10 Charges (-¼)
- 7f **4) Steel Nets:** Entangle 6d6, 6 PD/6 ED, Area Of Effect (8m Radius; +½); 10 Charges (-¼)
- 8f **5) Paralysis Ray:** Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks (+1)
- 6f **6) Neural Interference Ray:** Drain DEX and SPD 3d6, Expanded Effect (two Characteristics simultaneously; +½), Delayed Return Rate (points return at the rate of 5 per Minute; +1); Only Versus Living Beings (-¼)

Total cost: 128 points (-32 points)

TYPE DELTA SUBVERSION ANDROID

Description: The Type Delta Subversion Android is one of Mechanon's primary "stealth" weapons. It's an android that looks, sounds, feels, and acts just like a human being. Mechanon has even built systems into it that simulate humanity to medical scans (such as CTs and MRIs) — you'd have to literally cut it open to find out that it's really a machine.

Mechanon also has a few even more advanced androids that can actually change shape! Their "flesh" and "skin" are made of special mimetic plastics of Mechanon's own invention and can be instantly "molded" into a new form by a signal from the android's computer brain.

Neither form of the Type Delta comes with any built-in weapons. They're faster and stronger than ordinary humans, though, so they can hold their own in ordinary fights.

TYPE DELTA SUBVERSION ANDROID

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	10	12-	
10	CON	0	11-	
15	INT	5	12-	PER Roll 12-
0	EGO	0	—	
10	PRE	0	11-	PRE Attack: 2d6
5	OCV	10		
5	DCV	10		
0	OMCV	0		
0	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	21		Total: 8 PD (8 rPD)
8	ED	21		Total: 8 ED (8 rED)
5	REC	1		
0	END	-4		
15	BODY	5		
—	STUN	—		Total Characteristics Cost: 104

Movement: Running: 12m

Cost	Powers	END
33	Seemingly Human: Images to Sight, Hearing, Touch, and Radio Groups, -10 to PER Rolls Reduced Endurance (0 END; +½); Self Only (-½), Set Effect (simulate humanity, see text; -1)	0
15	Robotic Form: Does Not Bleed	0
10	Robotic Form: No Hit Locations	0
45	Robotic Form: Takes No STUN	0
7	Robotic Form: Reduced Endurance (0 END; +½) on STR	0
6	Robotic Form: Reduced Endurance (0 END; +½) on Running	0
1	Robotic Form: Reduced Endurance (0 END; +½) on Leaping	0
1	Robotic Form: Reduced Endurance (0 END; +½) on Swimming	0
24	Robotic Form: Resistant (+½) for 8 PD/8 ED	0
24	Structural Support Field: Power Defense (8 points)	0

15	Hardened Visual Sensors: Sight Group Flash Defense (5 points)	0
15	Electronic Countermeasures: Radio Group Flash Defense (5 points)	0
30	Heavy: Knockback Resistance -10m	0
10	Emotional Control: +20 Presence Only To Protect Against Presence Attacks (-1)	0
35	Robotic Form: Life Support: Total	0
20	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed Invisible Power Effects (Fully Invisible; +¼); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 12- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
49	Self-Destruct Mechanism: RKA 6d6 [1nr] NND (defense is ED Resistant Protection defined as a force-field or the like; +1), Does BODY (+1), Trigger (encrypted radio signal from self or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed
20	Universal Translator 12-

Skills

20 Various Skills programmed into Android for its mission

Total Powers & Skills Cost: 423

Total Cost: 527

400 Matching Complications (75)

10	Physical Complication: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
25	Psychological Complication: Loyal To Mechanon (Very Common, Total)
20	Vulnerability: 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)

Total Complications Points: 55

Experience Points: 147

OPTIONS

Cost Power

63	Form Mimicry: Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, any humanoid shape), Imitation, Instant Change, Reduced Endurance (0 END; +½)
3	FemBot: Striking Appearance +1/+1/d6



MENTON

Background/History: Throughout the world, the Medinas of Spain are renowned as wealthy cattle-owners and industrialists. For centuries they've been one of Spain's most prominent families, with relations among the crowned heads of Europe and an open invitation to the most exclusive social events. What no one knows, and the Medinas have always taken great pains to conceal, is that since shortly after World War II the family has offered its unswerving loyalty and obedience to Albert Zerstoiten, better known to the world as Dr. Destroyer. Neither Destroyer nor any Medina has ever revealed why the family pledged itself to Destroyer's service, but the fact of it remains. (Though since Dr. Destroyer's been "dead" since 1992, the family's been left to chart its own destiny without him... a state of affairs more than one Medina prefers to serving a world-conquering madman.)

In 1968, Pacorro Medina took over as head of the family upon the death of his father, Sebastian. Though young, Pacorro had a good head for business, and a fine appreciation of family tradition. He recognized the need to breed sons, to continue the family line unbroken and ensure that the family businesses would never leave Medina hands. He courted and won the hand of Raquel Herrera, considered the most beautiful young woman in Spain.

In 1970, Raquel gave birth to fraternal twins, a boy Alejandro and a girl Isabella. They were the joy of their parents' lives — until the day Dr. Destroyer discovered latent psionic potential in both of them. He commanded Pacorro and Raquel to turn the children over to him, and without hesitation they obeyed.

For Alejandro and Isabella, the next ten years were a blur of studies, experiments, tests, and procedures. Destroyer brought the full force of his intellect and technology to bear on the problem of unlocking the twins' psionic powers. Finally, after a decade of research, he succeeded. Isabella gained mental powers the equal of other powerful psionics. Alejandro, for reasons Destroyer could not fully explain, gained much, much more — so vast were the powers Destroyer unleashed within him that from that day to this, he remains the most powerful human psionic in existence.

Destroyer wasted no time putting his newest assets — codenamed Menton and Mentalla — to work as spies and assassins. Despite their youth and inexperience, they spearheaded his attempt to take over the United States in 1980, and though that scheme failed he found their performance more than adequate. The twins spent many years in his service, content with the responsibilities and perquisites they enjoyed, but never truly happy serving another — their powerful minds were not susceptible to Destroyer's "loyalty treatments" the way ordinary humans' are. Alejandro in particular chafed under the Doctor's command, though he never showed it openly. Why should one so powerful as he serve *anyone*, even Destroyer?

In 1992, when Destroyer faked his own death to go underground (destroying Detroit in the process), Alejandro saw his opportunity. With all the world looking for Destroyer to make sure he was truly dead, Destroyer didn't dare to hunt down one renegade servant, no matter how powerful — to do so would unacceptably jeopardize the success of his overall scheme. Accordingly, Menton defected from Destroyer's organization and set out to conquer the world for himself.

Although he's launched many schemes to rule humanity, the one that came closest to succeeding was his 2005 effort to manipulate the people of Guamanga into electing him their president. Using that country as a power base he could have quickly taken over many other nations, and eventually Earth. Unfortunately for him, a secret UNTIL mission distracted him enough to let a disguised Rakshasa get close enough to shoot him point-blank in the head with a blaster pistol! His Psychokinetic Shield saved his life, but he was left badly injured and in a coma. He was soon placed in "hot sleep" in Stronghold.

And he might have remained there for the rest of his life... but in July 2009, he suddenly awakened. It's unclear whether his capsule malfunctioned, was sabotaged, was accidentally shut off, or what else happened — he himself doesn't know, and doesn't really care. After opening the capsule and realizing where he was, he quickly used his mental powers to take over key Stronghold personnel and made his escape. To cover his tracks he freed most of the other inmates, resulting in the so-called "great Stronghold break-out of 2009."

Since then, Menton's laid low, perhaps marshaling his strength, establishing a resource base, or simply relaxing and enjoying himself. Wherever he is and whatever he's doing, he's bound to try to conquer the world again sometime in the near future. More than a few superheroes and law enforcement officials worry about just how much behind-the-scenes control he may already exert over various world leaders....

Personality/Motivation: Menton makes no secret of his general contempt for the rest of humanity. He considers everyone else on Earth, up to and including the most powerful politicians, businessmen, and master villains, his inferior. To him, other people are just puppets to control and manipulate as he chooses. He enjoys displaying his "superiority" by inflicting various petty and not-so-petty cruelties on other people, like Mind Controlling them to do things that get them fired or divorced, forcing women to obey his whims while retaining full awareness of what they're doing (and then changing their memories of his appearance so they accuse someone else of the crime), and so forth.

Menton is easily offended by anyone who harms or insults him, and quite willing to go out of his way to make such people suffer for their impudence. He'll use his powers first to uncover a hero's Secret Identity, then to ruin his civilian life, and finally, after he's toyed with his victim long enough, to reveal what's been done and then kill him.

Quote: "Struggle as you will, you can never withstand the power of my mind."

Powers/Tactics: Menton is without a doubt the most powerful human psionic alive today. He makes the members of PSI look like mental weaklings by comparison, and even his own sister doesn't possess powers that come close to his. (There are some indications that his niece Estefana, daughter of his younger brother Casimiro, may possess powers equal to or even greater than his own, but she hasn't manifested any psionic abilities yet.) He can take control of someone's mind, create absolutely convincing illusions in another person's mind, read or alter thoughts and memories, and paralyze or blind someone by shutting off parts of the victim's mind. His powers can affect not only other humans, but animals and the strangest of alien minds with equal ease.

Additionally, Menton has a broad suite of psychokinetic powers. These include not just moving objects with mental power but creating force-shields and screens of psychokinetic energy and levitating/flying psychokinetically. Perhaps his most advanced power of this type is the ability to transform his body to energy and "move" it somewhere instantly (*i.e.*, Teleportation). However, other than that he's never demonstrated any other matter transmutation powers or related abilities.

Menton's mind works with such strength and swiftness he can take extra Actions with just his mental and psychokinetic powers. In game terms, he has +4 SPD that only allows him to

make mental attacks and Actions. He gets a Phase on Segments 2, 6, 7, and 11 in which he cannot take any physical Actions, just mental ones. If he Aborts one of his five normal Phases, he loses any mental Action in the Phase in which he Aborts; if he's already taken a "mental Phase" in a Segment, he cannot Abort to a physical Action in that Segment.

For all his power, Menton is a subtle man not prone to combat. He prefers to work behind the scenes, to control others and get them to do his bidding instead. If forced to confront someone, he prefers to Mind Control one foe to attack another, thereby removing two enemies from contention. If angered (such as when he's injured), he'll resort to using psychokinetic powers to inflict harm.

Resources: Menton doesn't maintain an organization the way most other master villains do. His "bases" are permanently-reserved suites in the most expensive and exclusive hotels in the world, where harems of beautiful women await his whims and the best chefs prepare whatever food he might desire. His "followers" are whoever he happens to be controlling, either with his mind or more banal methods such as money.

Associates, Allies, And Adversaries: Menton doesn't enjoy cordial relations with anyone else in the underworld. His overweening arrogance and insistence on possessing absolute authority in any situation keep potential allies away, and his general scorn for "lesser" humans prevents him from seeking any out.

Even though Dr. Destroyer's been "dead" since 1992, Menton still hasn't gotten over his hatred of him. If he ever learned Destroyer were still alive (he thinks Shadow Destroyer is an imposter, since he knows Zerstoiten would never use magic), he'd do what he could to either correct that situation, or alert the world to it in the hopes superheroes would do it for him. He and the Destroyers hate each other and have fought inconclusively once or twice (largely due to the fact that Gigaton and Rakshasa can use Destroyer's technology to protect the team from Menton's powers to some extent; without that he could defeat them easily).

When PSI temporarily split apart during the 2000s, several of its members, including Mind Slayer, went to work for Menton. He doesn't blame them for "leaving" his service after he was incarcerated, and might be willing to help them with a plan if approached properly. He regards them as mental midgets, though — an attitude some of them resent.

The only person Menton has any true affection for is his sister, Mentalla. Because of that he sometimes helps her and her comrades in Eurostar, though he considers most members of the team arrogant fools.

For more on the Medina family, see CU 154.

Campaign Use: Menton is a master villain of conspiratorial bent. In most scenarios, the PCs should never be quite sure if he's *really* behind a particular plot, or if it's someone else altogether.

MENTON FACTS

Here are some facts characters and NPCs might know about Menton if they succeed with an appropriate Skill Roll:

N/R: Menton is the most powerful human psionic in existence, with mental powers strong enough to affect not only nearly any individual, but at times entire populations.

K/R: Menton was imprisoned in Stronghold from 2005-2009 after someone shot him in the head during his attempt to take over Guamanga; it's not known how he escaped in 2009, but he freed most of the inmates as he left.

-1: Menton is a mutant, and though most of his powers are psionic in nature, he's also much stronger, faster, and tougher than an ordinary human being.

-2: Based on their appearance, the nature of their powers, and his attitude toward her, Menton seems to have some connection to Mentalla; they may even be closely related.

-8: Menton and Mentalla are twin brother and sister.

-10: His Secret Identity is Alejandro Medina; he's a scion of the wealthy Medina family of Spain.

Only in the final, climactic scene should proof of his involvement come to light.

One mystery surrounding Menton is who or what freed him from Stronghold. It could just have been a freak malfunction (such things have happened at the super-prison in the past, though it's an extraordinarily rare occurrence). If it was an outside agency of some sort, why was he freed?

If you want to increase Menton's power and/or flexibility, increase the Pool and/or Control Cost of his Variable Power Pool, or buy him more powers outside it. If he's too powerful for your game and needs to be "cut down" a little, convert his VPP into a Multipower of specific mental abilities, get rid of his bonus SPD, and remove his Barrier power.

Appearance: With his black hair and smoky dark eyes, Alejandro Medina is a handsome man in his early forties (though he looks about ten years younger); he enhances others' perception of his already noteworthy appearance through subtle mental manipulation. He wears the most expensive, best-tailored clothes he can obtain, often using an item of clothing no more than once or twice before discarding it as "worthless." He's usually accompanied by a train of utterly obedient servants and gorgeous "girlfriends."



EXAMPLE POWERS FOR VAST PSIONIC POWERS VARIABLE POWER POOL

The *Mental And Psionic Powers*, *Precognition Powers*, and *Telekinetic Powers* sections of *Champions Powers* have dozens of pre-built abilities that are appropriate for Menton's Power Pool. Here are a few other possibilities:

Cost Power

- 150 **Mental Assault:** Mental Blast 10d6, Reduced Endurance (0 END; +½)
- 120 **Illusions:** Mental Illusions 16d6, Reduced Endurance (0 END; +½)
- 140 **Mental Control:** Mind Control 16d6, Telepathic (+¼), Reduced Endurance (0 END; +½)
- 90 **Mental Paralysis:** Entangle 6d6, 6 PD/6 ED, ACV (uses OMCV against DMCV; +¼), Takes No Damage From Physical Attacks (see 6E1 217; +¾), Work Against EGO, Not STR (+¼); Mental Defense Adds To EGO (-½)
- 131 **Mental Blinding:** Sight, Hearing, Smell/Taste, and Touch Group Flash 12d6, ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Reduced Endurance (0 END; +½)
- 93 **Psionic Surgery:** Major Transform 7d6 (alter, remove, or add memories or Psychological Complications, heals back normally or through repeated applications of this power), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Line Of Sight (+½), Works Against EGO, Not BODY (+¼); Limited Target (mental "objects" in the minds of sentient beings; -½)
- 77 **Psionic Enslavement:** Severe Transform 6d6 (become Menton's willing, devoted slave, heals back normally or through repeated applications of this power), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼); Limited Target (mental "objects" in the minds of sentient beings; -½), Limited Normal Range (10m; -¼)
- 135 **Psychokinesis:** Telekinesis (60 STR), ACV (uses OMCV against DCV; +0), Line Of Sight (+½)
- 150 **Psychokinetic Rending:** RKA 5d6, Penetrating (+½), Reduced Endurance (0 END; +½)
- 53 **Psychokinetic Barrier:** Barrier 12 PD/12 ED, 12 BODY (up to 12m long, 4m tall, and ½m thick), Non-Anchored, Dismissable; Costs Endurance (to maintain; -½)
- 30 **Psychokinetic Flight:** Flight 40m, Reduced Endurance (0 END; +½)
- 60 **Psychokinetic Body Transmission:** Teleportation 40m, x8 Noncombat, x4 Increased Mass, Reduced Endurance (0 END; +½)
- 24 **Psychometry:** Retrocognitive Clairsentience, Reduced Endurance (0 END; +½); Psychometry (-½), Retrocognition Only (-1)



MENTON

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	20	13-	
40	CON	30	17-	
35	INT	25	16-	PER Roll 16-
30	EGO	20	15-	
35	PRE	25	16-	PRE Attack: 7d6
7	OCV	20		
7	DCV	20		
15	OMCV	36		
15	DMCV	36		
5	SPD	30		Phases: 3, 5, 8, 10, 12 (see text)
15	PD	13		Total: 35 PD (20 rPD)
20	ED	18		Total: 40 ED (20 rED)
16	REC	12		
80	END	12		
20	BODY	10		
70	STUN	25		

Total Characteristic Cost: 304

Movement:

Running:	12m
Flight:	40m
Teleportation:	40m

Cost	Powers	END
430	Vast Psionic Powers: Variable Power Pool, 250 Pool + 150 Control Cost Cosmic (+2); Only Mental/Psychokinetic Powers (-¼)	var
90	Telepathic Scanning: Telepathy 16d6 (Human, Animal, and Alien classes of minds)	9
135	Mental Scanning: 16d6 Mind Scan (Human, Animal, and Alien classes of minds) Reduced Endurance (0 END; +½)	0
48	Psychokinetic Shield: Resistant Protection (20 PD/20 ED) Nonpersistent (-¼)	0
27	Speed Of Thought: +4 SPD Only To Use Mental/Telekinetic Powers (-½)	0
25	Strong Mind: Mental Defense (25 points)	0
10	Strong Mind: Mental Group Flash Defense (10 points)	0
36	Mind Detection: Detect Minds 16- (Mental Sense Group), Discriminatory, Analyze, Improved Arc Of Perception (360 Degrees), Sense, Targeting, Telescopic (+8 versus Range Modifier)	0
20	Favor Of Fortune: Luck 4d6	0

Perks

100	Contacts: Well-Connected and 97 points' worth of Contacts around the world in high society and the underworld
15	Money: Filthy Rich

Talents

46	Danger Sense (any area, any danger, sense) 20-
5	Eidetic Memory
3	Simulate Death
9	Striking Appearance +3/+3d6
20	Universal Translator 16-

Skills

24	+2 Overall
36	+6 with All Mental Powers/Attacks
3	Acting 16-
3	Climbing 14-
3	Combat Driving 13-
3	Computer Programming 16-
3	Conversation 16-
3	Deduction 16-
3	Disguise 16-
3	KS: Psionic Etiquette 16-
3	KS: The Psionic World 16-
3	KS: The Superhuman World 16-
3	Power: Mental Powers 16-
3	Power: Telekinesis Tricks 16-
3	SS: Psionic Engineering 16-
3	SS: Psionic Surgery 16-
3	Security Systems 16-
3	Stealth 13-
10	TF: Common Motorized Ground Vehicles, Hanggliding, Helicopters, SCUBA, Skiing (Snow and Water), Small Planes, Snowmobiles, Two-Wheeled Motorized Ground Vehicles
3	WF: Small Arms, Blades
3	Traveler
1	1) CK: Hong Kong 11-
1	2) CK: London 11-
1	3) CK: Millennium City 11-
1	4) CK: New York City 11-
1	5) CK: Paris 11-
1	6) CK: Rome 11-
1	7) CK: Singapore 11-
1	8) CK: Tokyo 11-

Total Powers & Skills Cost: 1,151

Total Cost: 1,513

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Enraged: if takes BODY from an attack (Uncommon), go 11-, rec 8-
15	Hunted: the Destroyers (Infrequently, As Pow, NCI, Capture/Kill)
15	Hunted: UNTIL (Frequently, As Pow, NCI, Capture)
20	Psychological Complication: Considers Self Superior And Humanity His Puppets (Common, Total)
15	Psychological Complication: Casually Cruel (Common, Strong)
15	Social Complication: Secret Identity (Alejandro Medina) (Frequently, Major)

Total Complications Points: 75

Experience Points: 1,113

B DOCTOR PHILLIPPE MOREAU

Background/History: Phillippe Moreau is the grandson of the Dr. Moreau whose history was chronicled in the H. G. Wells novel *The Island Of Dr. Moreau*. Wells had to present the story as fiction due to the fantastic and disturbing nature of the events it depicts, but in fact it was a true and accurate account of events.

Moreau's son wanted nothing to do with his father and even changed the family name to Murrow. But his grandson, Phillippe, born in France in 1949, was utterly fascinated by his grandfather from the moment he learned the truth about him. One day while rummaging through some old boxes in the attic he came across some old research notes and records of Dr. Moreau's. He read them eagerly and soon began performing simple experiments based on what he learned. He carefully buried the corpses of the animals he vivisected so no one would learn what he was doing. He intended to recreate his grandfather's work and show the world that the Moreaus were scientific geniuses and visionaries of the first water!

Moreau studied medicine, anatomy, and genetics in some of the finest schools in Europe. He had to leave several of them under faint clouds of scandal, as he was a notoriously difficult student fond of confronting his teachers and performing extracurricular experiments without permission after hours. Eventually he could find no legitimate teachers willing to work with him... so he turned to VIPER for funding and access to the work of other scientists who had run afoul of small-minded authority figures.

Moreau fulfilled his contracts with VIPER and left its employ amicably in 1979, having contributed directly to its ongoing work by creating superhuman agents like Fatalla and Cottonmouth. He acquired a small piece of land in the Ukraine, in the foothills east of the Carpathian Mountains, and built himself a laboratory in the depths of a nearly impassable forest to ensure privacy. There he began his work on test animals brought to him by mercenaries and hunters. He was seeking ways to duplicate and eventually improve upon the work his grandfather had begun: "uplifting" base animals into beings more like men, to serve as slaves and spare mankind the drudgery of work and the suffering of war.

Imagine what mankind could do if it were able to devote its energies to the finer things in

life, to science and art and philosophy, with its common tasks taken care of by an endless supply of half-human servants! Nations would no longer need to send the very flower of youth off to die in wars — battalions of fierce, savage warriors with the instincts of beasts but the intelligence of men would fight on man's behalf, allowing humans to live like gods! (Of course, the financial rewards for the man who brought about this glorious new age would be beyond measure.) This was Moreau's dream, and he worked for years in the dark forests of Russia to achieve it.

His first real breakthrough came in 1984, when he mutated a young mountain gorilla using the mysterious mutative substance Radium X (which can cause spontaneous mutations in certain subjects under proper conditions), surgical grafting, and chemical baths to give it remarkable intelligence (that was soon revealed to be considerably higher than the human norm) as well as the ability to talk. Doctor Silverback, as the ape became known, added his own brilliance to Moreau's to duplicate the process, and within a matter of months Moreau's lab began churning out dozens of additional beast-men, mutated from a wide range of mammals such as foxes, deer, possums, oxen, moles and squirrels. In 1985 Moreau successfully expanded the procedure and began creating beast-men derived even from non-mammalian creatures, including a small number of bird-men, fish-men, and reptile-men. He put these creatures to work as servants, expanding his single laboratory into a small village with cultivated fields and gardens.

By the summer of 1985 Moreau was running short of the various chemicals and radioactive elements he needed to pursue his work, and the poor condition of his lab equipment was also causing unnecessary delays (as well as occasional deaths among his test subjects). He put together a small cadre of his most dangerous beast-men and trained them to commit robberies on his behalf, first stealing money from nearby towns as practice and then journeying to Kiev to steal medical supplies and equipment. While there, his band of criminal beast-men narrowly avoided being captured by the Soviet costumed hero Quake, who was intrigued by his opponents and began to track them down. A month later, Moreau found himself completely out of Radium X. The nearest place

he could get more was London. He sent his cadre there... but they botched the robbery and had to flee the New Knights of the Round Table.

They arrived back in Moreau's village barely ahead of the British heroes, who had by this time coordinated their efforts with Quake. Moreau ordered Silverback and the cadre to lead the rest of his animal subjects in battle against the invaders, but Silverback, tired of the abuse and seeing an opportunity for escape, instead joined the heroes. The rest of Moreau's forces fell into disarray (though a few beast-men fought hard against the heroes, and several were injured). Moreau was defeated and turned over to UNTIL. The British government put him on trial; he was convicted and sentenced to a 20-year prison term.

Fortunately for Moreau, his old allies in VIPER remembered his service to the organization and believed he'd be the perfect addition to several of its current projects. In 1987 it broke Moreau out of prison and put him back in a laboratory. For over 20 years Moreau worked faithfully for VIPER on the organization's various superhuman creation programs, none of which truly succeeded. But his heart still lay with his great work of creating "manimals," and over time he became more and more difficult for VIPER to work with. In 2008 he and VIPER came to an agreement: VIPER would set him up in a private laboratory in an isolated location suitable for his projects, and he'd work for VIPER as an outside "consultant" and contractor.

Thus it was that Dr. Moreau came to Monster Island. VIPER built him a lab there in the part of the island now known as Wells Pass. Since then Moreau's created "manimals" by the dozens. Most have remained loyal to him, but some have broken free of his control to form a "resistance movement" against him on the island. But so far they've had no luck in stopping his activities, and it remains to be seen what fiendish creations he may "breed" in his laboratories and vats now that he can work on whatever he wants to.

Personality/Motivation: To Phillippe Moreau, Science is all that matters, particularly the Science that most interests him (biology and evolution). Like his grandfather, he believes he can create beast-men who are better than humans — not better physically necessarily, but better *morally*, in that he can instruct and educate them to avoid the ethical failings of Humanity. In effect he wants to set himself up as God and create a new, better species to rule Earth (he sometimes tells people he's creating beast-men to serve Humanity, but that's not true). He's immensely proud of his creations, especially when they defeat his enemies, and both saddened and angered when one of them breaks away from him due to failure to absorb and understand his teachings.

In truth, though, all this is just a cover for a deeply amoral and sociopathic personality. Moreau enjoys inflicting pain and enforcing his will on others, and since he can't do that to people, he does it to animals he's transformed into

a mockery of people with his advanced surgical techniques, sera, and Radium X treatments. He's far surpassed his grandfather (thanks mostly to Radium X and modern medical technology), but he won't be content until armies of manimals under his command take the Earth for themselves.

Quote: "A flawed Humanity will be replaced by a more sublime being, a being created by my hand and educated by my flawless mind."

Powers/Tactics: Phillippe Moreau possesses no powers; he's by and large an unremarkable physical specimen. But he's a scientific genius, particularly in the fields of biology and surgery. He uses his abilities to vivisect ordinary animals and make of them beast-men (also called "manimals"). The process involves not just surgical alteration but the use of advanced chemical sera, genetic treatments, and exposure to the mutative radiations of Radium X. The resulting creations are usually loyal to him, but not always. Many of them serve him as soldiers, spies, couriers, or servants.

Although he uses horrific methods, Dr. Moreau obtains a lot of valuable scientific data in his work. He keeps a lot of his notes not on computer, but in old-fashioned notebooks he writes by hand. (He usually scans the pages and keeps them digitally in case he loses a notebook, but he doesn't like to do his main note-taking on the computer.) The notebooks tend to be scattered here and there throughout his labs and workrooms. PCs fighting him might want to take them and turn them over to someone who can use the information they contain ethically and mercifully.

If confronted with force, Dr. Moreau will flee. He's not a fighter and doesn't carry weapons.

Resources: Doctor Moreau's primary resource is the dozens of beast-men who faithfully serve him in a variety of capacities. You can use the character sheets on HSB 384-92 for typical manimals, but feel free to make some specimens stronger, tougher, or faster if you prefer (or if that's necessary to challenge your PCs). These superior specimens are referred to as "warchiefs" by Moreau and the other beast-men. Beyond that he's typically dependent on VIPER or his other underworld contacts for equipment, materials, and supplies.

Genius like Moreau's, even unethical, unscrupulous genius, tends to attract followers. In Moreau's case, other scientists with similar interests and similar lack of morals gravitated to him during his career in VIPER and have followed him to Monster Island to work for him. VIPER agents snidely refer to these people as "Whitecoats" due to their customary laboratory garb. For the Whitecoats, use the "Average Person" and "Noteworthy Normal" character sheets on 6E1 438, but add a few appropriate Science Skills (such as SS: Biology and SS: Surgery). Many of them will run rather than fight, but some will arm themselves with whatever weapons they can find and put up a token defense.

Campaign Use: Doctor Moreau is undoubtedly the weakest master villain in this book — but that doesn't mean he's not a threat, just that you have to use him appropriately. For lower-powered Champions campaigns (and even some “street-level costumed crimefighters” Dark Champions games), he makes a good adversary for the PCs, sort of a bargain-basement version of Teleios. In higher-powered games the threat he poses is more one of supplying dangerous enemies (like VIPER) with additional resources, or the possibility he could breed a world-ravaging plague. In some cases it may suit the campaign better to transfer him from Monster Island to a more appropriate location (such as a hidden laboratory in Hudson City).

Generally speaking it's best not to change Dr. Moreau; keep him a sort of creepy mad scientist type. If absolutely necessary you could even give him a small Biological Creations Power Pool, but usually it works best if he remains a sinister scientist.

Doctor Moreau doesn't Hunt heroes; he has his great work to concentrate on.

Associates, Allies, And Adversaries: Doctor Moreau maintains strong ties to VIPER, which set up his lab and frequently contracts with him to supply manimals for its schemes, perform research, or assist the organization in other ways. He's also established a strong working relationship with some animal-powered supervillains, for whom he sometimes provides medical services or tries to augment their powers. Chief among these is White Rhino (see CV3), who frequently works for Moreau as a bodyguard in exchange for his scientific services.

Doctor Moreau regards Teleios as his most serious supervillainous rival, and would love to find a way to show him who's the better superbiologist (and to obtain copies of Teleios's notes and files). Teleios, on the other hand, is barely aware of Moreau and rightly considers him a paltry experimenter when compared to the Perfect Man.

Similarly, Moreau looks on King Cobra as something of a rival, though he's never had any contact with him. He's unaware of the fact that King Cobra is Dr. Timothy Blank (whom Moreau barely remembers) and that the reptilian master villain has a deep hatred for him based on their work for VIPER.

Appearance: Phillippe Moreau is a middle-aged white male of European ancestry. He has a short grey beard and moustache and wears glasses. He usually wears men's pants, a light-colored shirt, and short white labcoat.

THE LAWGIVER'S TEXT

Moreau has taught most of his manimals to read, and many of them carry with them a piece of paper listing the Laws that he has set forth — the Ten Commandments, if you will, laid down by the God Moreau to his children. They include:

- Thou shalt not go on all fours; thou art a man, and walk upon two feet.
- Though shalt not suck up drink; thou art a man, and take thy drink from cup or glass.
- Thou shalt not eat flesh or fish; thou art a man, and eat civilized, prepared foods.
- Thou shalt not claw the bark of trees; thou art a man, and shall not engage in the habits of animals.

The manimals often come together to chant the Laws in unison in a simplified, sing-song form. Many of the manimals try to follow the Laws scrupulously, but some backslide as much as they obey.

DOCTOR MOREAU FACTS

Here are some facts characters and NPCs might know about Dr. Phillippe Moreau if they succeed with an appropriate Skill Roll:

K/R: Doctor Moreau first came to world attention when some “animal-men” he created committed crimes in Britain; he was eventually located, arrested, and sentenced to 20 years in prison by a British court. He escaped two years later with the help of VIPER and has worked for that organization ever since.

-1: Doctor Moreau actually worked for VIPER prior to being captured by the New Knights of the Round Table.

-2: Dr. Moreau no longer works directly for VIPER; it's set him up with a private lab somewhere on Monster Island, and he in turn often serves the organization as a “consultant” or outside contractor.

-4: Doctor Moreau is, in fact, the grandson of the infamous scientist described by science fiction author H.G. Wells in *The Island Of Dr. Moreau*.

-6: The superhero Tiger, who was killed in the Battle of Detroit, was an UNTIL agent who got his powers when exposed to some of Dr. Moreau's chemicals and Radium X during the raid on Moreau's hideout in the Urals in 1985.

-8: Doctor Moreau currently maintains a private, secure laboratory in the Wells Pass region of Monster Island.

B DOCTOR PHILLIPPE MOREAU

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
12	DEX	4	11-	
10	CON	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6

3	OCV	0		
4	DCV	5		
3	OMCV	0		
6	DMCV	9		
3	SPD	10		Phases: 4, 8, 12
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
4	REC	0		
20	END	0		
8	BODY	-2		
16	STUN	-2		Total Characteristics Cost: 51

Movement: Running: 12m

Cost	Powers	END
5	Not Squeamish: +15 PRE Only To Protect Against Disgust-Based Presence Attacks (-2)	0

3	Observant: +1 to PER Rolls with all Sense Groups	0
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Perks

30	Well-Connected and 27 points' worth of Contacts throughout the world
64	Followers: 125 loyal Manimals built on up to 145 Total Points each
10	Money: Wealthy

Skills

3	Computer Programming 13-
3	Deduction 13-
3	Electronics 13-
3	High Society 13-
3	Interrogation 13-
3	Inventor 13-
1	AK: Monster Island 8-
3	Persuasion 13-
3	Stealth 11-
3	Scholar
2	1) KS: Animals Of The World 13-
1	2) KS: History Of Surgery 11-
1	3) KS: The Scientific World 11-
1	4) KS: The Superhuman World 11-
1	5) KS: VIPER 11-

3	Scientist
5	1) SS: Anatomy 16-
5	2) SS: Biology 16-
2	3) SS: Chemistry 13-
2	4) SS: Cybernetics 13-
2	5) SS: Medicine 13-
2	6) SS: Psychology 13-
5	7) SS: Surgery 16-
5	8) SS: Zoology 16-

Total Powers & Skills Cost: 177

Total Cost: 228

400 Matching Complications (75)

10	Hunted: VIPER (Infrequently, Mo Pow, NCI, Watching)
15	Hunted: Father Elk and his Manimals (Frequently, As Pow, Capture/Kill/Ruin)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Science Above All (Common, Total)
10	Psychological Complication: Amoral (Common, Moderate)

Total Complications Points: 75

Experience Points: 0





NECRULL

Background/History: Necrull's origins are unclear; what little is known was pieced together by Scotland Yard in the late 1880s and early 1890s. A mysterious Dr. Necrull became the subject of police interest in regard to a series of unsolved murders of prostitutes in the Whitechapel district of London in 1888. While Scotland Yard could not link Dr. Necrull to the Whitechapel murders, it did uncover many other crimes he was guilty of, ranging from bodysnatching to monstrous medical experiments performed on the mentally ill. Before Scotland Yard could arrest him, Dr. Necrull fled on a steamer bound for Canada posing as a Dr. Jack Whitechapel.

After Necrull's escape, Scotland Yard's investigation into Dr. Necrull's background was hampered not only by Necrull's uncanny ability to impersonate others, but due to a cover-up by unknown members of the British government. What was learned was that the man known as

Dr. Necrull was born in 1843 under a very different name — a name the investigators were sworn never to reveal by those in the highest levels of authority. He was the son of an English aristocrat who was some kind of adventurer in Egypt during the 1830s and whose activities were not a subject for polite company. When his father returned to England, he brought with him much wealth and many Egyptian artifacts. He also returned with a bride, Necrull's mother, a woman of some unseemly Egyptian background. They isolated themselves at his father's country estate to avoid public disdain for their mixed marriage. Beyond that, Scotland Yard's files, which remain sealed to this day, reveal nothing.

The truth is as strange as the tantalizing hints in the official records suggest. Necrull grew up on the country estate hearing stories of his father's exploits and strange Egyptian tales told by his mother. One night during a massive electrical storm, while his parents were away in London, a powerful bolt of lightning struck the lightning rod on the mansion's roof. The force of the bolt so energized the air that the statue of Anubis in the study danced with a green-glowing corona. Flares of green energy shot about the room, one of which struck a display holding a mummified cat. To Necrull's amazement the mummified cat came back to life! This incident stimulated Necrull's early obsession regarding the nature of life and

death which eventually led him to study medicine at King's College in London.

Upon graduation, Necrull returned home to put his knowledge to use. He promptly set up a laboratory in the mansion's basement to research the strange life-giving properties secreted in the statue of Anubis. He wanted to recreate the conditions that restored life to the cat... but this time he planned to use a human instead. He conducted many electrical experiments in an attempt to energize the statue, but nothing worked. He concluded that only natural lightning had the power to charge it. He had to wait many years until the weather conditions were just right to recreate that event. When they were, he stole a corpse from the local cemetery so he could restore it to life. Unfortunately, Necrull's theft did not go unnoticed.

Before Necrull realized his hopes and dreams, a mob of angry villagers smashed its way into his laboratory and destroyed his equipment. He tried to stop them but an enraged villager impaled him on a pitchfork, piercing his heart. At the moment of his death, a bolt of lightning empowered his equipment, charging the statue of Anubis. As the statue was engulfed in a green halo and its eyes gleamed with sinister purpose, the villagers fled in terror. Then the aura of the statue pulsed, bathing Necrull's corpse with a green energy before fading out of existence. When Necrull awoke from the dead, he didn't realize what had happened to him until the side effects of his transformation began to affect him.

The power of Anubis's statue imbued him with a strange life-giving energy. On the one hand, this energy animated his body and mind... but on the other, it ravaged his flesh with a kind of decay that caused him great pain. It was in a pain-induced state of madness that he killed a prostitute who was pestering him in a dark and secluded alleyway — and he discovered that the woman's blood on his flayed hand stilled the pain. After a few brutal, murderous, experiments he learned he could alleviate his condition by assimilating the flesh of others. The horror of this drove him into madness for good. He became obsessed with finding a cure for his condition.

Upon arriving in Canada, Necrull set up shop in Quebec City. During this time he developed a serum from the secretions of his own body that he claimed could give a person eternal life — though

in fact it merely inflicted a degenerative condition. Using this serum as a lure, he recruited some of the world's most promising scientists to help him with his research into true eternal life. Bound to him by the fact that only he could provide a (temporary) antidote to the serum's degenerative effects, they conducted his grisly experiments in secret until the outbreak of World War I gave Necrull the opportunity to conduct research on a grander scale.

During the Great War, Dr. Necrull moved his "research team" to Paris. There he expanded the ranks of his assistants — the Necrulticians — and ordered them to redirect casualties sent back from the frontlines of the war from legitimate hospitals to his research facilities. But the disappearances of these brave soldiers do not go unnoticed by the French authorities. A famous detective, Claude Renaud of the Prefecture of Police, was called upon to investigate. With information obtained from Scotland Yard veterans still living, Renaud unraveled Dr. Necrull's hideous plot and shut down his operations. Most of the Necrulticians were lost in a great fire as his laboratory was burned to the ground by the French authorities. Once again Necrull had to flee to Quebec City... but this time he was pursued by Renaud and his Canadian ally, Dr. Keith Courage. The constant pressure of their investigations finally forced Necrull to vanish into the western Canada.

After many false starts, Dr. Necrull's evil finally came to rest in the city of Vancouver. His activities remained mostly undetected for many years until the early Thirties, when they were discovered by a secret branch of the RCMP known as the Specialists. It took the Canadian authorities a while to realize the danger Necrull posed until the criminal mastermind known as "Dr. Fume" weaponized some of Necrull's serum into a zombifying gas. After many misadventures, the Specialists, together with an aging Renaud and Courage, finally cornered Necrull in his hidden laboratory. This climatic battle resulted in a great explosion and wildfire that the Specialists and their allies barely survived. While the Specialists were skeptical that Necrull had actually been destroyed, no further evidence of his activities was found and the case was closed.

But Necrull survived. He fled to Germany where he felt his research might be appreciated. The Nazis welcomed him and supplied him with everything he needed. Necrull believed he'd finally found a place where he could settle down and do some consistent research without fear... but then came World War II. During the war, Necrull's operations were sometimes disrupted by various superhuman commandos. Toward the end of the war, the Soviet Super Patriots attacked Necrull's laboratory fortress complex in east Germany. Their first assault was repelled and one of the Super Patriots, the Golden Sickle, was captured. Badly wounded during the assault, Necrull decided to assimilate the Sickle's flesh to regenerate himself. To his astonishment and delight, he discovered that as he consumed her flesh he also

absorbed her powers. Realizing the situation in Germany was hopeless and it was only a matter of time before the Allies won, Necrull retreated back to Canada.

Declared a war criminal by the victorious Allies, Necrull was hunted extensively by various superhuman crimebusters. None was more committed to hunting him down than the Iron Hammer, the Golden Sickle's husband. On the run and with limited resources, Necrull decided the best way to outrun his enemies was to outlive them. After a few daring bank robberies he had enough money to build a crude cryogenic chamber and make a few insightful investments in the postwar economy. He comforted himself that he would awaken in a future that would have forgotten him.

Fifty years later, Necrull found the future a disappointment — "Where are all the flying cars?" But on the other hand, advancements in medical technology, particularly knowledge of DNA, exceeded even his wildest expectations. Necrull realized he'd have to spend some time catching up. With several years of study under his belt, and funded by his past investments in aviation, banks, and oil, Necrull began to recruit new assistants to help him complete his Great Work. Filled with new ideas generated by his study of modern technology, he began to develop spin-off applications of his general research. It didn't take long for his activities to come to the attention of the Superhuman World.

During a conflict with Borealis, Echelon, a junior member of Vanguard, was badly injured early in the fight. While the heroes battled with Borealis, paramedics rushed the injured Echelon to the hospital. But when the heroes finally defeated Borealis, they discovered that their teammate had been kidnapped! The "paramedics" were Necrulticians who'd taken Echelon to one of Necrull's harvesting centers. Vanguard tracked Echelon via his communicator and mounted a rescue operation. Unfortunately, the attack failed; the rest of the team, except for the mentalist Psianide, were captured by Necrull. Psianide's account of what had been done to Echelon, and thus the likely fate of the other Vanguard members, shocked the Superhuman World. Even Borealis went public, denouncing Necrull as inhuman and monstrous. Speaking in his role as "patron" of Canada, the so-called "Spirit of Northern Enlightenment" endorsed a campaign to wipe out Necrull and his minions, offering a thirty million dollar reward to anyone who brought him Necrull's head. (The reward offer stands to this day.)

Unfortunately, this open-season campaign on Necrull only strengthened his position as many superhumans converged on Canada. All this did was supply Necrull with a steady source of recruits and "raw materials" for his research and to encourage the Canadian government to close its borders to keep out "foreign gunslingers." The most notable of Necrull's victims during this time was the entire Canadian superhero team

Vanguard, which attempted, and tragically failed, to capture him in 2007. Absorbing those heroes' powers made Necrull stronger than ever.

As of mid-2010, the Steelhead Division (CU 75) believes Necrull's strengths and weaknesses must be ascertained and a select group recruited and trained to combat him. Until that's done, the Canadian government and all sanctioned superhero teams and agencies are charged to contain the threat as best they can and oppose any attempt to directly confront Necrull himself. The current consensus is that the best way to fight Necrull now is to deny him any new resources in attempt to stall the growth of his power. The governments of the United States and various European nations have taken no official position on Necrull, though his Superhuman Survey rank of "Delta" has been questioned by some officials who think he deserves Omega status.

Personality/Motivation: Necrull's main motivation is to justify the hundreds of lives he's destroyed to maintain his own existence. If he perfects his Necrullitic Elixir, he can free humanity from death and disease, thereby atoning for his crimes. In other words, he's deluded himself into thinking there's a purpose to his actions beyond pure selfish continuation of his own life and increasing his own power — that he's been given a "higher purpose" and the means to achieve it. He sees himself as a great humanitarian, his methods misunderstood and his victims the price that must be paid for greater knowledge. That those who oppose him are as ignorant as the angry villagers who once destroyed his laboratory and left him for dead.

Necrull's need to kill others to sustain himself has stripped him of any humanity he may once have had. In many ways he's more machine-like than human; he has no empathy for others and no remorse for the suffering he causes. The only human feeling he remembers and understands is fear, with which he often tries to manipulate others. Since he doesn't understand emotions, he has difficulty emulating them. For example, he thinks his big, happy smile puts people at ease around him, when in fact it creeps people out and usually tips them off that something is wrong.

Quote: "Science has its own morality and the basis for that morality is that the end justifies the means."

Powers/Tactics: Necrull is imbued with Necrullitic Energy, which gives him a kind of immortality by transforming his body into a half-life state. His body no longer ages; he no longer needs to eat, sleep, or even breathe. Diseases, poisons, and radiation have no effect on him. He doesn't feel pain in the human sense. His internal organs can be damaged or even destroyed to no effect (though destroying enough tissue will, of course, kill him). Weapons that rely upon doing internal trauma have no real effect on him. It's hard to say whether he's truly alive or is just a walking corpse deluded into some grotesque parody of life.

The Necrullitic Energy coursing through Necrull's body wages a terrible war on his physiology, eating away at his tissue and organs. The only way he's found to arrest this decay is to absorb new tissue and organs harvested from other human beings to replace the decaying ones. Referred to as Necrullitic Regeneration, this ability allows Necrull to absorb "specimens" (as he calls them) directly into his body. Aside from Necrullitic Regeneration, Necrull has no other natural means to heal his body.

Necrull's ability to regenerate by absorbing another person's flesh also allows him to absorb any natural superhuman powers that person possesses. However, he can only absorb powers that are a part of the subject's natural or altered DNA. He cannot absorb knowledge, and thus not abilities or powers such as Skills, super-skills, training, magical enhancements, or gadgets. (In game terms, this is represented with a Variable Power Pool that's Limited to reproducing the powers of any superhuman whose flesh is currently a part of Necrull's body. The GM can decide which powers Necrull currently has access to.)

One of the other benefits of his regenerative ability is that he can appear to be human by grafting another human's epidermis onto skinless portions of his own body using his green luminous bodily secretions instead of absorbing it through his normal regeneration process. This bond is tenuous at best; any abrasion or damage may cause the applied skin to peel away, revealing his horrific self. Necrull can take on the appearance of almost anyone equal to his size. Facial imitation is possible though not without some kind reconstructive surgery (due to varying bone structure). He can imitate most of the donor's biometric features, such as fingerprints or even retina prints, by transplanting the appropriate body parts. However, while he can assume another person's physical appearance like putting on a suit, his alien demeanor soon betrays him as something unnatural.

Necrull can also tap and manipulate the Necrullitic Energy flowing within his body and discharge it like a kind of green-hued lightning, or reverse this ability to draw life energy from another living being. This makes the victim look withered; if the victim dies he leaves a useless, desiccated corpse. Necrull only uses this ability if he has no other option because he hates to waste useful resources. His preferred attack is to paralyze a target by touch, which lets him quickly dispatch an opponent without damaging any potential recruits or "specimens." Once helpless, most opponents become compliant to his fear tactics.

Besides Necrull's Necrullitic abilities and the powers he has stolen, he also has at his disposal a vast array of technology, scientific discoveries, and experience. For example, the Necrullitic Elixir he creates from the glowing green secretions that ooze from his body can be injected into a person to grant immortality, or used to create a poison that kills and then turns the character into a

Necrullitic-powered animated corpse who obeys Necrull. He also knows how to create numerous biological weapons powerful enough to wipe out humanity... if that were his goal. The most disturbing offshoot of his research is his ability to combine superhuman and animal DNA, creating monsters to guard his base and enforce his will. Some of these monstrous creations have human intelligence, while others are more animalistic.

Resources: Besides the monstrous servants mentioned above, Necrull maintains numerous secret “harvesting center” bases and laboratories, both major and minor, throughout Canada, and a smaller number of generally less well-equipped facilities in the United States and Europe (primarily Germany). He’s vastly wealthy due to his extensive clandestine investments, and is served by a corps of Necrulticians (see below), but doesn’t maintain the sort of “private army” favored by many master villains.

Campaign Use: Necrull isn’t the most powerful master villain in the Champions Universe, but he’s no pushover either. The threat he poses lies in his ability to entice people with his supposed cure for death. A person who gives in to temptation must pay a heavy price to maintain this immortality — one that eventually enslaves him to Necrull’s cause. In the end his participation in Necrull’s hideous crimes strips him of his humanity, making him something abominable and monstrous like Necrull himself. In a sense, Necrull reproduces himself in others through the curse of his brand of immortality.

Necrull is primarily, though not exclusively, associated with Canada. For established campaigns outside of Canada, you can either move Necrull, or use him as a way to introduce PCs to the Great White North. Necrull’s always looking for fresh meat and could establish a harvesting operation outside of Canada in the PCs’ city. Necrulticians could abduct a PC’s DNPC and transport that person north in attempt to lure the heroes into a trap.

The statue of Anubis that gave Necrull his powers remains something of a mystery; he had to leave it behind when he fled England, and no one knows where it ended up. It could be gathering dust in some storeroom... or it might be in the hands of another unscrupulous scientist or mystic who’s discovered its unusual nature and wants to make use of it somehow. It’s also possible that it isn’t actually a statue of Anubis, but of the god of darkness Set, whose evil is a far likelier source of Necrull’s fiendish powers than the spirit of the jackal-headed Egyptian psychopomp.

Necrull probably doesn’t need to be more powerful for most campaigns, though you could assume that he’s permanently absorbed some superhuman powers (such as much higher Characteristics) if necessary. To weaken him, make his powers take more time and effort to use, reducing him to an odd, creepy mad scientist type instead of a true supervillain.

Necrull might Hunt heroes who have some connection to his past enemies, or whom he thinks can further his research in some way; he also Watches people who’ve received his treatments or might be likely candidates for them. As a Hunter he’s patience personified, biding his time until it’s just the right moment to strike.

Associates, Allies, And Adversaries: Necrull has no allies in the Superhuman World; he’s universally reviled, since he’s perfectly willing to harvest tissue and organs from supervillains as well as superheroes. As mentioned above, Borealis has gone so far as to publicly denounce him and offer a reward for his capture.

If Necrull’s powers do in fact come from Set, it’s possible that the god of darkness may call on him for a favor at some point. If so, that might involve teaming up with the supervillain Anubis, Set’s chief servant on Earth (see CV3).

Appearance: When not in a Flesh Disguise, Necrull looks like a cadaverous, skeletally emaciated corpse with glowing red eyes. He wears a blood-soaked hooded robe; the blood soothes the degeneration of his flayed nerve ends. Sometimes he wears a belt of human skulls for horrific effect. At times his raw, decomposing flesh oozes a strange, glowing green fluid.

NECRULL FACTS

Here are some facts characters and NPCs might know about Necrull if they succeed with an appropriate Skill Roll:

N/R: Necrull is a powerful villain, typically based in Canada, who is possibly undead and has the ability to absorb powers from other superhumans by harvesting their flesh and organs.

K/R: In 2007 Necrull killed all members of the Canadian superhero team Vanguard and absorbed their powers, making him stronger than ever. The Canadian government has imposed a moratorium on efforts to attack him directly until it can assemble a team custom-designed to take Necrull down as safely as possible.

-1: Necrull is a surprisingly skilled fencer.

-2: Necrull can use the skin and flesh of another person to take on that person’s appearance, but his mannerisms and odor may give him away.

-4: Necrull’s schemes often involve luring people into his service by offering them “eternal life”; based on comments he’s made to various superheroes over the years he seems to be working on some great project to “liberate mankind from the chains of death.”

-6: Necrull cannot heal normally from injuries; he can only heal by replacing his damaged flesh with tissue harvested from other people.

-8: Necrull’s quasi-living flesh can’t tolerate healing powers or attacks based on “life energy”; the merest touch of such things can injure him.

-10: Necrull is especially vulnerable to Fire/Heat attacks.



NECRULL

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
23	DEX	26	14-	
18	CON	8	13-	
30	INT	20	15-	PER Roll 15-
28	EGO	18	15-	
30	PRE	20	15-	PRE Attack: 6d6
8	OCV	25		
8	DCV	25		
8	OMCV	15		
8	DMCV	15		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 8 PD (6 rPD)
8	ED	6		Total: 8 ED (6 rED)
8	REC	4		
40	END	2		
22	BODY	12		
42	STUN	11		

Total Characteristics Cost: 253

Movement: Running: 12m

Cost	Powers	END
112	Necrullitic Powers: Multipower, 112-point reserve	
9f	1) Necrullitic Lightning: Blast 18d6	9
11f	2) Necrullitic Life Energy Drain: Drain BODY 3d6 Delayed Return Rate (points return at the rate of 5 per Month; +2¾)	11
4f	3) Necrullitic Paralysis: Entangle 5d6, 5 PD/5 ED ACV (uses OMCV against DMCV; +¼), Takes No Damage From Physical Attacks (see 6E1 217; +¾), Work Against EGO, Not STR (+¼); Based On CON (-1), Mental Defense Adds To EGO (-½), No Range (-½)	11
2f	4) Necrullitic Regeneration: Healing BODY 8d6, Can Heal Limbs OAF Expendable (human flesh and body parts needed, Extremely Difficult to obtain; -2), Self Only (-½)	9
126	Power Replication: Variable Power Pool (Power Assimilation Pool), 90 Pool + 60 Control Cost Cosmic (+2); Only Powers Of Anyone Whose Flesh He's Assimilated Through Necrullitic Regeneration (-1), Powers May Only Be As Powerful As The Powers Of The Target Assimilated (-½)	var

Martial Arts: Fencing

Maneuver	OCV	DCV	Notes
5	Fleche	+1 +0	Weapon +v/10; FMove
5	Lunge	+1 -2	Weapon + 4 DC
4	Parry	+2 +2	Block, Abort
4	Riposte	+2 +2	Weapon +2 DC, Must Follow Block
5	Slash	-2 +1	Weapon +4 DC
5	Thrust	+1 +3	Weapon
3	Trip	+2 -1	Weapon + 1 DC, Target Falls
4	Void	— +5	Dodge, Affects All Attacks, Abort

10	Horrifying Demeanor: +20 PRE Only To Make Fear-Based PRE Attacks (-1)	0
18	Unfeeling Flesh: Resistant Protection (6 PD/6 ED)	0
120	Unfeeling Flesh: Physical and Energy Damage Reduction, Resistant, 75%	0
40	Half-Life Body: Life Support (Total, including Longevity: Immortality)	0
10	Half-Life Mind: Mental Defense (10 points)	0
17	Flesh Disguise: Shape Shift (Sight, Smell/Taste, and Touch Groups, any humanoid shape), Cellular, Make-over, Imitation [1cc] 1 Continuing Charge lasting 1 Week; +½); OAF Expendable (the epidermis of another person, or specifically the person being imitated, Extremely Difficult to obtain; -2), Affects Body Only (-½)	

Perks

134	Necrulliticians: 60 Followers built on 520 Total Points
15	Money: Filthy Rich

Skills

32	+4 HTH
12	+4 with Necrullitic Powers Multipower (first three slots only)
3	Computer Programming 15-
5	Cramming
3	Cryptography 15-
3	Deduction 15-
3	Demolitions 15-
3	Disguise 15-
3	Electronics 15-
3	Gambling 15-
3	High Society 15-
3	Interrogation 15-
3	Inventor 15-
3	Mechanics 15-
3	Oratory 15-
3	Paramedics 15-
3	Persuasion 15-
3	Sleight Of Hand 14-
3	Tactics 15-
5	Two-Weapon Fighting (HTH)
1	WF: Blades
3	Weaponsmith (Chemical Weapons) 15-
3	Linguist
2	1) Language: Arabic (Egyptian) (fluent conversation; English is Native)
1	2) Language: Egyptian, Ancient (basic conversation)
4	3) Language: French (imitate dialects)
1	4) Language: German (fluent conversation)
1	5) Language: Greek (Modern) (fluent conversation)
1	6) Language: Latin (fluent conversation)

- 3 Scholar
- 2 1) KS: Art History 15-
- 2 2) KS: Fencing 15-
- 2 3) KS: History 15-
- 2 4) KS: Literature 15-
- 3 Scientist
- 2 1) SS: Anatomy 15-
- 2 2) SS: Bacteriology/Virology 15-
- 2 3) SS: Biochemistry 15-
- 2 4) SS: Biology 15-
- 2 5) SS: Botany 15-
- 2 6) SS: Chemistry 15-
- 2 7) SS: Egyptology 15-
- 2 8) SS: Genetics 15-
- 2 9) SS: Medicine 15-
- 2 10) SS: Pharmacology/Toxicology 15-
- 2 11) SS: Surgery 15-
- 2 12) SS: Zoology 15-
- 3 Traveler
- 2 1) AK: Eastern Canada (circa 1890-1920s) 15-
- 2 2) AK: England (circa 1880s) 15-
- 2 3) AK: France (circa 1910s) 15-
- 2 4) AK: Germany (circa 1930-40s) 15-
- 2 5) AK: Western Canada (circa 1920-1930s) 15-
- 2 6) CK: Berlin (circa 1930-1940s) 15-
- 2 7) CK: London (circa 1880s) 15-
- 2 8) CK: Paris (circa 1910s) 15-
- 2 9) CK: Quebec City (circa 1890-1920s) 15-
- 2 10) CK: Vancouver (circa 1920-1930s) 15-
- 2 11) CuK: France (circa 1910s) 15-
- 2 12) CuK: French Canada (circa 1890-1920s) 15-
- 2 13) CuK: Germany (circa 1930-1940s) 15-
- 2 14) CuK: Victorian England 15-
- 2 15) CuK: Western Canada (1920-1930s) 15-

Total Powers & Skills Cost: 853

Total Cost: 1,106

400 Matching Complications (75)

- 5 **Accidental Change:** Flesh Disguise peels away whenever he's hit by any attack that does BODY (Uncommon)
- 0 **Dependence:** requires human flesh and other body parts at least once per week or suffers Weakness (-3 to all Characteristics) (Extremely Difficult To Obtain)
- 10 **Distinctive Features:** has a faint odor of death, "that bouquet of the slaughterhouse" (Concealable With Effort; Noticed and Recognizable)
- 20 **Distinctive Features:** creepy facial expressions, body language, and demeanor (Not Concealable; Causes Major Reaction)
- 10 **Distinctive Features:** Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 15 **Hunted:** Forceknight (Frequently, As Pow, Capture)
- 10 **Physical Complication:** cannot Recover BODY, must use Necrullitic Healing (Infrequently, Slightly Impairing)



- 20 **Psychological Complication:** Devoted To Completing His "Great Work" (Very Common, Strong)
- 15 **Psychological Complication:** Sociopath; Considers Humanity "Spare Parts" (Common, Strong)
- 20 **Susceptibility:** takes 3d6 damage instantly if subjected to Healing BODY (other than his Necrullitic Healing) (Common)
- 20 **Susceptibility:** takes 3d6 damage instantly if subjected to Life Energy powers (Common)
- 15 **Vulnerability:** 1½ x STUN from Electricity attacks (Very Common)
- 10 **Vulnerability:** 1½ x BODY from Fire/Heat attacks (Common)
- 5 **Vulnerability:** 1½ x STUN from Life Energy attacks (Uncommon)
- 5 **Vulnerability:** 1½ x BODY from Life Energy attacks (Uncommon)

Total Complications Points: 75

Experience Points: 7066

NECRULLTICIAN

Background/History: In Necrull's early years of research, he had a few run-ins with local law enforcement that cost him some valuable data. He needed to distance himself from the process of collecting new subjects and "specimens." For his first assistants he recruited medical and scientific men by offering them the secret of immortality in exchange for their service... and in fact tricked them into ultimate servitude with his degenerative serum. Later "Necrulticians" (as he dubbed them) haven't necessarily met these same high standards, but are bound to Necrull all the same.

Personality/Motivation: A Necrultician's curse of immortality has over time superseded any other personal agenda he might have had other than completing Necrull's "Great Work." At first each of them was fooled by the false hope that by helping Necrull find the cure for the curse, and thus a means of true immortality, he could redeem himself. But overtime, the grim task of the harvesting human flesh has taken a great toll on their souls, giving the lie to this vain hope. Now they're more machine-like than human, performing their grisly day-to-day tasks more as a ritual than through any sense of personal motivation.

Quote: "I will wear your flesh."

Powers/Tactics: Necrulticians have similar powers to their master, though at a lower level of effect. While harvesting human beings they prefer to be as discreet as possible. Once they used to infiltrate hospitals by replacing principal members of the staff until the authorities became aware of this sort of scheme. Now they tend to pose as less critical staff members, particularly those who work under little or no supervision on the so-called "graveyard shift." Most modern hospitals produce enough medical waste to supply their regeneration needs with little chance of exposure. Only Necrull himself requires live specimens.

Necrulticians engaged in bodysnatching operations usually make a phony 911 emergency call, luring an ambulance to a location of their choosing. They take the place of the ambulance's paramedic crew (who become providers of "specimens") using their Flesh Disguise ability. They then spend the night responding to emergency calls, rerouting their patients to Necrull's harvesting facilities instead. At the end of their "shift" they abandon the vehicle.

In combat, Necrulticians prefer to attack from surprise (either by ambush or by using their Flesh Disguise ability). If possible they capture opponents alive for Necrull rather than killing them. Their tactics are more offensive than defensive due to their natural invulnerability; a Necrultician will sacrifice himself if it means he can get in an attack on his foe in the process.

Campaign Use: Necrulticians are Necrull's primary agents for the harvesting of "specimens" needed to sustain his operations. Thus, they're the first ambassadors of his evil the PCs will encounter. Necrull uses them at various levels to insulate himself and his research from the more dangerous tasks that have a higher risk of discovery and reprisal. Most harvesting operations and centers are self-contained, which may leave the heroes who first discover one the impression that the facility they've found is unique. If it wasn't for Borealis publicly exposing Necrull's existence to the world, many would not connecting these horrors to a greater conspiracy of evil.

Appearance: In a Flesh Disguise, a Necrultician can appear to be almost anyone equal to his size. His ability to impersonate the person he's "masked" himself as is limited because his odd and unnatural facial expressions and movements can give him away. At a distance (greater than 8m) in good lighting conditions a Necrultician can easily pass as normal but a close range (8m or less), their indecorous nature becomes evident. When not wearing a Flesh Disguise, a Necrultician appears as a flayed corpse at an early stage of decomposition oozing a green glowing fluid. His exact level of decay depends upon how many days it's been since he assimilated any new flesh through the Necrullitic Healing process: a Necrultician who's recently assimilated new flesh resembles a freshly dead corpse, while one who hasn't replenished himself for over a week is quite ripe.

FLESH REAPERS

Necrull has another version of the Necrultician known as a *Flesh Reaper*. Designed for operations where subtlety isn't called for, they're much larger and tougher (30 STR, 23 DEX, 30 CON, 15 BODY) and usually armed with terrifying weapons like butchers' cleavers, chainsaws, scythes, and the like. They dress in spiked black leather and wear blood-smearred white aprons.

NECRULTICIAN

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
18	DEX	16	13-	
20	CON	10	13-	
18	INT	8	13-	PER Roll 13-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
5	OMCV	6		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	6		Total: 8 PD (0 rPD)
8	ED	6		Total: 8 ED (0 rED)
8	REC	4		
40	END	4		
12	BODY	2		
40	STUN	10		Total Characteristics Cost: 151

Movement: Running: 12m

Cost	Powers	END
60	Necrullitic Powers: Multipower, 60-point reserve	
6f	1) Necrullitic Lightning: Blast 12d6	6
6f	2) Necrullitic Life Energy Drain: Drain BODY 1½d6 Delayed Return Rate (points return at the rate of 5 per Month; +2¾)	6
2f	3) Necrullitic Paralysis: Entangle 2d6, 3 PD/3 ED ACV (uses OMCV against DMCV; +¼), Takes No Damage From Physical Attacks (see 6E1 217; +¾), Work Against EGO, Not STR (+¼); Based On CON (-1), Mental Defense Adds To EGO (-½), No Range (-½)	6
1f	4) Necrullitic Regeneration: Healing BODY 4d6, Can Heal Limbs OAF Expendable (human flesh and body parts needed, Extremely Difficult to obtain; -2), Self Only (-½)	5
96	Power Replication: Variable Power Pool (Power Assimilation Pool), 60 Pool + 60 Control Cost Cosmic (+2); Only Powers Of Anyone Whose Flesh He's Assimilated Through Necrullitic Regeneration (-1), Powers May Only Be As Powerful As The Powers Of The Target Assimilated (-½)	var
5	Horrifying Demeanor: +10 PRE Only To Make Fear-Based PRE Attacks (-1)	0
60	Unfeeling Flesh: Physical and Energy Damage Reduction, Resistant, 50%	0
10	Half-Life Mind: Mental Defense (10 points)	0
40	Half-Life Body: Life Support (Total, including Longevity: Immortality)	0
19	Flesh Disguise: Shape Shift (Sight, Smell/Taste, and Touch Groups, any humanoid shape), Cellular, Makeover, Imitation 1 Continuing Charge lasting 1 Week; +½); OAF Expendable (the epidermis of another person, or specifically the person being imitated, Extremely Difficult to obtain; -2), Affects Body Only (-½)	[1cc]

Skills

24	+3 HTH
9	+3 with Necrullitic Powers Multipower (first three slots)
3	Combat Driving 13-
3	Concealment 13-
3	Disguise 13-
3	Lockpicking 13-
3	Paramedics 13-
2	PS: Paramedic 11-
3	SS: Medicine 13-
3	SS: Surgery 13-
3	Security Systems 13-
3	Shadowing 13-
3	Stealth 13-

Total Powers & Skills Cost: 370

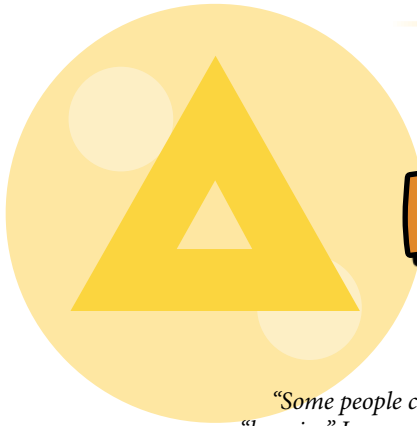
Total Cost: 521

400 Matching Complications (75)

5	Accidental Change: Flesh Disguise peels away whenever he's hit by any attack that does BODY 8- (Uncommon)
0	Dependence: requires human flesh and other body parts at least once per week or suffers Weakness (-3 to all Characteristics) (Extremely Difficult To Obtain)
10	Distinctive Features: has a faint odor of death, "that bouquet of the slaughterhouse" (Concealable With Effort; Noticed and Recognizable)
20	Distinctive Features: creepy facial expressions, body language, and demeanor (Not Concealable; Causes Major Reaction)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Hunted: Forceknight (Frequently, As Pow, Capture)
10	Physical Complication: cannot Recover BODY, must use Necrullitic Healing (Infrequently, Slightly Impairing)
20	Psychological Complication: Devoted To Helping Necrull Complete His "Great Work" (Very Common, Strong)
15	Psychological Complication: Sociopath; Considers Humanity "Spare Parts" (Common, Strong)
20	Susceptibility: takes 3d6 damage instantly if subjected to Healing BODY (other than his Necrullitic Healing) (Common)
20	Susceptibility: takes 3d6 damage instantly if subjected to Life Energy powers (Common)
10	Vulnerability: 1½ x BODY from Fire/Heat attacks (Common)
5	Vulnerability: 1½ x STUN from Life Energy attacks (Uncommon)
5	Vulnerability: 1½ x BODY from Life Energy attacks (Uncommon)

Total Complications Points: 75

Experience Points: 121



BARON NIHIL

“Some people call you World War II leftovers ‘legacies.’ In your case, Nihil, you’re just a relic.”

—Red Ensign III

Background: Ernst Von Niehl grew up in Germany in the years before the Great War, the great patriotic disaster. Through hard work and study he advanced through the ranks of German weapon engineers. A Nazi from the early years, he found favor in the Reich and became one of its leading weapons technicians. His Party connections allowed him to advance to a high position in the SS overseeing the occupation of Holland, but his bizarre weapons projects earned him the nickname “Von Nihil” for his love of destruction and his belief that he could develop a form of energy — *Nihil energy*, he called it — that was more than a thousand times destructive than a split atom!



In 1943, the Führer, outraged by two attacks on his person, assigned Von Niehl the task of killing of the Red Ensign. Eager to please his leader, Von Niehl nonetheless made the near-fatal mistake of asking whether the Reich had greater enemies that needed to be exterminated first. Hitler angrily ordered his servant into an experimental indoctrination program. All of Von Niehl’s hatred, all of the Nazi despite that was twisting inside him, was channeled toward Canadians, especially the Red Ensign. Von Niehl was now dedicated to the complete destruction of the venomous nation of Canada.

Through diligent effort Von Niehl perfected his “Nihil energy device.” He was about to fire his annihilation gun on Canada’s armies when the Red Ensign smashed into his base at the head of an elite military squad called the Canuck Commandos. Von Niehl fired the weapon, but thanks to the heroism of Red Ensign, who gave his life in the effort, the gun misfired and only the Molecular Fortress was destroyed. Von Niehl attempted to activate an escape device, only to find himself stranded in what he later came to call “the annihilation dimension.”

Years passed. Von Nihil (the name he now thought of as his own) coalesced his energy form into the semblance of a human body. A lesser man would have been torn asunder by the dimensional winds, but hate kept him alive. His Nihil senses became attuned to dimensional disturbances around him, and one day he decided to make the leap. One brief, agonizing instant later, Baron Nihil rematerialized on what he thought was Earth. An Earth populated by beautiful, tall Nordic specimens, the prime of Aryanhood! He had in fact ventured into a pocket dimension called the Kingdom of the Saguenay. After proving his new-found power by reducing the king to a smoldering corpse, he assumed leadership of the kingdom, naming himself Baron Nihil. (he chose baron instead of king because he considered his newly-conquered land a territory of the Third Reich).

It took him years to learn how to perfect his powers, but eventually he made a portal from the kingdom of the Saguenay to his home earth. There, he discovered changes of the most alarming sort. The Third Reich defeated! Hitler dead! And worst of all, Canada had been permitted to grow, its influence spreading over the globe like a pernicious plague!

Baron Nihil was determined to change that. For years he plotted, and finally scored his greatest success — the death of Red Ensign III in 2001. This act has made Nihil one of the most hated villains in Canada, and even foreign heroes would like to avenge his murder. While Nihil's criminal activities primarily take place in Canada, he does sometimes venture into the United States or other lands... though he cannot bear to return home to Germany, as weak, corrupt, and mongrelized as it's become.

Personality/Motivation: Baron Nihil is the unleashed force of Nazi hatred in the modern world. He doesn't care that he's seen as an anachronism. To him, the west's disrespect for his Nazi traditions is a sign of its decadence and a harbinger of its ultimate downfall. He views himself as the last true Nazi, and intends to hold his gains — the Kingdom of Saguenay — as a last possession of the Reich. He hopes that when he's purged the world of Canada, he'll be able to inspire or frighten the world into re-embracing Nazism and that a new Führer will arise to lead Germany to a thousand years of greatness.

Quote: “They say Canadians aren't vermin, that they're actually human beings. I say that anyone who feels this way should be shot!”

Powers/Tactics: Baron Nihil's powers result from the merging of his life force with the energies of “the annihilation dimension,” though the exact nature of this dimension (or even if it truly is a dimension) remain mysterious. They involve control of what he calls the “Nihil-Wind,” a sort of energy projection. His “wind” blasts unleash in a spray of purple energy and an ionic discharge that produces a sound like thunder. Though his powers are not especially given to subtlety, he can employ the Nihil-Winds to manipulate objects at a distance.

The Baron is not particularly brave, and prefers to have his *Gewittergarde* — soldiers from Saguenay, who dress like medieval knights but whose armor and weapons are super-technological — do the bulk of his fighting for him. If the odds are against him, he opens a portal to the most secure area of *Schloss Unbesiegtbar*, his fortress in Saguenay. If he thinks the odds are in his favor, he attacks, but only if he has a backup force to protect him if things go wrong.

Nihil is usually accompanied everywhere he goes by his five *Gewittergarde*, or Storm Knights (see accompanying character sheet). He can have more of these bodyguards if necessary.

The Baron is a scientific genius, particularly in the field of energy weapons. His tastes and inventions run to the “Fifties atomic horror” style, with death ray cannons, “dark-pulse” (EMP) bombs, neural inhibitor rays, and the like.

Resources: Baron Nihil's main resource is the Kingdom of Saguenay, the pocket dimension alternate Earth he rules as unquestioned overlord. Its people serve him unquestioningly, and if necessary he can retreat there to hide from his foes, work on extended research projects, and the like. (Finding Saguenay with a Navigation (Dimensional) roll requires success at a -5 penalty due to the unusual nature of the dimension and its “small” size... assuming the GM permits a roll at all.) Saguenay mostly has technology equivalent to modern Earth, though Baron Nihil has “uplifted” some of it to further his work.

Campaign Use: Baron Nihil is a master villain with a (deliberately) Silver Age flavor. He doesn't have a lot of depth, but serves as a good foil for World War II legacy characters and those with a Canadian patriot motif. His lordship of the Kingdom of Saguenay is an excuse for Canadian PCs to fight through hordes of anachronistic agents and run a liberation scenario. If you want to make him a more serious villain, then change his name from “Baron Nihil” to “Nihil” and alter his motivation from a programmed blind hatred of Canada to a pure desire to conquer the world in the name of a “Fourth Reich” (to be led by him, of course). (Alternately, you could dispense with the Nazi angle and just make him a mad scientist type.)

To raise Baron Nihil's power level, increase his SPD to 8, his DEX to 33, his defenses to a higher total, and his Nihil-Winds powers by 2-3 DCs each (or more). To reduce it, lower his SPD to 5 or 6, his DEX to 24-26, and his attacks by 3-4 DCs.

Baron Nihil only Hunts people who are acknowledged as the protectors of Canada or otherwise connected with that nation. His approach isn't subtle; he launches one grandiose scheme after another in an attempt to first embarrass and then destroy his adversary.

Associates, Allies, And Adversaries: No one gets along well with Baron Nihil; most people dismiss him as a nut. He and Borealis despise each other. Teleios sees him as an easily-manipulated buffoon. Tilingkoot pays him no notice. VIPER considers him as an ally, albeit an unstable one.

Appearance: Baron Nihil is no longer human — he's now a 6'6” tall man-shaped maelstrom of purple energy, within which blue lightning swirls like water. He wears an SS colonel's uniform. His voice is distorted, but the German accent is still audible.

BARON NIHIL FACTS

Here are some facts characters and NPCs might know about Baron Nihil if they succeed with an appropriate Skill Roll:

N/R: Baron Nihil is somehow associated with Nazi Germany; he wears an SS uniform.

K/R: Baron Nihil mostly operates in Canada and seems to have a real hatred for Canadians; he murdered Red Ensign III in 2001.

-1: His real name is Ernst Von Niehl; he was once a high-ranking Nazi weapon designer.

-2: He killed the first Red Ensign, a Canadian superhero, during World War II.

-4: Nihil's powers somehow involve other dimensions.

-6: Nihil has the power to travel to certain alternate Earth dimensions.

-8: Baron Nihil rules a small alternate Earth, the Kingdom of Saguenay.



BARON NIHIL

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1600 kg; 6d6 HTH damage [3]
30	DEX	40	15-	
28	CON	18	15-	
18	INT	8	13-	PER Roll 13-
18	EGO	8	13-	
35	PRE	25	16-	PRE Attack: 7d6
10	OCV	35		
9	DCV	30		
3	OMCV	0		
6	DMCV	9		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
18	PD	16		Total: 18 PD (9 rPD)
18	ED	16		Total: 18 ED (9 rED)
12	REC	8		
55	END	7		
30	BODY	20		
60	STUN	20		
Total Characteristics Cost: 330				
Movement:				
	Running:			12m
	Leaping:			12m
	Flight:			60m
Cost Powers				
120	Nihil-Winds:	Multipower, 120-point reserve		END
12f	1) Killing Nihil-Wind:	Blast 12d6	0	
		Double Knockback (+½), Reduced Endurance (0 END; +½)		
8f	2) Nihil-Winds Of Destruction:	Blast 12d6	12	
		Area Of Effect (50m Cone; +1); No Range (-½)		
11f	3) Nihil-Winds At My Command:	Telekinesis (70 STR), Fine Manipulation	11	
9	Semi-Intangible:	Resistant (+½) for 9 PD/9 ED	0	
24	Semi-Intangible:	Physical Damage Reduction, Resistant, 50%	0	
		Does Not Work In A Vacuum (-¼)		
24	Semi-Intangible:	Energy Damage Reduction, Resistant, 50%	0	
		Does Not Work In A Vacuum (-¼)		
10	Iron Will:	Mental Defense (10 points)	0	
20	Semi-Intangible:	Knockback Resistance -20m	0	
38	Semi-Intangible:	Life Support (Total, except for Safe Environment: Low Pressure/Vacuum, plus Longevity: Immortality)	0	
105	Energy Travel:	Flight 60m, x8 Noncombat	0	
		Reduced Endurance (0 END; +½)		
46	Create Portal To Adjacent Dimensions:	Extra-Dimensional Movement (related group of dimensions [alternate Earths "near" to Champions Universe Earth], any location corresponding to current physical location), x2 Increased Mass	5	
		Safe Blind Travel (+¼)		
15	Dimensional Sense:	Detect Dimensional Disturbance 13- (no Sense Group), Discriminatory, Range, Sense 0	0	
15	Energy Sense:	Detect Energy Forms 13- (no Sense Group), Discriminatory, Range, Sense	0	

Perks

- 10 Fringe Benefit: Head of State (ruler of Saguenay)
- 65 Followers: his five Gewittergarde (see text)

Skills

- 20 +2 with All Combat
- 3 Bureaucratics 16-
- 3 Computer Programming 13-
- 3 Cryptography 13-
- 3 Demolitions 13-
- 3 Electronics 13-
- 3 Interrogation 16-
- 3 Inventor 13-
- 4 KS: German History And Culture 13-
- 3 KS: Nazi Germany 13-
- 5 KS: Nearby Dimensions 15-
- 3 Language: English (completely fluent; German is Native)
- 2 Language: French (fluent conversation)
- 3 Power: Nihil-Wind Powers 13-
- 3 Tactics 13-
- 3 Mechanics 13-
- 3 Oratory 16-
- 3 Stealth 15-
- 2 Weaponsmith (Energy Weapons) 13-
- 3 Scientist
- 4 1) SS: Dimensional Engineering 15-
- 3 2) SS: Mathematics 14-
- 4 3) SS: Physics 15-

Total Powers & Skills Cost: 621

Total Cost: 951

400 Matching Complications (75)

- 20 **Hunted:** RCMP (Infrequently, Mo Pow, NCI, Capture/Kill)
- 10 **Hunted:** StarForce (Infrequently, As Pow, Capture/Kill)
- 15 **Psychological Complication:** Hatred Of Canada And Canadians (Common, Strong)
- 10 **Psychological Complication:** Determined To Restore The Third Reich (Common, Moderate)
- 20 **Susceptibility:** takes 1d6 per Segment in hard vacuum (Uncommon)

Total Complications Points: 75

Experience Points: 551

STORM KNIGHTS

Background: Christened the “Storm Knights” by Baron Nihil, the best soldiers of the Kingdom of Saguenay are placed inside an “energy infuser” device invented by him that augments them to near the peak of human perfection. He then equips them with armor reminiscent of that of a medieval knight, a bladed “lance” that also fires energy bolts, a shield emblazoned with a twisted knightly cross, and a hover platform.

Five Storm Knights, all blonde Viking-like people representing the best of Saguenay, serve as Nihil’s bodyguard. They are:

Breog: The oldest of the Storm Knights, a doughty warrior who was once legendary in Saguenay. Even with his body rejuvenated, he feels old and tired, but his battlecraft and cunning are appreciated by the others.

Matil: The only female bodyguard, a young woman who’s the current leader of the team. Matil sees herself as a Valkyrie and enjoys hunting her “prey.”

Wulf: The impulsive prince of the group, Wulf is the rightful heir to Saguenay, but Nihil murdered Wulf’s father and brainwashed him into becoming the Storm King’s retainer and surrogate son. Wulf is Nihil’s whipping boy; every time there’s a failure, it’s Wulf’s fault.

Damos and Daros: These twins, in their early thirties, as ruthless as they are laconic.

STORM KNIGHTS OF SAGUENAY (GEWITTERGARDE)

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [3]
18	DEX	16	13-	
18	CON	8	13-	
13	INT	3	12-	PER Roll 12-
11	EGO	1	11-	
18	PRE	8	13-	PRE Attack: 3½d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
4	DMCV	3		
4	SPD	20		Phases: 3, 6, 9, 12
9	PD	7		Total: 19 PD (10 rPD)
9	ED	7		Total: 19 ED (10 rED)
7	REC	3		
35	END	3		
13	BODY	3		
30	STUN	5		Total Characteristics Cost: 112

Movement: Running: 12m
Flight: 40m

Cost Powers

30	Energy Lance: Multipower, 60-point reserve All OAF (-1)	
3f	1) Blaster: Blast 12d6 OAF (-1)	
2f	2) Spearhead: RKA 2½d6 Reduced Endurance (0 END; +½); OAF (-1), No Range (-½)	
33	Hover Platform: Flight 40m, x4 Noncombat Reduced Endurance (0 END; +½); OAF (-1)	0
17	Knightly Armor: Resistant Protection (10 PD/10 ED) OIF (-½), Activation Roll 15- (-¼)	0
1	Longevity: Life Support (Longevity: double human life span)	0

Skills

6	+2 with Energy Lance
4	+4 versus Range Modifier with Energy Lance Blaster
10	Shield: +3 DCV OIF (-½)
3	Breakfall 13-
3	Climbing 13-
3	Combat Piloting 13-
3	Demolitions 12-
3	Interrogation 13-
3	Paramedics 12-
3	Shadowing 12-
3	Stealth 13-
3	Survival 12-
3	Tactics 12-
3	Teamwork 13-

Total Powers & Skills Cost: 193
Total Cost: 251

275 Matching Complications (50)

20	Hunted: RCMP (Infrequently, Mo Pow, NCI, Capture/Kill)
15	Hunted: StarForce (Infrequently, Mo Pow, Capture/Kill)
20	Psychological Complication: Loyal To Baron Nihil (Very Common, Strong)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 50

Experience Points: 0

END

6

0

0

0

0



JOSEPH OTANGA

Background/History: *I will drink their blood!* he thought to himself as he marched through the jungle, his loyal followers behind him.

It had happened so swiftly, the moment of betrayal. For years Joseph Otanga had served Lugendu as a soldier, working under a succession of short-term Presidents-For-Life as he slowly but surely ascended the ranks. After he became a colonel, his rivals took note of his intelligence and ambition. One of them, now Minister of Defense, arranged for President-For-Life Mutebu to find “evidence” implicating Otanga in a coup plot. Rather than face the firing squad, Otanga fled Nahambane and returned to his native tribal lands with his loyal followers. He was alive, but he was disgraced and humbled, and that he would not stand for.



“Great Leader! Great Leader!”

“What is it, Corporal?”

“I have the report from the field team, sir.”

Otanga snatched it from the man’s hand and dismissed him. His eyes scanned the paper eagerly. *Native superstitions*, it said. *Primitive tribal animism*. *Witchdoctors*. *Gullible tribesmen*. *Sorcery as a tool to manipulate the foolish*. Well, that sort of language was to be expected; Captain Inteke was a hard-nosed realist if there ever was one. But Otanga thought differently. He’d seen and heard too much growing up among the tribes to dismiss native beliefs so easily. This witchdoctor Inteke referred to, the one he’d been sent to find — rumors said he could heal wounds and command animals. Those were powers Otanga could make good use of in his return to power.

With a squad of hardened troops at his back, Otanga headed into the interior. The trip was long and arduous, but soon enough he found the old sorcerer — Inteke’s directions, were, as always, flawless.

The witchdoctor looked him up and down in a frank appraisal. “I cannot help you,” he said. “You know not what you ask, and you would pervert my knowledge for selfish ends.” But no one said “No” to Joseph Otanga for long. After he broke all the fingers on the old man’s granddaughter’s right hand, the witchdoctor begged to babble his secrets.

The source of his magic was a strange, small monument — an altar to ancient gods — located in the middle of a ruined city deep in the jungle. The witchdoctor led him to it and explained that the altar’s magical powers could only be tapped with blood. Every week the witchdoctor sacrificed a chicken to the monument in exchange for the power to heal a wound, cure a disease, or bring luck to the local hunters.

After the old man finished explaining, Otanga thanked him for sharing his wisdom. Then, with one brawny arm, he grabbed the witchdoctor by the neck and slammed him down on the altar. With his other hand he drew his knife and plunged it into the man’s chest in the way he’d been told to. For good measure, he sacrificed the granddaughter as well; his men had finished toying with her, so he had no use for her anymore.

Power! Mystic energies surged through Otanga’s body, charging every cell with power. He raised his arms and bellowed at the sky — and his body changed! His head became that of a lion, his hands lion’s paws. With a flicker of thought, he changed again, becoming a crocodile, an eagle, a gazelle, a leopard. Finally he resumed human form... and the sound of his laughter made even his most loyal followers cringe in fear.



“S-stay back! As, as President-For-Life, I comm...”

Otanga’s claws ripped out Mutebu’s throat and ended his pathetic pleading. Tossing the body aside, he glanced out the window into the courtyard of the Presidential Palace. On the dusty ground below he could see where his men had staked the Minister of Defense to the ground through his wrists and calves. They’d already cut off his eyelids; soon, the ants would come.

With his new strength and powers, Otanga had had little difficulty persuading his tribesmen to rebel. Leading them back to Nahambane, he cut a bloody swath through the President’s army. Now the survivors had sworn loyalty to him, and *he* was President-For-Life... a job he intended to hold for many, many years.

It’s good to be the strongest lion in the pride, he thought with an evil grin as he sat in the old President’s chair and helped himself to one of the man’s cigars.

Personality/Motivation: Joseph Otanga, never a kind or principled man, cheerfully and willingly sold his soul for power. With the powers given him and maintained by the ancient jungle altar, he rules Lugendu with an iron fist, casually wielded; in truth he's nothing more than a thug. His government is a monument to corruption, terror, and greed. His temper is legendary; he's prone to fits of horrific violence that pass with surprising speed, leaving him laughing and joking with his confederates, who hate and fear him as much as the oppressed citizenry but hide it well.

Otanga has cultivated a relationship with some of the more practical (and occasionally less savory) parts of the US intelligence community. He's promised them he'll do his part rooting out terrorists and other enemies of the state, as well as keeping the offshore drilling programs of American businesses satisfied. These contacts, together with his extensive smuggling networks and the "cut" he gets of every crime committed in Nahambane, keep Otanga's personal coffers filled to bursting, and allow him to hand out patronage among the army to keep a cadre of satisfied bodyguards watching his back. Any other enemies he has he can take care of with his powers.

Otanga's one worry is that someone else will discover the ruins and the altar deep in the jungle. He's already killed anyone who accompanied him the day he got his powers, as well as every single resident of the old witchdoctor's village by sacrificing them, but he's still worried word may leak out.

Quote: "You think you know anything of strength, of power? Let me show you the true nature of power!"

Powers/Tactics: Thanks to the sacrifices performed on the ancient altar, Joseph Otanga has gained several superpowers. First, he's super-humanly strong, durable, and fast. Tales of his strength have already become local legends. Most are greatly exaggerated, but Otanga doesn't mind if people believe he can move mountains and shrug off any attack.

Second, and more importantly, he has the power to transform himself into any type of African animal. He doesn't even have to change wholly into a single animal; he can adopt shapes that feature parts of two or more. His favorites include a sort of lion-man shape, a leopard-centaur form, and a lion-crocodile combination. In game terms, these abilities involve a combination of his Shape Shift plus various Linked powers (Growth and Shrinking to change size, an HKA for claws/teeth/horns, various Movement Powers for wings and legs, and different Enhanced Senses). You should only give him the Linked powers appropriate to his form, and should limit the amount of HKA damage he does based on his size; only in his large animal forms can he do his full HKA 4d6. (See *The HERO System Bestiary* for guidelines about the damage various animals' natural weapons should do, but don't forget Otanga's STR.) When Otanga transforms himself,

his broken nose and extensive scarring carry over to his alternate forms in whatever way best fits.

Third, by performing a special human sacrifice at the altar, Otanga can transform an enemy into an animal of his choosing. (In game terms this is a MegaScaled Accurate attack, meaning Otanga can easily "hit" the target of the curse anywhere in the world.) When he forces other people into animal forms, they stay that way either until he reverses the spell, or they heal back normally — though of course, Otanga rarely plans to let them live that long. Otanga enjoys using this power to make his enemies "disappear," and he usually selects forms in which his victims can't defend themselves. For example, he's fond of turning dissidents into chickens and then feeding them to the crocodiles who live in the moat surrounding his compound. Others he sacrifices to maintain his power. Occasionally he's transformed his most trusted bodyguards into carnivorous beasts or swift birds for some mission, but people he trusts with knowledge of his powers are few and far between. Despite all of his secrecy, dark rumors continue to circulate.

Otanga retains his powers only as long as he makes at least one sacrifice of a chicken-sized or larger animal per week. (At the GM's option, a human sacrifice may extend the time until he has to make another sacrifice.) If a week passes with no sacrifice, Otanga loses his shapeshifting and transforming powers, but his Characteristics will take months to fade.

Otanga has performed so many sacrifices on the altar that his occult link to it has become strong enough that *any* bloodshed on the site helps to maintain his powers, whether he makes the sacrifice or is even present. To ensure a steady stream of blood, he cleared away most of the ruins and built Lugendu's new prison where they once stood. The execution ground stands over the now-hidden altar, with a grate right above it where the firing-squad victims stand. The warden of the prison and the guards and soldiers who work there are all Otanga's tribesmen and fiercely loyal to him; they don't know his secret but would fight to the death to help him.

Resources: His personal superpowers aside, Otanga rules Lugendu and maintains an extensive "gang" of smugglers and criminals all over Africa, and to some extent beyond. That makes him incredibly wealthy, gives him diplomatic immunity, and puts at his command a large and well-equipped (for Africa) army. He's used his power and wealth to build up morale as much as possible in the army; he doesn't want the soldiers turning on him the way they've turned on his predecessors.

Campaign Use: Joseph Otanga can generate all sorts of plots. His oppressive rule, his criminal activities, his political ambition, the mystic background of his powers, his conflict with VIPER — all can create problems the PCs have to solve. He's the closest thing Africa's got to a native master villain.

JOSEPH OTANGA FACTS

Here are some facts characters and NPCs might know about Joseph Otanga if they succeed with an appropriate Skill Roll:

K/R: Joseph Otanga is President-for-Life of the West African nation of Lugendu, a position he obtained by killing the former President-for-Life in a particularly bloody coup. He's said to run a sprawling international criminal network.

-1: Regional legends in and around Lugendu claim that Otanga is far stronger, faster, and tougher than the greatest warriors.

-2: The rumors about Otanga's criminal connections are true. He allows other organizations to ship drugs, arms, blood diamonds, and other high-profit illegal items through Lugendu in exchange for payment, and has established his own drug smuggling networks as well.

-6: Rumor has it that Otanga can change shape into various animals.

-8: The rumors are true; Otanga can change part or all of his body into part or all of any African animal.

-10: The source of Otanga's power is some sort of ancient, evil magic.

JOSEPH OTANGA

Val Char Cost Roll Notes

40	STR	30	17-	Lift 6,400 kg; 8d6 HTH [4]
24	DEX	28	14-	
28	CON	18	15-	
15	INT	5	12-	PER Roll 12-
18	EGO	8	13-	
30	PRE	20	15-	PRE Attack: 6d6

8	OCV	25		
8	DCV	25		
3	OMCV	0		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12

20	PD	18		Total: 20 PD (10 rPD)
20	ED	18		Total: 20 ED (10 rED)

14	REC	10		
65	END	9		
15	BODY	5		
50	STUN	15		

Total Characteristics Cost: 273

Movement:

Running:	34m
Swimming:	18m
Flight:	30m

Cost Powers

24	Transform Others Into Animals: Severe Transform 3d6 (humans into animals; heals back normally, or through another application of this or a similar power)	17
	Improved Results Group (any natural African animal; +¼), Area Of Effect (1m Radius Accurate; +½), MegaScale (Area covers the entire planet; +2); OAF Expendable (human sacrifice, Extremely difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (ritual takes 1 Hour to perform; -3)	
31	Animal Form: Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any African animal or hybrid-animal shape)	2
	Costs Endurance Only To Change Shape (+¼)	
50	Large Or Small Animal Forms: Multipower, 62-point reserve; all Linked (to Shape Shift; -¼)	
5f	1) Bigger Form: Growth (+30 STR, +10 CON, +10 PRE, +6 PD, +6 ED, +6 BODY, +12 STUN, +3m Reach, +24m Running, -12m KB, 6,400 kg, +4 OCV to hit character, +4 PER Rolls to perceive character, 8m tall, 4m wide)	5
	Costs Endurance Only To Activate (+¼); Linked (to Shape Shift; -½)	
1f	2) Smaller Form: Shrinking (.5 m tall, 1.6 kg mass, -4 to PER Rolls to perceive character, +4 DCV, takes +12m KB)	1
	Costs Endurance Only To Activate (+¼); Linked (to Shape Shift; -½)	
28	Claws, Teeth, Horns, And Other Natural Weapons: HKA 2d6 (4½d6 with STR), Alterable Origin Point (can originate at any of several points on Otanga's body, depending on his shape)	3
	Linked (to Shape Shift; -¼)	

20	Animal Form Movement: Multipower, 30-point reserve	
	All Linked (to Shape Shift; -½)	
1f	1) Winged Flight: Flight 30m	3
	Restrainable (-½), Linked (to Shape Shift; -½)	
1f	2) Swift Running: Running +22m	2
	Linked (to Shape Shift; -½)	
1f	3) Swift Swimming: Swimming +14m (18m total)	1
	Linked (to Shape Shift; -½)	
10	Batlike Sonar: Active Sonar (Sense)	0
	Linked (to Shape Shift; -½)	
7	Powerful Nose: Discriminatory (Smell/Taste Group)	0
	Linked (to Shape Shift; -½)	
7	Powerful Nose: Tracking (Smell/Taste Group)	0
	Linked (to Shape Shift; -½)	
8	Animal Senses: +4 to PER Rolls for all Sense Groups	0
	Linked (to Shape Shift; -½)	
10	Tough Body: Resistant (+½) for 10 PD/10 ED	0
21	Rapid Healing: Regeneration (1 BODY per Turn), Can Heal Limbs	0
10	Lucky Man: Luck 2d6	0

Perks

12	Contact: US State Department 8- (access to major institutions, very useful Skills or resources, Organization)
10	Fringe Benefits: Head of State
1	Fringe Benefit: Passport
15	Money: Filthy Rich

Talents

25	Danger Sense 12- (immediate vicinity, out of combat)
3	Lightsleep

Skills

32	+4 HTH
2	Animal Handler (Felines) 15-
3	Bribery 15-
1	Bureaucrats 8-
1	High Society 8-
3	Interrogation 15-
3	AK: Lugendan Jungles 12-
1	KS: Blood Magic 8-
3	KS: Lugendan History And Government 12-
1	Language: English (basic conversation; Lugendan is Native)
2	Language: French (fluent conversation)
3	Mimicry 12-
2	Navigation (Land) 12-
3	PS: Soldier 12-
3	PS: Dictator 15-
3	Stealth 14-
2	Survival (Tropical) 12-
3	Tactics 12-
3	Tracking 12-
3	Trading 15-
3	WF: Small Arms, Blades

Total Powers & Skills Cost: 381

Total Cost: 654



Perhaps the most intriguing question Otanga raises is this: who built the now-ruined city, and its altar that gives him his powers? Since he's cleared most of the city away it may be impossible to find the answers. DEMON would be particularly interested in the site; so would the Slug if there's any hint there might be Elder Worm artifacts. If knowledge of it leaked out, a mystic war could easily start in West Africa.

If your campaign isn't likely to involve sending the PCs to Africa, you can use Joseph Otanga in other countries easily enough. The simplest way is for him to come to the PCs' home city on some sort of diplomatic mission that's actually a cover for some of his criminal dealings. A more complex change is to make him one of the city's crimelords rather than an African politician.

To make Otanga tougher, increase his Characteristics, or make his Shape Shift better with Reduced Endurance (0 END) and Instant Change. Some Damage Reduction might make him tough enough to take on an entire team of superheroes, at least for a short time. To weaken him, increase the END cost of his shapechanging powers, or reduce his STR and SPD.

Otanga will Hunt anyone who offends him... but not on his own. He'd rather unleash his governmental apparatus, his contacts in the US, and other "weapons" against his foes. If necessary, he'll transform a soldier into a predator and send him out on an assassination mission. If he needs blood, he'll capture his foe and sacrifice him.

Associates, Allies, And Adversaries: Otanga doesn't mix much with the rest of the Superhuman World (partly because he doesn't want people to know he has powers, partly because he regards

most superhumans as irrelevant to his ambitions and/or not much of a threat to him in Africa). However, he's clashed with VIPER on several occasions — it views him as "poaching" on its territory and threatening its ultimate plans for the Dark Continent, and he regards it similarly. DEMON would also become a problem if it learned about the ruined city and altar.

On a broader scale, Slun is a potential rival. Both he and Otanga are alike in that they've used their superpowers primarily to obtain political, economic, and criminal power rather than putting on a flashy costume and battling superheroes. If either of them expands his criminal network far enough, conflict could result. France and the Mediterranean are the most likely places for this to happen.

Appearance: Joseph Otanga is a 6'2" tall, broad-shouldered, well-muscled African man in excellent shape. He's earned a few scars in his lifetime, including a prominent one on his forehead, and has had his nose broken more than once. (The scars and broken nose remain when he uses his shape-changing powers.) In his ordinary form he usually wears a Lugendan military uniform decorated with plenty of medals, ribbons, and gold piping; at more casual times he wears well-tailored men's suits. When he changes shape, the appropriate parts of his body take on the appearance of the animal in question: when he uses his sonar his face and ears become batlike; when he wants claws, his arms become leonine; and so forth. If he uses more than one power at once, his body may look like a jigsaw puzzle of different animal shapes.

400 Matching Complications (75)

- 5 **Distinctive Features:** scarred face and broken nose (Easily Concealed; Noticed and Recognizable)
- 20 **Enraged:** if insulted or defied publicly (Common), go 11-, recover 11-
- 25 **Enraged:** if takes BODY damage in combat (Uncommon), go 11-, recover 11-, Berserk
- 15 **Hunted:** Lugendan Rebels (Frequently, Less Pow, Kill)
- 15 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Watching)
- 20 **Physical Complication:** loses animal powers if the spirit monument is not "fed" every week (Infrequently, Fully Impairing)
- 15 **Psychological Complication:** Brutal And Violent (Common, Strong)
- 15 **Psychological Complication:** Won't Refuse A Fight (Common, Strong)
- 15 **Social Complication:** Public Identity (Frequently, Major)

Total Complications Points: 75

Experience Points: 254





PROFESSOR PARADIGM

Background/History: In 1988, Phileas Burcato obtained his Ph.D. in Mathematics from UCLA after writing a ground-breaking dissertation on certain aspects of topology (the study of spatial properties), ontology (the study of being, existence, and reality), and dimensional physics. His work was so advanced that some of the scientists who reviewed it could barely follow it...

...and the others were jealous of his genius. Nearly all professors who read the dissertation fell into one group or the other, and as a result Burcato was unable to find an acceptable job in academia. Lacking any other way to support himself he turned to his hobby, puzzles and games, and became a game designer.

Numerous roleplaying and board games followed, establishing Burcato's reputation as a talented designer of complex, challenging games. Then one day Burcato sat down to design his most detailed, mathematically elaborate game yet. Work was going well and the game was beginning to take shape, when suddenly a thought struck him:

What if it's the game that's real?

Could it be that this game, or some other game, was *actually* Reality, rather than the "world" in which he lived and worked? Or maybe each game was its own Reality somehow. If that were the case, then all the monsters, heroes, characters, and playing pieces in his games had some sort of *life*, and he was exploiting and torturing them. No, that couldn't be right; if he created these Realities, wasn't he entitled to do with them as he pleased? But did he *create* them, or simply *discover* them, or *reveal* them to his Reality?

He sat there, unmoving, stunned by the implications, turning them over and over and over again in his mind, for two straight days. Then he swept all of his game design materials off the table with one motion of his arm and stood up. He wasn't going to figure out what Reality was by sitting there and just thinking — he had to go out and investigate the situation first-hand, the way an archaeologist dug up an ancient civilization or a geologist peeled back layers of rock to reveal what had happened eons ago.

That was the last the world ever saw of Phileas Burcato. He simply disappeared, cutting off all contact with former friends and family. Over the next decade and a half, a series of strange, seemingly unconnected crimes, most involving the

theft of rare electronic components or abstract mathematical and physics data, took place around the US and the world. Unbeknownst to the world Burcato, now calling himself *Professor Paradigm*, was building himself a tool to carry his investigations of Reality forward.

He first appeared in public as Paradigm in 2007 at the head of a small group of supervillains he referred to as the *Paradigm Pirates* (see below). Together they tried to "uncover Reality" in San Francisco, in the process nearly driving everyone in the city mad. Several superheroes teamed up to defeat them, but they escaped (not a difficult task, when one can bend Reality to suit one's self to some degree). They appeared again in New York City in 2009, only to have the Sentinels stop their plot to bring the Metropolitan Museum's art to "life" as a way of challenging peoples' perceptions. They haven't launched a major scheme since, but most heroes and law enforcement officials suspect it's only a matter of time before another of Professor Paradigm's bizarre "pageants" gets underway.

Personality/Motivation: Professor Paradigm is on that most noble of quests, the search for Truth and Meaning. Unfortunately his search may just destroy... everything.

The Professor believes with all his mind and soul that something is very, very Wrong with Reality. He's not sure *what's* wrong, exactly, or how to fix it — but he knows Reality is not as it should be. His theories about what's going on and how he should correct the problem change over time (sometimes slowly and subtly, sometimes with frightening speed as he immediately rejects one idea and takes up another). Some of his belief structures include:

- What humans perceive as Reality is in fact an illusion; he has to find a means to "strip away" the illusion and force people to confront the *real* Reality, no matter what the cost. (When he thinks like this, his schemes usually involve attempts to "stress" the illusion and "fracture" or "splinter" it through acts of massive destruction or sustained, utterly insane weirdness. Aside from the raw danger that poses, if this theory's correct, the odds are that exposure to "real Reality" would drive most of humanity mad.)

- At some point in time, perhaps as early as the creation, Reality was “shattered” into multiple dimensions. The dimensions must be recombined, like making a cake from ingredients and/or putting together a jigsaw puzzle, to re-create true Reality. (Thinking along these lines causes Professor Paradigm to study Displacer intently and try to find ways either to enhance his powers, or to reproduce his powers with technology on a vast scale.)
- Earth is the one true Reality; all other dimensions are imperfect “reflections” of it and need to be eliminated so that the actual nature of Reality can be perceived by humanity. (This theory leads Professor Paradigm to study ways to “collapse” or destroy entire dimensions — a difficult task he hasn’t yet found a way to accomplish. If he succeeded, particularly with multiple dimensions, he might weaken the structure of the Multiverse irreparably, and/or attract the unwelcome attention of Istvatha V’han, Skarn, and Tyrannon to Earth.)
- “Real Reality” will be revealed when enough sentient beings want it to be (which may require them to be insane...). (This theory prompts Professor Paradigm to try to sway millions or billions of people to one view of Reality, either through weird crimes intended to “open their eyes,” schemes to drive the entire world mad, and so on.)
- Just as in human legends the “true king” makes a kingdom prosperous and powerful, Reality will reveal its true self only when its true ruler — Professor Paradigm — controls all dimensions of the Multiverse. (When this thinking dominates his mind, the Professor tries to conceive of a way he could cast down Istvatha V’han and assume her throne; she doesn’t rule all dimensions, but “a billion” of them is a good start.)

Similarly, Professor Paradigm is incensed by any attempt to conceal, change, or obfuscate “the truth” (whatever that may be). The use of Images- or Mental Illusions-based powers tends to enrage him, but he’s nearly as upset with more mundane “illusions” like political cover-ups, encrypting data, and the like. Occasionally something like that may attract his attention, prompting a destructive attack or some other scheme. For example, in 2007 he and the Paradigm Pirates attacked the NSA, causing significant damage to its main facility and computer systems before being driven off by the Capital Patrol.

Related to his obsession with “real Reality,” Professor Paradigm often thinks deeply about how people perceive. He wants to know how they see things, what their take on “Reality” is, and challenge their perceptions and preconceptions. To this end, some of his crimes are essentially massive public art projects where he and the Paradigm Pirates “create” a massive “work of art.” Some of these projects are essentially just whimsical and weird, and may even meet with critical and public approval; others are destructive, deadly, or disgusting.

Professor Paradigm is fascinated by magic and the magical powers of superhumans like Witchcraft, Talisman, and the Demonologist (though he lacks the mental gifts, and at this point in his life the sanity, to learn to cast spells himself). He doesn’t actually believe in “magic”; he thinks “magic” is a higher-order science that most of humanity simply hasn’t learned how to master yet. He believes that eventually science and technology will be able to do what is now called “magic.” He’s conducted extensive research along these lines, and one of his inventions, the Luathon Projector, seems to bear out his theories (at least in his mind).

Quote: “What’s *really* going on? Do you want to know? Do you care?”

Powers/Tactics: The Malevolent Metaphysician (to use Dr. Silverback’s coined nickname for him) wears a suit of advanced powered armor that gives him the ability to bend and warp Reality to a limited degree, and to access other dimensions. For example he can Teleport or become intangible, and a field surrounding the armor “transmits” the impact of attacks into another, barren, dimension so that it doesn’t harm the Professor.

The main weapon built into the armor is the Luathon Projector, a device Paradigm claims precisely duplicates many of the effects of the *Lights Of Luathon* spell (CU 67) using only technology that’s recognizable as technology, rather than magic. He continues to conduct research along these lines and may already have modified his armor to include other “magic” devices.

Frequent exposure to other-dimensional energies has affected Professor Paradigm’s body, making him stronger, faster, and tougher than most people even before he puts on his super-tech armor. On the other hand, it’s also affected his mind, which wasn’t exactly that stable to begin with. The resulting “mental topology” is so confusing and convoluted that anyone who makes strong telepathic contact with him becomes “trapped” in it until the victim can exert the willpower to free himself. (In game terms, this is an Entangle Mental Damage Shield that’s triggered only by Telepathy, telepathic Mind Control, Mind Link, or maintaining a Mind Scan lock-on; casual mental contact, such as a standard (Instant) Mental Blast or Mind Scan without a lock-on, doesn’t go “deep” enough to trap the mentalist.)

For all his abilities, though, Professor Paradigm isn’t really a combatant. He fights if he has to, particularly when someone threatens to disrupt one of his “experiments,” but he doesn’t really want to hurt anyone (at least not that way) and is quick to flee if that seems like the best option.

Campaign Use: Professor Paradigm is a “wild card” master villain who can fulfill all sorts of roles in your campaign, from deadly reality-warping adversary to armored artist-clown. His motivations are hard for others to discern and

PROFESSOR PARADIGM FACTS

Here are some facts characters and NPCs might know about Professor Paradigm if they succeed with an appropriate Skill Roll:

N/R: Professor Paradigm and his minions, the Paradigm Pirates, commit all sorts of bizarre crimes — some dangerous and deadly, some merely weird (or even humorous).

K/R: Professor Paradigm seems to believe that “Reality” is “not real,” and that it’s up to him to somehow reveal the “true Reality,” regardless of the consequences of doing so.

-1: Professor Paradigm has some innate abilities, but most of his powers come from the powered armor he wears.

-2: Professor Paradigm is an expert on the structure of the Multiverse and dimensional travel/science; many of his powers and weapons are devices that exploit dimensional energies or travel in some way.

-4: Professor Paradigm is fascinated by magic, spellcasting, and the like.

-6: Professor Paradigm’s mind is a chaotic, jumbled mindscape that can “trap” telepaths who make mental contact with him.

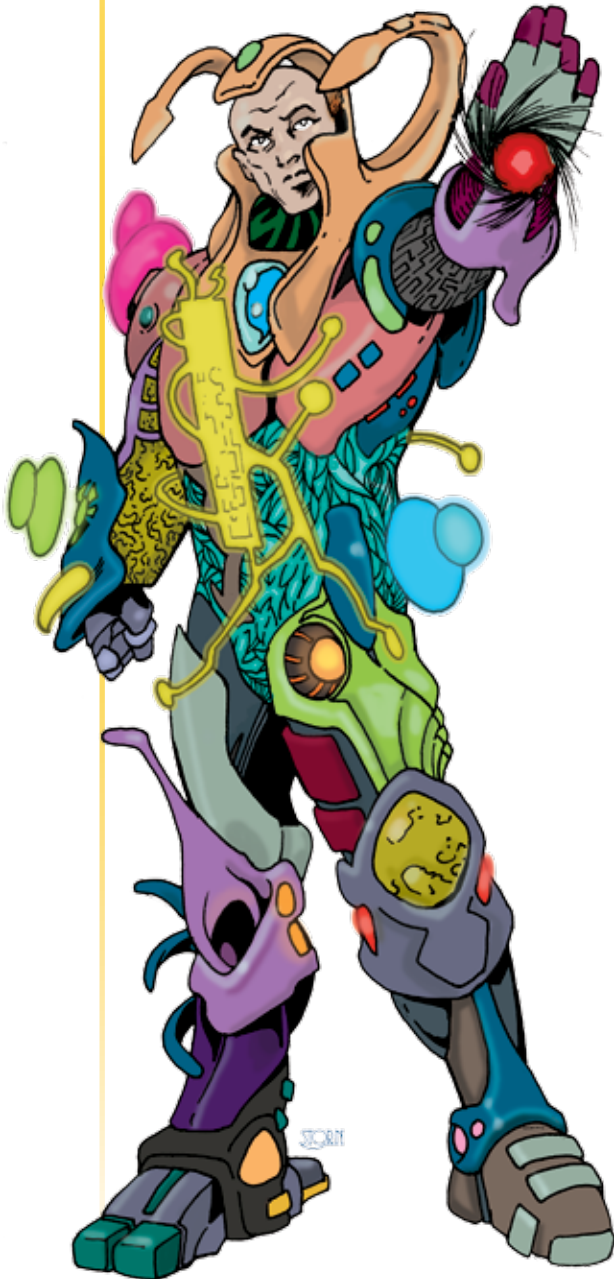
-8: Experts believe that Professor Paradigm knows more about Istvatha V’han than any other human being.

-10: His Secret Identity is Phileas Burcato.

grasp; he doesn't care for money or fame, just his quest to "reveal Reality" — a goal so abstract that figuring out his next move is usually next to impossible.

To make the Professor a tougher foe, improve his armor by adding more devices that "re-create" magical spells, draw on extradimensional energies, or the like. Perhaps the ultimate gadget for him would be one that allowed him to Duplicate by pulling other-dimensional versions of himself too him, but that might be more than his mind could handle. To weaken him, remove the Luathon Projector so that he has almost no fighting abilities but is very difficult to stop or capture.

Associates, Allies, And Adversaries: Most supervillains want nothing to do with Professor Paradigm; they regard him as a dangerous nutcase. If he were to come close to succeeding with one of his schemes to unveil the true nature of Reality, there's a good chance more than a few of them would join Earth's superheroes to try to stop him.



On the other hand, some of them (for example, Takofanes) may regard him as a cat's-paw or a resource.

Professor Paradigm knows about Skarn and is utterly intrigued by him. He's studied everything he can about the lord of the Congeries, and could love to meet him and observe him in person if he could do so safely. Skarn's ability to conquer and "merge" dimensions is one the Professor would love to have... or at least understand.

Similarly, Paradigm wants to know more about Istvatha V'han, who effortlessly moves between dimensions and has conquered millions of them. He may be one of humanity's best tactical resources the next time she attempts to invade Earth's dimension — assuming he can be persuaded to oppose her rather than try to study her.

As if Skarn and V'han weren't enough to occupy the Professor's attention, he's also deeply interested in the Janus Key. He's searched for it himself, but at this point has resigned himself to (a) hoping it will reveal itself to him, or (b) taking it from whoever does find it. Anyone who has it and doesn't surrender it to him will become a hated enemy.

ARGENT would love to acquire Paradigm's technology, and has assigned a team of researchers and soldiers to do so.

Appearance: As befits someone who intends to one day rule the Multiverse and shape it to his will, Professor Paradigm garbs himself in a regal — but decidedly strange — suit of armor. In some respects it resembles suits of powered armor designed by humans; in others its aesthetics or stylings are bizarre, nonhuman, alien. Its various sub-assemblies and sections are made of various materials (mostly metals) in various colors. From his shoulders two forward-curving "bars" rise up; a matching assembly rises over his bald head to protect it from behind (his skin is white; his eyes blue).

PROFESSOR PARADIGM

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
16	DEX	12	12-	
18	CON	8	13-	
25	INT	15	14-	PER Roll 14-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6

8	OCV	25	
8	DCV	25	
3	OMCV	0	
10	DMCV	21	
6	SPD	40	
8	PD	6	
8	ED	6	
8	REC	4	
30	END	2	
10	BODY	0	
40	STUN	10	

Phases: 2, 4, 6, 8, 10, 12

Total: 30 PD (22 rPD)

Total: 30 ED (22 rED)

Total Characteristics Cost: 209

Movement: Running: 12m
Teleportation: 30m-300,000 km

Cost Powers

40 **Powered Armor Batteries:** Endurance Reserve (160 END, 30 REC)
OIF (-½)

42 **Luathon Projector:** Multipower, 63-point reserve
all OIF (-½)

3f **1) First Setting:** Sight Group Flash 8d6
Area Of Effect (1m Radius; +¼); OIF (-½)

4f **2) Second Setting:** Blast 10d6
Area Of Effect (1m Radius; +¼); OIF (-½)

4f **3) Third Setting:** Blast 6d6
AVAD (Sight Group Flash Defense; +1); OIF (-½)

4f **4) Fourth Setting:** RKA 2½d6
Penetrating (+½); OIF (-½)

4f **5) Fifth Setting:** Dispel Invisibility 21d6
OIF (-½)

4f **6) Sixth Setting:** Dispel Magic Powers 14d6
Variable Effect (any on Magic power or spell at a time; +½); OIF (-½)

80 **Fractured Mental Topology:** Entangle 4d6, 4 PD/4 ED 0
Area Of Effect (personal mental Surface — Damage Shield; +¼), Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½), Takes No Damage From Attacks (see 6E 1 217; +¾), Works Against EGO, Not STR (+¼); Mental Contact Only (see text; -¾)

44 **Powered Armor:** Resistant Protection (22 PD/22 ED) 0
OIF (-½)

40 **Dimensional Shunt Field:** Damage Negation (-6 DCs PD and ED) 0
OIF (-½)

90 **Dimensional Travel:** Multipower, 135-point reserve
All OIF (-½)

9f **1) Dimensional Bypass:** Teleportation 30m, x8 Increased Mass 13
MegaScale (1m = 10,000 km; +2); OIF (-½)

2f **2) Dimensional Shifting:** Extra-Dimensional Movement (any physical location in any dimension corresponding to Paradigm's location in his current dimension) 4
OIF (-½), Requires A Navigation Roll (-½), Side Effects (if roll fails he ends up in the wrong dimension; -¼)

27 **Dimensional Phasing:** Desolidification (affected by magic) 4
OIF (-½)

Talents

5 Lightning Reflexes: +5 to act first with All Actions

Skills

3 Computer Programming 14-

3 Cryptography 14-

3 Electronics 14-

3 Inventor 14-

3 Mechanics 14-

6 Navigation (Dimensional) 16-

3 Systems Operation 14-

3 Scholar

4 1) KS: Humanity's Knowledge Of Istvatha V'han 16-

5 2) KS: Humanity's Knowledge Of Skarn The Shaper 14-

2 3) KS: Layman's Arcane And Occult Lore 14-

6 4) KS: Metaphysics 16-

2 5) KS: Structure And Nature Of The Multiverse 14-

6 Scientist

4 1) SS: Dimensional Physics 16-

6 2) SS: Mathematics 14-

2 3) SS: Ontology 14-

6 4) SS: Physics 14-

2 5) SS: Topology 14-

Total Powers & Skills Cost: 458

Total Cost: 667

400 Matching Complications (75)

20 **Enraged:** when he realizes he's been subjected to an Image/Mental Illusion, or sees someone creating one (Uncommon), go 14-, recover 11-

20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)

20 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)

15 **Hunted:** ARGENT (Infrequently, As Pow, NCI, Capture/Steal Technology)

25 **Psychological Complication:** Determined To Uncover The "Real Reality" (Very Common, Total)

15 **Social Complication:** Secret Identity (Phileas Burcato) (Frequently, Major)

Total Complications Points: 75

Experience Points: 267

END

THE PARADIGM PIRATES

During his years of building his powered armor and conducting his early investigations into “real Reality,” Professor Paradigm encountered or heard about several superhumans whose abilities either dovetailed with his, could help him achieve his goals, or raised new questions about his various theories. The first of these was Displacer, whose mutant power of “dimensional merging” was briefly mentioned in some notes he stole from a leading researcher in 2002. Thrilled by the idea of being able to study someone who could meld multiple realities, he quickly tracked Displacer down and convinced the confused young man to join forces with him.

One follower became two in 2004 when Avant Guard made his debut with a quixotic “attack” on the Millennium City Institute of the Arts. Sensing a potential kindred soul, Professor Paradigm broke him out of jail before he could go to trial; Avant Guard, for his own indiscernible reasons, agreed to join the Professor’s “team.” Paradigm’s sometimes wondered if he made the right decision. Controlling Avant Guard and getting him to do what the Professor wants is often difficult (to put it mildly)... but so far his contributions to the team outweigh the problems he causes.

The third Pirate, Tesseract, came to Professor Paradigm’s attention in early 2006 as part of a team of villains assembled by Holocaust for an attack on the Champions. The Professor happened to be watching television when live news coverage of the battle broke into regular programming and was instantly captivated by her powers and the skill with which she wielded them. She teleported to safety when the battle went against Holocaust’s forces, and he used one of his devices to trace her dimensional manipulation and find her. Having enjoyed working as part of Holocaust’s “Alliance,” Tesseract was open to the idea of joining a true team (particularly one she fit into so well) and accepted his offer.

Compared to a mercenary villain team like the Crimelords or the Ultimates, the Paradigm Pirates don’t really have tactics or standard procedures. They’re all a little unusual (particularly Avant Guard), and the Professor’s found that the best way to handle them in combat is just to let them do what they want. The result is often chaotic and inefficient, and on occasion has resulted in one of them accidentally interfering with another’s powers, but overall it somehow works.

AVANT GUARD

Background/History: Avant Guard’s personal history is shrouded in mystery. He simply appeared one day in 2004 at the Millennium City Institute of the Arts, teleporting his various selves around the place to change the labels on some of the exhibits, rearrange or deface others, and generally create a spectacle. With some timely assistance from Dr. Silverback, a detachment of PRIMUS agents was able to capture and imprison him. A few months later, just before he was about to go on trial, Professor Paradigm “liberated” him. He’s worked for Paradigm ever since, though even the Professor isn’t entirely sure why.

Personality/Motivation: The Avant Guard’s motivations are best described as “unfathomable.” He definitely seems to have *some* sort of motivation or goal, but it’s so rooted in lunacy that the logic of it continues to escape even the most analytical of minds. Some experts believe he embodies or manifests some spirit of the absurd who simply wants to reveal the pointlessness of existence (or at least of *ordered* existence).

Quote: ::stage-whispered between two of his selves during a super-battle:: “Do you know what’s going on here?” “No idea — maybe it’s a rock video?”

Powers/Tactics: Avant Guard possesses various metamorphic powers, primarily shapeshifting and duplication with a limited amount of Stretching. He can also teleport up to thirty meters. In combat he relies on weapons and gadgets built by Professor Paradigm; usually each Duplicate has the same device.

Avant Guard’s combat tactics defy description. Sometimes he seems to fight with the precision and skill of a military-trained soldier; at other times half of his selves ignore the battle to pick flowers. In many cases defeating him is less a matter of beating him in physical combat and more a matter of containing whatever havoc he’s trying to create until he gets upset and leaves in a huff.

Avant Guard doesn’t seem to have complete control over his powers — sometimes, when he’s under a lot of stress, one (or all) of his existing selves uncontrollably change shape. Usually this involves something ridiculous (*e.g.*, they all change shape to look like some movie star, but with plaid skin and a neon orange mohawk) or something chameleon-like (*i.e.*, he changes shape to look like someone or something nearby). This only happens once per stressful situation (such as a combat), though; it’s not an ongoing process.

Campaign Use: You can use Avant Guard to inject notes of both hilarity and paranoia into your campaign. For the most part it’s easy to use him as comic relief by playing up the silly aspects of his personality. But if you want to be more serious, you can use his behavior to raise all sorts of issues. On the one hand, the PCs may find themselves asking where he comes from (are aliens

B AVANT GUARD

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
18	CON	8	13-	
18	INT	8	13-	PER Roll 13-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
10	PD	8		Total: 10 PD (3 rPD)
10	ED	8		Total: 10 ED (3 rED)
6	REC	2		
35	END	3		
15	BODY	5		
30	STUN	5		

Total Characteristics Cost: 129

Movement: Running: 12m

Cost	Powers	END
50	Weaponry And Gear: Variable Power Pool (Gadget Pool), 40 Pool + 40 Control Cost Focus (all slots must have at least -½ worth of this Limitation; -½), Can Only Be Changed In Arsenal/Lab (-½)	var
72	Artistic Form: Shape Shift (Sight, Hearing, and Touch Sense Groups, any shape), Instant Change, Imitation, Makeover Reduced Endurance (0 END; +½)	0
16	Flexible Form: Stretching 6m, x4 body dimensions	2

3	Malleable Form: Resistant (+½) for 3 PD/3 ED	0
37	Movin' Around: Teleportation 30m Armor Piercing (+¼)	4
216	Look At All The Mes!: Duplication (create 16 330-point Duplicates) Easy Recombination (as a Zero Phase Action at full DCV), Ranged Recombination (+½), Rapid Duplication (create 8 Duplicates per Half Phase Action; +¾)	0

Skills

3	Acting 12-
2	KS: Art History 11-
3	Persuasion 12-
2	PS: Sculpting 11-
2	PS: Singing 11-
3	Stealth 13-

Total Powers & Skills Cost: 409
Total Cost: 538

400 Matching Complications (75)

10	Accidental Change: may uncontrollably change shape when under pressure or stress (such as in combat) (Common) 8-
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
25	Psychological Complication: Utter Lunatic (Very Common, Total)

Total Complications Points: 75
Experience Points: 138



AVANT GUARD FACTS

Here are some facts characters and NPCs might know about Avant Guard if they succeed with an appropriate Skill Roll:

N/R: Avant Guard is a member of the Paradigm Pirates.

K/R: Avant Guard's powers involve shapechanging and malleable body manipulation; his motives for committing crimes are obscure.

controlling people and mutating them? could he have resulted from a government experiment?), and more important what goal he's ultimately striving for. From a more philosophical perspective (the one that interests Professor Paradigm), Avant Guard's powers and activities might lead to questions about the nature of reality, intelligence, and sanity.

To make Avant Guard tougher, give him a Variable Power Pool of abilities he can manifest via shapechanging — for example, he could use the Pool to create an HKA defined as growing claws or turning his hand into a dagger. To weaken him, reduce or get rid of his Gadget Pool; in that case he becomes much more dependent on objects in his environment that he can use as weapons.

Appearance: Avant Guard seems to have no set appearance. While duplicated he often prefers to maintain the same general height, build, and facial features, but at other times his different selves look radically different from one another. Even when identical in form, they dress differently, in everything from modern street clothes, to Elizabethan garb, to punk fashion, to a mix of tuxedo pieces and football gear.

DISPLACER

Background/History: Billy Harding was only seven years old when his parents began to notice that he could... do things... other children couldn't. They'd open the door to his room to discover that part of it had turned into a swamp so he could play with his plastic dinosaurs among the mud and muck. If he got hot he could make it rain over a small area to cool himself down. Every passing day seemed to bring a strange new power. Not wanting to expose their son to ridicule and persecution, the Hardings withdrew from society and hid him from the world.

At last, desperate to figure out what was going on, they took him to see a scientist at the local university. The scientist consulted with some of his colleagues, including a mathematician and a physicist. After a series of tests, he concluded that Billy had the ability to temporarily "merge" a small part of other dimensions with this dimension. He recommended further testing and special tutoring for the boy, but the Hardings, fearful of their boy being experimented on or turned into a secret government project, refused and continued to hide him.

Years later, Professor Paradigm stole some data from the mathematician who'd examined and talked to Billy Harding. When he came across the notes from that encounter he was instantly captivated. A superhuman who could merge dimensions? He had to recruit and study this person immediately!

Throwing all of his resources at the problem of finding Bill Harding, Professor Paradigm soon succeeded. He discovered an intensely private family consisting of a son with dimension-merging

powers he didn't entirely understand or control, and two parents aged, weakened, and essentially driven insane trying to cope with the situation. He offered to help, and the Hardings were too dispirited and tired to refuse.

Slowly, over a period of months, Professor Paradigm brought Bill out of his shell. He taught him how his powers worked and what they could do. He transformed a shy, isolated man into a confident superhuman — one who regarded the Professor as his mentor and savior. Christening him *Displacer*, the Professor made him a member of the Paradigm Pirates.

Personality/Motivation: Despite being in his early twenties, Displacer has had relatively few life experiences and is very naive about many things. A lot of what he's "learned" about the world comes from television, which occasionally leads to some embarrassing blunders. The one person he's ever dealt with who treated him with respect, who tried to teach him, who wanted to make him a better individual, is Professor Paradigm. He's entirely devoted to the Professor and the Professor's goal, and does whatever he asks. He even patiently puts up with the Professor's endless series of experiments involving Displacer's powers and perceptions.

Quote: "Are you here... or there?"

Powers/Tactics: Displacer has the ability to "merge" small areas of other dimensions with this dimension, effectively "overlying" each "dimensional patch" on the other to create various tactical effects. If he merges this dimension with one containing a dangerous substance (such as lava, constant acidic rain, or the like), anyone who enters the area gets hurt. Other effects he typically creates include interfering with peoples' ability to move (by merging with a dimension of mud, high winds, or the like) or interfering with their perceptions (by merging with a dimension of fogs and mists, for example). The slots in his Multipower may only scratch the surface of what he's truly capable of, given the vastness of the Multiverse; the GM should add a slot whenever an interesting application of Displacer's power occurs to him.

In combat, Displacer usually follows Professor Paradigm's lead, and often serves as combat support or a "distraction" rather than an actual fighter. Aside from his dimension-merging power he's a relatively normal human being — he has no movement powers and his only defense is a dimensional shunt belt the Professor made for him — so he tries to avoid direction confrontations with superheroes.

Campaign Use: Although he's a dedicated follower of Professor Paradigm, Displacer is something of a wild card on the team. His sheltered life and naivete sometimes lead him to do odd things, or make him prone to believing statements a more experienced person would immediately dismiss. Don't exaggerate this trait — he's not a child, and not stupid — but keep it in mind when he interacts with the PCs. He might, for example,

DISPLACER FACTS

Here are some facts characters and NPCs might know about Displacer if they succeed with an appropriate Skill Roll:

K/R: Displacer's been a member of the Paradigm Pirates since at least 2003; he was not known to the Superhuman World before then. His powers involve "merging" parts of other dimensions with Earth's dimension to create various dangerous or hindering effects.

-4: Displacer is a mutant.

-6: Displacer sometimes comes across as a little naive, as if he's led a very sheltered life or grew up in another country.

-10: His Secret Identity is Bill Harding.

B DISPLACER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
15	CON	5	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6

5	OCV	10		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
5	PD	3		Total: 5 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
8	REC	4		
60	END	8		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 104

Movement: Running: 12m

Cost	Powers	END
115	Dimensional Merging: Multipower, 115-point reserve	
11f	1) Dangerous Merging I: Blast 8d6 Area Of Effect (30m Radius; +1), Constant (+½), Reduced Endurance (½ END; +¼)	5
11f	2) Dangerous Merging II: RKA 2½d6 Area Of Effect (30m Radius; +1), Constant (+½), Reduced Endurance (½ END; +¼)	5
11f	3) Dangerous Merging III: Blast 6d6 Area Of Effect (30m Radius; +1), NND (defense is Life Support [Self-Contained Breathing]; +1), Constant (+½), Reduced Endurance (½ END; +¼)	5
11f	4) Dangerous Merging IV: Blast 6d6 Area Of Effect (30m Radius; +1), NND (defense is Life Support [appropriate Immunity]; +1), Constant (+½), Reduced Endurance (½ END; +¼)	5
2f	5) Slowing Merging: Change Environment, Running -10m Area Of Effect (30m Radius; +1)	2
2f	6) Unstable Air Merging: Change Environment, Flight -10m Area Of Effect (30m Radius; +1)	2
11f	7) Electrical Interference Merging: Drain Electronic Device Powers 2d6 Expanded Effect + Variable Effect (all Electronic Device powers simultaneously; +4), Constant (+½), Reduced Endurance (½ END; +¼)	5
7f	8) Distance Distortion Merging: Change Environment, additional -10 to Range Modifier Area Of Effect (30m Radius; +1), Reduced Endurance (½ END; +¼)	3
7f	9) Perception Interference Merging: Change Environ- ment, -10 to Sight Group PER Rolls Area Of Effect (30m Radius; +1), Reduced Endurance (½ END; +¼)	3

40 **Dimensional Shunt Field Belt:** Damage Negation
(-6 DCs PD and ED)
OIF (-½) 0

Talents

- 3 Absolute Range Sense
- 3 Bump Of Direction

Skills

- 1 SS: Dimensional Physics 8-
- 1 SS: Mathematics 8-
- 3 Stealth 12-

Total Powers & Skills Cost: 239

Total Cost: 343

400 Matching Complications (75)

- 10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
- 15 **Psychological Complication:** Devoted To Professor Paradigm (Common, Strong)
- 15 **Social Complication:** Secret Identity (Bill Harding) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0



STORM

but more susceptible than his teammates to some types of Presence Attacks.

To make Displacer more powerful, you could add slots to his Multipower, expand the reserve so he can maintain two or more slots at once, or give him some gadgets to overcome his weaknesses (more defenses, a Teleportation Ring, a jetpack, or the like). To weaken him, reduce some of his main Characteristics, or increase the END cost of his Multipower slots so he can't keep dimensions merged for too long.

Appearance: Displacer is a white male, 5'10" tall, with short brown hair, dark eyes, and average looks and build. His "costume" is a series of form-fitting "dimensional apertures" that fit together to look like a fractured stained-glass window — but instead of each "section" showing a panel of a single color, it's a window on a parallel Earth or alternate dimension. So, one might show a city scene, one a meadow, one an arctic wasteland, one a desert, one some geography that couldn't actually exist on Earth; some show peaceful scenes of everyday life, some battles between superhumans or strange monsters, some disasters. It's simultaneously disturbing and fascinating to look at. Only his head remains uncovered by these "windows."

TESSERACT

Background/History: Laura Palamaris was a graduate student working toward her Ph.D. in mathematics. Her studies involved certain advanced mathematical properties and processes with no real practical application, but she enjoyed the work enormously for the sheer intellectual

TESSERACT FACTS

Here are some facts characters and NPCs might know about Tesseract if they succeed with an appropriate Skill Roll:

N/R: Tesseract is a supervillainess with the space-warping powers that allow her to teleport, teleport other people against their will, capture people in "tesseract traps," open portals to dangerous parts of Earth, and even open a portal inside a person or object to deadly effect.

K/R: Tesseract sometimes mentions "the sixth dimension"; it's possible her powers come from or relate to that reality (whatever it is) somehow.

-2: Tesseract also has powers of "hyperperception," allowing her to "see" through solid objects all around her; this makes her very difficult to surprise or ambush her.

-6: Tesseract seems to be particularly vulnerable to Magic attacks for some reason.

-8: Tesseract suffers injury when other people Teleport her against her will.

-10: Her Secret Identity is Laura Palamaris.

challenge — it was sort of like trying to solve an enormously complicated puzzle.

One evening, while she was working on one of the most detailed parts of her chain of calculations, the mathematical permutations her mind was going through breached the barriers to higher-order realities and attracted the attentions of malevolent beings from the Sixth Dimension. Sensing an opportunity for conquest, they attempted to travel to Laura's reality, using her mind as a conduit. Unfortunately for them, her mind was even more advanced than they thought; when she sensed something wrong was happening, she subconsciously fought back. Instead of conquering Earth, the invaders wound up trapped — locked inside Laura's brilliant brain, merged with her consciousness, subsumed wholly into her *self* so that they almost ceased to exist.

Almost... but not quite. While Laura remained physically intact, her personality was warped by contact with the sixth-dimensional lifeforms, taking on their desire for conquest and riches. The mingling of their minds with hers expanded her consciousness even further, giving her the power to warp reality through hypermathematics and hyperperception.

No longer needing to continue her studies — her knowledge of mathematics now exceeded that of all of her professors and colleagues — and eager to get on with her mission to pillage this reality, Laura left her studies behind and became Tesseract, mistress of dimensional manipulation.

Tesseract spent several years as a solo supervillainess, occasionally working for hire or teaming up with other villains. In 2006 Holocaust hired her as part of his "Alliance" to attack her old enemies, the Champions. The plot went bad, but she escaped. Fortunately for her, the battle and her powers attracted the attention of Professor Paradigm, who asked her to join his team. Intrigued by the idea of being part of a permanent group, and of working with someone she could discuss advanced mathematics with, she accepted the offer and has been with the Paradigm Pirates ever since.

Personality/Motivation: Tesseract's personality is no longer entirely human; rather, it's a mixture of human and sixth-dimensional. She perceives and thinks in ways... *beyond* those of normal humans, which makes it difficult to understand what she's talking about or thinking (or even to affect her with psionic powers). Because her personality has been warped by merging with the minds of invaders from the Sixth Dimension, she wants to pillage Earth, and even conquer it, but enough of Laura Palamaris's psyche remains intact to keep her from wanting to kill anyone in the process. All in all, she's often rather confused, and it shows. Professor Paradigm takes advantage of this to keep her under control and focused on his own goals, but sometimes has to give in and launch a scheme motivated by her desires rather than his to keep her mollified.

Quote: "No, it's *right there*. Can't you see it?"

B

TESSERACT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
23	DEX	26	14-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
18	PRE	8	13-	PRE Attack: 3½d6
8	OCV	25		
12	DCV	45		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	PD	8		Total: 10 PD (0 rPD)
10	ED	8		Total: 10 ED (0 rED)
8	REC	4		
70	END	10		
10	BODY	0		
30	STUN	5		

Total Characteristics Cost: 195

Movement: Running: 12m
Teleportation: 60m

Cost Powers

90	Tesseract Travel: Multipower, 90-point powers	END
9f	1) Lesser Tesseract: Teleportation 60m Reduced Endurance (0 END; +½)	0
6f	2) Greater Tesseract: Teleportation 20m MegaScale (1m = 10,000 km; +2), Reduced Endurance (0 END; +½)	0
8f	3) Tesseract Gate: Teleportation 30m, x125 Noncombat, x32 Increased Mass	8
125	Tesseract Attacks: Multipower, 125-point powers	
12f	1) Involuntary Space Warp: Teleportation 40m, Position Shift Usable As Attack (not against characters with Teleportation or dimension-manipulation powers; +1¼), Ranged (+½)	12
10f	2) Tesseract Razor: RKA 3d6 +2 Increased STUN Multiplier (+½), Penetrating (+½), Reduced Endurance (½ END; +¼)	4
10f	3) Tesseract Trap: Entangle 8d6, 8 PD/8 ED Reduced Endurance (½ END; +¼)	4
12f	4) Danger Portal: Blast 10d6 Indirect (Source Point and Path can vary from use to use; +1), Variable Special Effects (+¼), Reduced Endurance (½ END; +¼)	5
120	Tesseract Shield: Physical and Energy Damage Reduction, Resistant, 75%	0
20	Tesseract Defense: Deflection	2
90	Tesseract Reversal: Reflection (90 Active Points' worth), Any Target (+½)	9
20	Multidimensional Mind: Mental Defense (20 points)	0
46	Hyperception: Detect Physical Objects 16- (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting, Telescopic (+10 versus Range Modifier)	0



Talents

3	Absolute Range Sense
3	Bump Of Direction
3	Lightning Calculator

Skills

20	+4 with Tesseract Attacks Multipower
18	+6 OCV with Deflection and Reflection
1	Computer Programming 8-
19	Cryptography 20-
2	KS: The Mathematics World 11-
1	KS: The Superhuman World 8-
2	Navigation (Dimensional) 12-
11	SS: Mathematics 20-
3	SS: Physics 12-
3	Stealth 14-

Total Powers & Skill Cost: 667

Total Cost: 862

400 Matching Complications (75)

20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Code Versus Killing (Common, Total)
15	Psychological Complication: Wants To Loot, Pillage, And Conquer (Common, Strong)
15	Social Complication: Secret Identity (Laura Palamaris) (Frequently, Major)
15	Susceptibility: to being teleported against her will, takes 3d6 instantly (Uncommon)
20	Vulnerability: 2 x STUN from Magic attacks (Common)

Total Complications Points: 75

Experience Points: 462

Powers/Tactics: Tesseract's powers involve the ability to warp the fabric of reality, often by creating multidimensional structures known as tesseracts (hence her name). She can use tesseract-constructs to travel great distances in the blink of an eye, move people against their will, open up portals into dangerous areas and substances (bonfires, rockslides, bodies of water) so those substances gush out of the portal and hurt the person standing in front of it, and so forth. She can also trap someone in his own personal tesseract, so that every time he tries to get out, he automatically puts himself back inside! — unless, of course, he exerts enough force to overcome her power threshold, in which case the tesseract collapses.

Tesseract's powers also protect her. She subconsciously shunts most of the force of any attack into alternate realities, so that it doesn't affect her. In some situations, she can open up a better portal and avoid all of the force of the attack — or even redirect it to affect one of her enemies.

Tesseract's perception of reality is actually a form of *hyperperception* that lets her sense the objects around her, regardless of the existence of intervening physical objects. It's as if her perceptions work through the Sixth Dimension, and can thus "see around" three-dimensional objects as if they weren't there. It's virtually impossible to stop her from "seeing" the world around her — even if her normal eyesight is somehow blinded, she doesn't lose her ability to perceive things... and to strike back at whoever blinded her.

In combat, Tesseract usually prefers to use her Involuntary Space Warps to confuse the heck out of her opponents — and possibly put them in position for the other Paradigm Pirates to attack them more effectively. (Teleporting them into the middle of one of Displacer's dangerous "dimensional overlays" is a favorite tactic, provided she's confident doing so won't kill the victim.) Alternately, she may move the Pirates into more advantageous positions. If that's not enough to get the job done, she'll use Tesseract Traps and Danger Portals, or even Tesseract Defense if she's facing enough opponents with Ranged attacks (she loves shooting someone with his own attack!). She'll only use her Tesseract Razor (which involves opening reality warps inside a target) against unliving targets, or if she has no other option. A lot of her powers have high END costs, so watch her END expenditures carefully.

(If the GM allows characters in the campaign to use Reflection with Deflection, as discussed on APG 113, Tesseract should definitely have that ability. Rebuild her Deflection and Reflection powers to suit.)

Campaign Use: In addition to her "job" with the Paradigm Pirates, Tesseract could serve as the focus of stories involving other attempts by the beings of the Sixth Dimension to take over Earth.

If you need to make Tesseract more powerful, give her some Armor or other defenses to supplement her Damage Reduction, or increase the dice of her attacks (or the meters she can Teleport someone). Making her weaker is a little trickier, since the way some of her powers are defined, they can't really be changed much. However, you could shave off a few points here and there, or simply get rid of a lot of optional features. You could also decrease her SPD to 4, which reduces her END usage problem a little.

Associates, Allies, And Adversaries: Tesseract may also have some connection with the Japanese villain Teikei (CU 83, 108), who claims to be from the Sixth Dimension.

Appearance: Tesseract is a white female, 5'9" tall with shoulder-length brown hair and dark eyes. Her costume is black, with green gloves and a green T design on the front. She also wears a black cape with a green design along the other edges. She doesn't wear a mask.

SHADOW DESTROYER



As many mystics know, Earth's plane of existence is not all there is to Reality. The dimensions of the Multiverse are infinite, ranging from planes where humans would feel right at home to planes so bizarre, so abstract, so *other* that even the most powerful human sorcerers can barely conceive of them.

Lying “near” (relatively speaking) to Earth's plane are countless “parallel planes” where things are just like Earth... only not. The differences range from the minor (humans breathe water instead of air, mankind has never visited space), to the significant (the Roman Empire never fell, all human societies are controlled by women, Nazi Germany won World War II, there are no superhumans), to the severe (*everyone* is a superhuman, humans all have mental powers, humans are plants rather than animals). But even the most extreme of these parallel Earths is still recognizably *an* Earth, however odd it might be.

One such parallel Earth, known to less than half a dozen mystic's in Earth's history, has no special name, though one of those mystics referred to it in his writings as the *Multifarian Earth*. It is one of the strangest of the alternate Earths, a place where past, present, and future history mingle together in ways that someone from Champions Earth might find baffling, and where historical dead-ends on Champions Earth sometimes continued on to bear strange fruit. A section of Victorian buildings stands right next to glittering twenty-first century skyscrapers in New York, while dirigibles and da Vinci flying machines traverse the sky overhead and a space station rides the heavens as a twin to the Moon. Walking down a street in London one might chance to pass Benjamin Disraeli, then Shakespeare, then Tony Blair, then the 38th century warlord Forsythe Rutledge... none of whom might be present in the city tomorrow. Nor might they be quite like their counterparts of Champions Earth — in the Multifarian, Shakespeare is a cold-hearted wastrel who steals the works of talented men and passes them off as his own, and Foxbat is a competent and respected crimefighter. It is a place where Science exists, but Magic rules, and a strange darkness underlies all.

And in the Multifarian there lived a man named James Harmon IV.

Background/History: The blood felt warm as it cascaded over his fingers from the still-beating heart he'd ripped from his father's chest. The Harmon family had long been one powerful in both Science and Magic, and that power had to be maintained in each generation, not just by learning but by sacrifice. His father had sacrificed his own brother, as was the usual way... but James IV had no brothers, so he turned on his father, subjecting him to an ancient Aztec ritual lost to all the world but the Harmon family.

His father's power filled him, expanding and layering upon his own until his sorcerous strength became the equal of his scientific acumen. But it wasn't enough. Like taking a sip of wine, the mere taste of true power he'd just received made him hunger for more.

So began years of study and sacrifice, of research and ritual, of eerie energies and eldritch evocations. Using all the vast resources of his family and his own towering intellect, he delved deeper into the occult than perhaps anyone else in the history of the Multifarian. Fragments of power came to him, here and there, but never the true power he sought. But at last his mind and his will carried him past human limits, past the boundaries of what was known to touch... the Presences Beyond.

Strange they were, so strange he intuitively realized he would never truly comprehend them — almost as if they were anti-entities, beings negatory to all he knew. But they had power, immense power, he could unquestionably sense that. And he could sense, too, something more... a yearning? a disdain so powerful it was desire inverted? a backwards energy, drawing into itself rather than expanding? Whatever they wanted, whatever they must have, he would give it to them, and they would give him what he craved: power. He pledged himself wholeheartedly to the Presences Beyond. They said nothing, did nothing...

...but slowly and surely, his powers grew. And there came into his mind a vision, unbidden but welcomed, of a great talisman: a suit of armor, forged with the best of his sciences and his sorceries, that would make him the mightiest man in the world, a being who could humble all the so-called “superheroes” that would stand in his way.

TIME AND SHADOWS

The timestream in the Multifarian dimension doesn't flow in the same way, or at the same speed, as it does in Champions Earth. It's not a straight line; it swirls and eddies, bringing together people, places, and things that cannot possibly co-exist on Champions Earth at the same point. And most importantly for player characters who might end up visiting there, it doesn't flow at the same pace as on Champions Earth. Thus, Luther Black comes to the Multifarian in 1896 to obtain the *Liber Terribilis*, and Dr. Destroyer destroys Detroit in 1992 — nearly a century's difference. But in the Multifarian it was but a few years between one event and the next, and mere months after his own destruction of Detroit that Shadow Destroyer had gathered the power needed to bring himself and his followers and resources to Champions Earth to aid Black's plan. None of this troubles or inconveniences Shadow Destroyer at all, but it may cause *serious* problems for heroes who visit his home realm... then return to discover that years or decades have passed in the space of what seemed to them days.

It was the work of thirteen moons, each moon punctuated by the bloody and horrific sacrifices he sensed his masters wanted. When he was done he garbed himself in his new armor, never to take it off again.

A few years passed, during which he tested himself again and again against the heroes of his world: the impudent buffoon Foxbat; the self-righteous fools of the Sentinels and the Justice Squadron; the justice-robot Mechanon; and countless more. He lost more often than he won, but his defeats were never total and his enemies never laid hands on him. And he learned, always he learned, and his power grew with every passing month.



There came a day when his finely-tuned mystic senses perceived... a visitor. A man from another place, another reality, come in search of what he himself had so long sought: power. He sensed in this man a heart as dark as his own, and aims not unlike his own, and a potential threat. He could destroy him... but better to make use of him.

Deep within the strange slums of Multifarian Paris was a grimy bookshop he knew of... and he knew, too, that hidden among its stacks and stacks of quaint and curious volumes of forgotten lore there lay a book of dark power — a book that could consume one's soul. Always he had avoided it, for Destroyer's soul must remain his own! That much even he was not willing to sacrifice for power... but he sensed that this other black-hearted man was. So with spells most sensitive, he subtly nudged him toward the shop, easing the path he might otherwise have traversed with difficulty.



After the black-hearted man took his anti-widdershins path back home, he began contemplating what could be done with the lore rumored to be in that foul tome. It described beings like his masters, and perhaps the black-hearted man would worship them, or try to take their power, or use them for some purpose. He would almost certainly fail. But... what if he helped him? Perhaps he could aid the man's plans so he could twist them at the last moment in the service of himself and his own gods. Maybe he would weaken the gods of the book in favor of his own gods, or take their power for himself, or even sacrifice them to the Presences Beyond! The danger was great, but the possibilities were intoxicating.

But to take advantage of them he'd have to follow the black-hearted man to his home plane, and bring a strong force with him. Traveling there himself was no difficulty, but bringing followers — his Karkaradons, his vehicles of war, his Shadow Colossi, his acolytes — was a different matter. For that he would need power... lots of power. And in exchange for power, the Presences Beyond desired sacrifices.

It took months of preparation to lay the groundwork for the spell, since rituals that complex and powerful were not things to be cast in a few minutes, or even days. Thousands of sacrifices would be needed, both of ordinary humans and beings of great might. Based on its population and location, he chose the city of Detroit for his purposes. When all preparations were complete, he moved his forces into position under cover of an invisibility-spell and bade them await the opening of the way.

What happened next is not entirely known to the rest of Multifarian Earth. Without warning a great, shadowy cloud enveloped Detroit, blocking out spy satellites and mystic scrying alike. Superheroes from all over America, and even the world, responded to the threat... just as Shadow Destroyer had planned. He unleashed the full force of the Qliphothic shadow powers his masters had granted him for the ritual, draining both them and the city below of their life-force, their vital essence... their souls. When the cloud dissipated, Detroit was a shattered ruin littered with the corpses of superheroes where a few pitiful survivors scuttled like rats through the shadows in search of food and shelter. At Shadow Destroyer's command the survivors rebuilt it as *New Harmon*, a city that's both a tribute to his power and an enormous ritual working space. At its center Shadow Destroyer created a Rift Gate that led to the black-hearted man's world... and he and his followers marched through.

THE DEMON AND THE SHADOW

Luther Black is not quite the cat's-paw Shadow Destroyer thinks he is. While it is true that Shadow Destroyer helped "guide" him to the *Liber Terribilis* once he entered the Multifarian (a fact he does not know), reading that accursed tome opened Black's eyes to many occult truths (or truths as he believes them to be...) and gave him potent mystic senses of his own. When Shadow Destroyer entered the dimension of Champions Earth, Black sensed his presence immediately... and sensed, too, that he served similar masters and was somehow wrapped up in Black's own destiny and plans for apotheosis. He has kept as careful a watch as he can on Shadow Destroyer ever since.

To some extent Black welcomes Shadow Destroyer, since he has a powerfully corruptive effect on Earth's magic, helping to "Qliphoth-ize" it, an important part of Black's overall plan. But he knows Shadow Destroyer is a threat to him, perhaps the greatest one in all his long life, and he doesn't intend to fall victim to him.

See CU 159-60 and *DEMON: Servants Of Darkness* for details on Luther Black, his plans, his powers, and his resources.

Personality/Motivation: Shadow Destroyer embodies his name even better than his Champions Earth counterpart. Doctor Destroyer's motivation is to conquer, to rule, to prove his superiority to all humanity. Shadow Destroyer exists to *destroy*, to corrupt, to wither, to terrify. He's fanatically devoted to the Presences Beyond, Qliphothic entities of great power (possibly the same as the Kings of Edom, possibly different, possibly both at once...). He's come to Champions Earth because he thinks that by helping Luther Black (both indirectly through his mere presence, and directly by various schemes that covertly aid DEMON) he can increase the power of the Presences Beyond (and his own!), and possibly even find a way to allow them to manifest in non-Qliphothic reality. If he succeeds it could spell the end of the Multiverse... and the only way to stop him might be to ally with the greatest supervillain on Earth, Dr. Destroyer. Unfortunately, as detailed on page 17, Shadow Destroyer has captured Dr. Destroyer and holds him in stasis in the Multifarian, so before any heroes could take the distasteful step of allying with Dr. Destroyer, they'll actually have to *rescue* him....

Powers/Tactics: Shadow Destroyer is a dark mirror image of Dr. Destroyer, like and yet unlike him. Both are utterly brilliant, gifted with genius beyond other mortals. Both wear mighty armor, though Dr. Destroyer's is purely technological and Shadow Destroyer's is an odd fusion of enchantment and technology. But unlike Dr. Destroyer, Shadow Destroyer possesses mighty powers himself, regardless of armor, followers, weapons, or technology. He's an accomplished sorcerer specializing in shadow magics taught to him by his Qliphothic masters. Besides a typical array of dark-bolts and like powers, he can make a target more susceptible to his primary powers (his Drain ED), and can drain the life-force of his enemies (or temporarily transfer some of that



energy to himself). The latter two powers work slowly over the space of 12 seconds after he casts the spell, rather than affecting the victim in total right away.

Shadow Destroyer is also an expert at creating and manipulating fear. He can do so as a straightforward attack, but just as importantly the Qliphothic nature of his shadow-powers means his shadow attacks often terrify his victims in and of themselves. (In game terms, Shadow Destroyer can use up to 12d6 of his Mind Control fear power in a Multiple Attack with one of his *Mastery Of The Qliphothic Shadows* attacks.) The accompanying table describes the standard effects of his fear-power.

Shadow Destroyer's most unusual power is the ability to create a *Qliphothic Rift* — a tiny opening to the Qliphothic realms that lets some Qliphothic energy into non-Qliphothic reality. Just entering the area near the rift can be dangerous... and what's worse, the rift has a "gravitic pull" that drags victims deeper inside the affected area, where it's even deadlier! Anyone who dies within the rift has his soul sucked into the Qliphothic realms, making it impossible to resurrect him.

Shadow Destroyer also has a *Dark Transfusion* power that lets him to sacrifice his own life-force to recover personal energy. In game terms, while it's active he regains spent/lost END at a prodigious rate, but loses BODY to do so: the first three uses of the power cost him 1 BODY each; the next three 2 BODY each; and so on. (Ordinarily Constant Healing is a questionable power, one most GMs wouldn't allow, but it works perfectly for this effect.) He cannot use the power for more than a minute at a time, nor activate it more than once every five minutes.

THE PRESENCES BEYOND

The Presences Beyond, which supposedly give Shadow Destroyer his power, are Qliphothic beings who have had contact with humanity before (it was they who transformed Dalsith the Orphan into Sharna-Gorak the Destroyer, bringing about the end of the Atlantean Age). Whether they truly want worship and sacrifices from Shadow Destroyer, and are willing to offer him power in exchange for aiding them with their plans for Earth, is unknown. As Qliphothic entities they cannot be properly comprehended by human minds, and their motivations, if any, are not necessarily identifiable by humans. They may have no plans for Earth. They may not even know Shadow Destroyer exists, or that he worships them. Or... they might.



SHADOW DESTROYER

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
30	DEX	40	15-	
55	CON	45	20-	
35	INT	25	16-	PER Roll 16-
26	EGO	16	15-	
60	PRE	50	21-	PRE Attack: 12d6
10	OCV	35		
10	DCV	35		
10	OMCV	21		
10	DMCV	21		
8	SPD	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12
40	PD	38		Total: 40 PD (40 rPD)
40	ED	38		Total: 40 ED (40 rED)
30	REC	26		
250	END	46		
30	BODY	20		
100	STUN	40		Total Characteristics Cost: 586

Movement:

Running:	24m
Flight:	40m
Teleportation:	40m/340m
MegaTeleportation:	1-50,000 km

SHADOWS OF TERROR

Fear	Mind Control Roll Needed
Apprehensive/Uneasy	Greater than EGO: Ego Roll at +5 to maintain composure; if failed, character avoids the situation or phenomenon causing the fear. Danger Sense automatically triggered.
Fearful	EGO +10: As Greater than EGO, but the EGO Roll is unmodified
Terrified	EGO +20: As Greater than EGO, but the EGO Roll is at -5
Blind Panic	EGO +30: Character moves away from feared object or phenomenon as fast as possible

This table represents what happens when Shadow Destroyer uses his Shadows Of Terror power. Victims who fail their EGO Roll normally flee, though they may be paralyzed with fear or may lash out at Shadow Destroyer in panic. In combat, they do not usually attack Shadow Destroyer; at best they constantly Dodge his other attacks, but most likely they try to get away from him. If trapped and unable to flee, they become paralyzed with fear or act in whatever way the GM considers appropriate. If subjected to interrogation, they answer questions willingly (the GM may allow a separate EGO Roll to resist particularly damaging questions). A successful Fear attack automatically triggers the target's Danger Sense, if any.

Cost	Powers	END
	Offensive Powers	
160	Vast Magic Powers: Variable Power Pool (Magic Pool), 120 Pool + 100 Control Cost Magic Only (-¼)	var
120	The Deepen Shadows: Darkness to Sight Group 16m radius Reduced Endurance (0 END; +½)	0
150	Mastery Of The Qliphothic Shadows: Multipower, 150-point reserve	
15f	1) Dark Blast I: Blast 30d6	15
15f	2) Dark Blast II: Blast 20d6 Reduced Endurance (0 END; +½)	0
12f	3) Dark Blast III: Blast 20d6 Indirect (Source Point is always 4m in front of him; +¼)	12
15f	4) Swirling Shadows: Blast 17d6 Area Of Effect (42m Radius Explosion; +¾)	15
15f	5) Phantom Dark Blast: Blast 20d6 Affects Desolidified (+½)	15
15f	6) Shadows Of Slumber: Blast 12d6 AVAD (defense is Power Defense; +1½)	15
15f	7) Greater Dark Blast: RKA 10d6	15
10f	8) Shadow Maelstrom: Blast 10d6 Area Of Effect (50m Radius; +1¼), Personal Immunity (+¼); No Range (-½)	15
5f	9) Lifebleed: Drain BODY 1d6 Area Of Effect (30m Cone; +¾), Damage Over Time (6 increments, one per 2 Segments for 1 Turn, defenses only apply once, cannot affect victim a second time until all increments accrue; +6); Extra Time (Full Phase; -½)	8
4f	10) Drain Living Light: Drain BODY and STUN 1d6 Expanded Effect (two Characteristics simultaneously; +½), Damage Over Time (6 increments, one per 2 Segments for 1 Turn, defenses only apply once, cannot affect victim a second time until all increments accrue; +6); Unified Power (-¼) plus: Aid BODY and STUN 1d6 (standard effect: same roll as Drain dice) Expanded Effect (two Characteristics simultaneously; +½), Damage Over Time (6 increments, one per 2 Segments for 1 Turn, defenses only apply once, cannot affect victim a second time until all increments accrue; +6), Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1); Linked (-½), Unified Power (-¼), Only Aid Self (-1)	7
15f	11) Darkforce Binding: Entangle 10d6, 10 PD/10 ED Reduced Endurance (0 END; +½)	0
8f	12) Darkbane: Drain ED 8d6 Reduced Endurance (0 END; +½); Only Reduces ED As To Shadow Destroyer's Darkness Powers (-½)	0

70	Shadows Of Terror: Mind Control 16d6 Telepathic (+¼), Reduced Endurance (0 END; +½); Set Effect (only to create fear, see text; -1)	0
248	Qliphothic Rift: Blast 12d6 AVAD (defense is Power Defense; +1½), Constant (+½), Does BODY (+1), Area Of Effect (26m Radius Explosion; +½), Reduced Endurance (0 END; +½); Limited Range (60m; -¼), No Knockback (-¼) plus: Telekinesis (40 STR) Area Of Effect (26m Radius; +1); Set Effect (only to pull targets toward center of the Explosion; -1), Linked (-½)	13
Defensive Powers		
20	Shadow Armor: Hardened (+¼) for 40 PD/40 ED	0
20	Shadow Armor: Impenetrable (+¼) for 40 PD/40 ED	0
60	Shadow Armor: Resistant (+½) for 40 PD/40 ED Hardened (+¼), Impenetrable (+¼)	0
60	Shadow Armor: Physical and Energy Damage Reduction, Resistant, 50%	0
64	Mystic Shield: Barrier 15 PD/15 ED, 15 BODY (up to 15m long, 4m high, and 1m thick), Non-Anchored, Dismissable Costs Endurance (to maintain; -½)	10
19	Helm Of Horthos: Sight Group Flash Defense (15 points) Hardened (+¼)	0
19	Helm Of Horthos: Hearing Group Flash Defense (15 points) Hardened (+¼)	0
12	Intense Willpower: Mental Defense (10 points) Hardened (+¼)	0
6	Intense Sense Of Self: Mental Defense (+10 points) Hardened (+¼); Only Protects Against Mind Control (-1)	0
12	Helm Of Horthos: Mental Defense (+10 points) Hardened (+¼)	0
20	Shadow Armor: Power Defense (16 points) Hardened (+¼)	0
35	Life Support Systems: Life Support: Total	0
16	Dark Transfusion: Healing END 2d6 Constant (see text; +½), Reduced Endurance (0 END; +½); Self Only (-½), Side Effects (loses BODY [see text], always occurs; -1)	0
Movement Powers		
60	Shadow Armor Levitation-Spell: Flight 40m Reduced Endurance (0 END; +½)	0
12	Swift Runner: Running +12m (24m total)	1
82	Shadow Travel: Multipower, 82-point reserve	
8f	1) Shadow-Stepping: Teleportation 40m, x16 Noncombat Reduced Endurance (0 END; +½)	0
3f	2) Shadow-Portal: Teleportation 10m MegaScale (1m = 10,000 km; +2), Reduced Endurance (0 END; +½)	0
7f	3) Greater Shadow Portal: Extra-Dimensional Movement (any physical location in any dimension) Reduced Endurance (0 END; +½)	0

Sensory Powers		
5	Spell Of Greater Sight: Infrared Perception (Sight Group)	0
5	Spell Of Greater Sight: Ultraviolet Perception (Sight Group)	0
10	Spell Of Greater Sight: Increased Arc Of Perception (360 Degrees) for Sight Group	0
9	Spell Of Greater Sight: +6 versus Range Modifier for Sight Group	0
15	Sonar System: Active Sonar (Hearing Group)	0
42	Arcane Senses: Spatial Awareness (no Sense Group), Increased Arc Of Perception (360 Degrees), Range	0
42	Perceive Life-Force: Detect Life (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting	0
17	Perceive Magic: Detect Magic (no Sense Group), Discriminatory, Range, Sense	0
Perks		
100	Well-Connected and 97 points' worth of Contacts throughout the underworld, world governments, and the world scientific community of the Multifarian	
15	Money: Filthy Rich	
210	Followers: approximately 1,000 Followers built on up to 800 Character Points each Any other Followers, Vehicles, or Bases he might possibly need	
Talents		
5	Eidetic Memory	
3	Perfect Pitch	
5	Resistance (5 points)	
4	Speed Reading (x10)	
20	Universal Translator 16-	
Skills		
48	+4 Overall	
32	+4 with Ranged Combat	
3	Computer Programming 16-	
15	Cramming (x3)	
3	Cryptography 16-	
3	Deduction 16-	
3	Demolitions 16-	
3	Electronics 16-	
3	High Society 21-	
7	Interrogation 23-	
11	Inventor 20-	
7	Mechanics 18-	
4	Navigation (Air, Land, Dimensional) 16-	
3	Oratory 21-	
3	Paramedics 16-	
3	Persuasion 21-	

- 11 Power: Gadgeteering 20-
- 31 Power: Magic 30-
- 3 PS: Play Chess 16-
- 3 PS: Play Piano 15-
- 3 Security Systems 16-
- 3 Systems Operation 16-
- 3 Tactics 16-
- 9 Weaponsmith (all categories) 16-
- 3 Linguist
 - 2 1) Arabic (completely fluent; English is Native)
 - 2 2) French (completely fluent)
 - 2 3) German (completely fluent)
 - 2 4) Greek (completely fluent)
 - 2 5) Latin (completely fluent)
 - 2 6) Mandarin Chinese (completely fluent)
 - 2 7) Russian (completely fluent)
 - 2 8) Sanskrit (completely fluent)
 - 2 9) Spanish (completely fluent)
- 3 Scientist
 - 2 1) SS: Anthropology 16-
 - 2 2) SS: Archaeology 16-
 - 2 3) SS: Astronomy 16-
 - 2 4) SS: Biology 16-
 - 2 5) SS: Botany 16-
 - 2 6) SS: Chemistry 16-
 - 2 7) SS: Dimensional Engineering 16-
 - 2 8) SS: Electronic Engineering 16-
 - 2 9) SS: Geology 16-
 - 2 10) SS: Physics 16-
 - 2 11) SS: Psychology 16-
 - 2 12) SS: Robotics 16-
 - 2 13) SS: Zoology 16-
- 3 Scholar
 - 2 1) KS: Arcane And Occult Lore 16-
 - 2 2) KS: Art History 16-
 - 2 3) KS: Chess 16-
 - 2 4) KS: Demons 16-
 - 2 5) KS: Enchanted Items 16-
 - 2 6) KS: Legends And Lore 16-
 - 2 7) KS: Literature 16-
 - 2 8) KS: Mages 16-
 - 2 9) KS: Magical Creatures 16-
 - 2 10) KS: Military History 16-
 - 2 11) KS: Music 16-
 - 2 12) KS: The Mystic World 16-
 - 2 13) KS: Philosophy 16-
 - 2 14) KS: Superheroes 16-
 - 2 15) KS: The Superhuman World 16-
 - 2 16) KS: Superpowers 16-
 - 2 17) KS: Supervillains 16-
 - 2 18) KS: World History 16-
 - 2 19) KS: World Mythology 16-
 - 2 20) KS: World Politics 16-

Total Powers & Skills Cost: 2,244

Total Cost: 2,830

400 Matching Complications (75)

- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 15 **Hunted:** various superhero teams (Infrequently, Mo Pow, Capture)
- 30 **Hunted:** Dr. Destroyer (Very Frequently, Mo Pow, NCI, Kill/Drive Off)
- 25 **Psychological Complication:** Devoted Follower Of The Presences Beyond, Driven To Destroy, Corrupt, And Wither (Very Common, Total)
- 20 **Psychological Complication:** Casual Killer (Very Common, Strong)
- 15 **Social Complication:** Secret Identity (James Harmon IV of the Multifarian Earth) (Frequently, Major)

Total Complications Points: 75

Experience Points: 2,430



Last but not least, Shadow Destroyer is an accomplished sorcerer. See CU 66-68 and *The HERO System Grimoire* for dozens of example Thaumaturgy spells you can use as slots in his Variable Power Pool.

Shadow Destroyer's presence in Champions Earth has a corrupting effect on Earth's magic, "Qliphoth-izing" it (something that's *very* helpful to Luther Black). In game terms, after he's been on Champions Earth six months, any spellcasters who can cast spells without making a Skill Roll must now make an unpenalized INT Roll to do so; those who already have a Skill Roll of some sort suffer a -1 penalty. Each two months after that, apply a cumulative -1 penalty. This penalty doesn't apply to characters using Qliphothic magic (primarily meaning Luther Black and his chief servants); instead they gain a corresponding bonus (+1 after six months, with an additional +1 every two months thereafter). Removing Shadow Destroyer from Champions Earth's reality reverses this effect, but he has to remain outside Champions Earth's dimension for a corresponding amount of time to let the corrupting effect slowly diminish to the vanishing point.

Resources: Shadow Destroyer has one major base (the Obsidian Caves; see page 168) and a few minor bases; one former base, "Destruga II," now lies on the floor of the Pacific Ocean, where it's used by his Karkaradon followers as a dwelling. Through his conjurations and spells he can create or summon all sorts of servants to do his bidding if necessary. In the Multifarian his resources are vast, including total control of New Harmon and much of what would be the United States.

Campaign Use: Until such time as Dr. Destroyer frees himself from stasis in the Multifarian and returns to Champions Earth seeking revenge — a struggle that will undoubtedly be so powerful it could wreak world-wide havoc — Shadow Destroyer in effect assumes his position as the most dangerous supervillain on the planet. His power is of a different sort, though, and differently focused. He doesn't seek conquest for its own sake, but to serve the dual end of (a) increasing his own powers, and (b) propitiating the Presences Beyond. He's particularly eager to find and acquire powerful mystic artifacts, which could lead to clashes with DEMON, the Slug, or other similarly-minded villains.

If you need to make Shadow Destroyer more powerful so he can face all your heroes at once, increase the size of his Variable Power Pool and/or give it the *Cosmic* (+2) Advantage. If he's already too tough, reduce his defenses, Characteristics, and Damage Classes until he's where you want him to be; you could also remove some of his Multipower slots, forcing him to re-create those abilities with his VPP if he wants to use them.

Associates, Allies, And Adversaries: Shadow Destroyer has established no relationships with anyone in the Champions Universe; he stands alone.

Appearance: Shadow Destroyer's Armor of the Arcane looks something like a mystic, shadowy version of Dr. Destroyer's technological armor. His full-face helmet, shoulder pieces, gauntlets, chestpiece, "trunks," and flared knee-high boots are a dull gold and have a faintly demonic sort of look to them. The rest of his armor is made of midnight-blue plates. Over it all he wears a blood-red cloak. When he uses his powers, arcane shadows often corruscate around his hands or body.

SUPERPOWERED MINIONS

Shadow Destroyer has created at least two superpowered minions to serve him on Champions Earth. You can easily add to his roster by taking nearly any superhuman in *Champions Villains* and changing that villain's looks, special effect, and background to make him a servant of the Shadow.

CORUNDUM

Background/History: Corundum is an advanced form of stone golem created and empowered by Shadow Destroyer to serve him.

Personality/Motivation: Corundum has no more personality than the stone "she's" made of. She exists only to serve Shadow Destroyer.

Quote: None. Corundum goes about her work with a grim and silent efficiency.

Powers/Tactics: Corundum's magically-animated stone body makes her superhumanly strong and durable. She's usually a straightforward combatant, relying on punches, Grabs, and Move Throughs to smash her opponents into mush. For times when she's suffering a lot of damage, Shadow Destroyer has gifted her with a Spell of Revitalization that restores 8d6 worth of STUN... but she can only use it once a day.

Appearance: Corundum looks like a six and a half foot tall, muscular, well-built woman made out of purple-red stone. She's not "sculpted" with any hair or with highly-detailed facial or bodily features; her appearance is simultaneously one of beauty and crudity in a way that's odd and disturbing to human eyes.

SHADOW DESTROYER FACTS

Here are some facts characters and NPCs might know about Shadow Destroyer if they succeed with an appropriate Skill Roll. Note that some of the "facts" are based on the widely-held misperception on Champions Earth that Shadow Destroyer is Dr. Destroyer returned from the dead (see CU 153-54), so he's referred to here by the name Champions Earth uses for him, "Dr. Destroyer."

N/R: Doctor Destroyer returned from the dead in 2002 with strange new powers of darkness and sorcery to replace his former super-technology.

K/R: Since returning from the dead, Dr. Destroyer has made numerous attacks upon the nations of the world, including Java in 2002 and southern India in 2003, and the "Destruga II" plot of 2006.

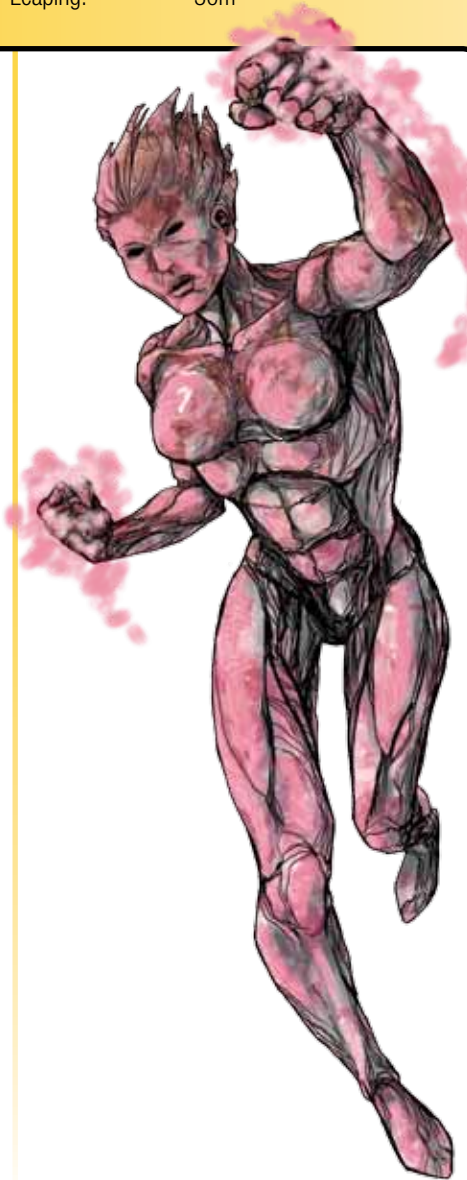
-1: Doctor Destroyer seems to have abandoned his old organization entirely; currently his servants include the Karkaradon shark-men, powerful Shadow Colossus golems, and various cultists, acolytes, and sorcerers.

-2: Doctor Destroyer now has strange powers of darkness that let him blind or blast his foes; he can also "leech" the life-force from them slowly and painfully over several seconds.

B CORUNDUM

Val	Char	Cost	Roll	Notes
70	STR	60	23-	Lift 400 tons; 14d6 HTH damage [7]
20	DEX	20	13-	
40	CON	30	17-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
40	PD	38		Total: 40 PD (40 rPD)
40	ED	38		Total: 40 ED (40 rED)
20	REC	16		
80	END	12		
20	BODY	10		
90	STUN	35		Total Characteristics Cost: 363

Movement: Running: 12m
Leaping: 30m



Cost	Powers	END
20	Stone Body: Hardened (+¼) for 40 PD/40 ED	0
50	Stone Body: Resistant (+½) for 40 PD/40 ED Hardened (+¼)	0
15	Spells Of Mental Protection: Mental Defense (15 points)	0
35	Stone Body: Life Support: Total	0
13	Super-Strong Legs: Leaping +26m (30m forward, 15m upward)	3
23	Spell Of Revitalization: Healing STUN 8d6 Self Only (-½), 1 Charge (-2)	[1]

Talents

- 20 Universal Translator 11-

Skills

- 24 +3 HTH
- 3 Stealth 13-
- 3 Teamwork 13-

Total Powers & Skills Cost: 206
Total Cost: 569

400 Matching Complications (75)

- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 15 **Hunted:** various superhero teams (Infrequently, Mo Pow, Capture)
- 30 **Hunted:** Dr. Destroyer (Very Frequently, Mo Pow, NCI, Kill/Drive Off)
- 25 **Psychological Complication:** Totally Devoted To Shadow Destroyer (Very Common, Total)
- 10 **Vulnerability:** 2 x STUN from Earth/Stone attacks (Uncommon)
- 10 **Vulnerability:** 2 x BODY from Earth/Stone attacks (Uncommon)

Total Complications Points: 75
Experience Points: 182

OUBLIETTE

Background/History: After coming to Earth, Shadow Destroyer decided that he needed a stealthy assassin to eliminate his enemies. Gathering shadows from the four corners of the world, he wove them together with arcane lightnings and drops of his own blood and created Oubliette.

Personality/Motivation: Oubliette was made by Shadow Destroyer out of darkness and pure magical force. Her cruelty and evil nature are matched only by her utter devotion to him and his goals.

Quote: “The very shadows rise against you.”

Powers/Tactics: Oubliette’s body is formed of darkness, which makes her difficult to hurt and allows her to hide with ease. She’s also incredibly fast and has the ability to contort her body to fit through small spaces or reach people who think they’ve gotten away from her.

Oubliette has several ways to attack her victims. Her preferred method is to strangle them, though she can also drain their life-force with her touch (she sometimes combines these two abilities into a Multiple Attack). She can cloak herself with a Shadow Field so no one can see her, and can also form Shadow Spheres around her foes to trap them.

Whenever possible, Oubliette prefers to attack from ambush; she’s not a fan of fair fights or straightforward combat. Often she’ll send Corundum into a fight first, using the stone golem’s destructiveness as “cover” to enter the battlefield unseen.

Appearance: Oubliette looks like a six foot tall human female made out of solid shadow, with three scarlet bolts of lightning arcing and sparking through her body in a random pattern. Her fingers are unusually long and strong, the better to strangle her victims with.

HARNESSED SHADOWS

Another type of mystico-mechanical servant used by Shadow Destroyer on Champions Earth is a *Harnessed Shadow*. This is a partly magical, partly technological “exoskeleton” into which he’s placed a summoned Shadow Demon. Overall it looks sort of like a weird “robot” whose innards, arms, legs, and head are made of pure Shadow.

For a Harnessed Shadow, use the Shadow Demon character sheet from HSB 85, with the following additional powers: STR 40; CON 25; Resistant Protection (10 PD/10 ED, Activation Roll 13-); replace its Meld Into Shadow power with Shadow Blast (Blast 12d6); and reduce its Stealth roll to 12-.

SERVANTS OF THE SHADOW

While he doesn’t have as many followers in Champions Earth as Dr. Destroyer once did, Shadow Destroyer has brought with him more than enough of his servants and enchanted equipment to make life difficult for Champions Earth’s heroes.

SHADOW COLOSSUS

A Shadow Colossus is a sort of 15 foot-tall golem or “mystic robot” made of large crystals, a few pieces of enchanted plate armor, and some technological bits and pieces. It’s powered by shadow energy that corruscates through its crystal body, “lighting” it from the inside with darkness.

In addition to its size, strength, and Shadow Blast, a Shadow Colossus can unleash a *Qliphotic Overload*, a powerful attack that injures everyone around it. It cannot move while it maintains the power, nor for two Phases thereafter. However, if it’s hit with a Darkness/Shadow attack during that two Phase “recharge” period, it immediately becomes fully revitalized and can act normally in that Segment and beyond.

THE KARKARADON

One type of servant that accompanied Shadow Destroyer to Champions Earth are the *Karkaradon*, a species of “shark-men” native to the Multifarian Earth. (In effect, they’re the Multifarian equivalent of the Lemurians, though they have a completely different culture and generally don’t use magic.) With them, he can establish bases underwater (making it difficult for Champions Earth’s governments and heroes to find and fight him), and perhaps even try to steal the Lemurians’ sorcerous secrets.

KARKARADON GUARDS

Description: The Karkaradon are shark-men. Their bodies look like those of sharks, with arms and legs projecting from the side and a large fin on the back. They have similar, but smaller, fins on the top of the head and backs of the legs. A Karkaradon Guard wears dull gold pieces of armor here and there on his body (more for decoration as protection).

Shadow Destroyer typically equips his Guards with a *Darkspear*, an enchanted weapon that looks like a spear made of shadow. In addition to its function as a spear, it can fire a bolt of shadow energy. (Some also wear armor created by Shadow Destroyer.) But even without their Darkspears, Guards can be dangerous thanks to their shark-like jaws.

B

OUBLIETTE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
25	DEX	30	14-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
25	PRE	15	14-	PRE Attack: 5d6
9	OCV	30		
12	DCV	45		
3	OMCV	0		
6	DMCV	9		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
12	PD	10		Total: 12 PD (8 rPD)
12	ED	10		Total: 12 ED (8 rED)
10	REC	6		
60	END	8		
10	BODY	0		
40	STUN	10		Total Characteristics Cost: 243

Movement: Running: 30m



Cost	Powers	END
20	Strangulation: Change Environment (suffocation; see APG 83)	2
27	Shadow Touch: Drain BODY and STUN 2d6 Expanded Effect (two Characteristics simultaneously; +½), Constant (+½), No Range (-½)	4
80	Shadow Field: Darkness to Sight Group 8m radius Mobile (+½), Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	3
20	Shadow Sphere: Barrier 8 PD/8 ED, 8 BODY (up to 4m long, 2m tall, and ½m thick), Opaque (Sight Group) Costs Endurance (to maintain; -½), No Range (-½), Only To Englobe (-½)	5
8	Shadow Form: Resistant (+½) for 8 PD/8 ED	0
35	Shadow Form: Life Support: Total	0
18	Swift Shadows: Running +18m (30m total)	2
5	Shadow Eyes: Nightvision	0
23	Shadow Form: Stretching 8m, x8 body dimensions	2
16	Shadow Stealth: Invisibility to Sight Group Only When In Darkness/Shadows (-¼)	2
10	Shadow Grip: Clinging (normal STR)	0

Skills

- 3 Concealment 12-
- 7 Stealth 16-

Total Powers & Skills Cost: 272

Total Cost: 515

400 Matching Complications (75)

- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 15 **Hunted:** various superhero teams (Infrequently, Mo Pow, Capture)
- 30 **Hunted:** Dr. Destroyer (Very Frequently, Mo Pow, NCI, Kill/Drive Off)
- 25 **Psychological Complication:** Totally Devoted To Shadow Destroyer (Very Common, Total)
- 10 **Vulnerability:** 2 x STUN from Light attacks (Uncommon)
- 10 **Vulnerability:** 2 x BODY from Light attacks (Uncommon)

Total Complications Points: 75

Experience Points: 115

SHADOW COLOSSUS

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
18	DEX	16	13-	
10	CON	0	11-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	
40	PRE	30	17-	PRE Attack: 8d6
8	OCV	25		
7	DCV	20		
0	OMCV	0		
0	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
18	PD	51		Total: 18 PD (18 rPD)
18	ED	51		Total: 18 ED (18 rED)
14	REC	10		
0	END	-4		
30	BODY	20		
—	STUN	—		Total Characteristics Cost: 243

Movement: Running: 20m

Cost Powers

30	Shadow Blast: Blast 12d6 4 Charges (-1)	END [4]
97	Qliphothic Overload: Blast 12d6 Area Of Effect (32m Radius; +1), Constant (+½), Personal Immunity (+¼), Reduced Endurance (0 END; +½); Concentration (½ DCV throughout; -½), Limited Power (cannot take any Actions for two Phases after it turns off this power; -½)	0
15	Smash/Stomp: Area Of Effect (1m Radius; +¼) for 60 STR Reduced Endurance (0 END; +½); Extra Time (Full Phase to use; -½)	0
15	Colossus's Body: Does Not Bleed	0
10	Colossus's Body: No Hit Locations	0
60	Colossus's Body: Takes No STUN	0
30	Tireless: Reduced Endurance (0 END; +½) on STR	0
6	Tireless: Reduced Endurance (0 END; +½) on Running	0
1	Tireless: Reduced Endurance (0 END; +½) on Leaping	0
1	Tireless: Reduced Endurance (0 END; +½) on Swimming	0
54	Body Of Crystal And Shadow: Resistant (+½) for 18 PD/18 ED	0
90	Body Of Crystal And Shadow: Physical and Energy Damage Reduction, Resistant, 25%	0
36	Heavy: Knockback Resistance -12m	0
35	Colossus's Body: Life Support: Total	0
12	Long Legs: Running +8m Reduced Endurance (0 END; +½)	0
5	Colossus's Eyes: Infrared Perception (Sight Group)	0



Skills

24	+3 HTH
3	Climbing 13-

Total Powers & Skills Cost: 560

Total Cost: 803

400 Matching Complications (75)

15	Physical Complication: Enormous (+4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
15	Physical Complication: Machine Intelligence (Frequently, Greatly Impairing)
25	Psychological Complication: Must Obey Shadow Destroyer Or His Designated Commanders (Very Common, Total)

Total Complications Points: 75

Experience Points: 403

Karkaradons have highly-developed senses that allow them to function without difficulty underwater. Their most unusual sense is their *electroreception*, which allows them to perceive the bioelectric fields other living beings give off. Though this sense only works at very short range, it allows a Karkaradon to, for example, fight a hero who's Invisible to the Sight Group without suffering any penalty.

Some Karkaradon Guards have pets — stingrays or eels — that fight for them. See HSB 466 for Eel character sheets; use the Electric Eel sheet for a stingray, but change the defense to the NND attack to the appropriate Life Support (Immunity).

KARKARADON FRENZY WARRIORS

Karkaradon Frenzy Warriors are like guards, but bigger and tougher. Increase their STR to 25, CON to 20, BODY to 16, PRE to 20, PD and ED to 10, Karkaradon Jaws to HKA 1d6 (2d6 with STR), and Karkaradon Skin to Resistant (+½) for 4 PD/4 ED, and give them the “Karkaradon Armor” option. Their deadliest power is their *Blood Frenzy*, which grants them +10 STR, +10 CON, and +5 DEX for 1 Turn when they're exposed to blood. If there's no blood in the water already, they often injure themselves (1 BODY damage) and let the smell of their own blood enrage them.

KARKARADON HUNTER

A Karkaradon Hunter is similar to a Guard, but comes equipped with the following weapons instead of the Darkspear:

Cost Power

- 14 **Net-Lasso:** Entangle 5d6, 5 PD/5 ED; OAF (-1), Limited Range (12m; -¼), 1 Recoverable Charge (-1¼)
- 4 **Net-Lasso:** Telekinesis (10 STR); OAF (-1), Only To Drag Entangled Target To User (-2)
- 7 **Harpoon Rifle:** RKA 1d6+1, Armor Piercing (+¼); OAF (-1), Beam (-¼), No Knockback (-¼), 2 Recoverable Charges (-1)
- 7 **Combat Dagger:** HKA 1d6 (2d6 with STR); OAF (-1)

Total additional cost: +9 points

KARKARADON THRESHER

Description: Karkaradon Threshers are bigger and tougher than Guards (though not as big and tough as Brawlers). They wear special *Darkblade Gauntlets* created by Shadow Destroyer. These mystic weapons can release a blade of shadowy energy that the Thresher uses to cut his foes or cast a corruption-spell on them.

QLIPHOTHIC ACOLYTES

In the Multifarian Earth, Shadow Destroyer is worshipped as a god by a large cult of people who believe they can, through him, receive mystic powers of their own. Some of them are even correct... but they never understand until it's too late that the power he channels is Qliphothic, and thus corruptive of human flesh and minds. Parts of their bodies are “bubbly” and malformed, as if they'd been exposed to intense radiation; they wear robes (often with hoods) adorned with mystic runes.

DIMENSIONAL CHANNELERS

Description: Dimensional Channelers are acolytes to whom Shadow Destroyer has given the power to summon Shadow Demons, as well as other sorcerous shadow abilities.

DARK DISCIPLES

Description: Dark Disciples are the “heavy infantry” of Shadow Destroyer's cultists. He's taught them a wide variety of shadow attacks and powers, giving them enough offensive “punch” for combat with superhumans. Their most potent power is the ability to literally drain the life (“the light,” as they call it) from living beings.

THE CORRUPTED ONES

Description: The Corrupted Ones are Shadow Destroyer's “lieutenants” among his cult. They've so thoroughly given themselves over to the powers of the Qliphothic darkness that they've become even more warped than the regular cultists, plus brutishly large and strong to boot.

In addition to several Shadow powers similar to those of the Dark Demolishers, Corrupt Ones have a unique power: they can temporarily transform themselves into pure Qliphothic darkness. Like Shadow Destroyer's Qliphothic Rift, this draws everyone near them toward them. Then, when they shift back into their regular form, it causes a magical “chemical reaction” with reality that creates a tremendous explosion.

KARKARADON GUARD

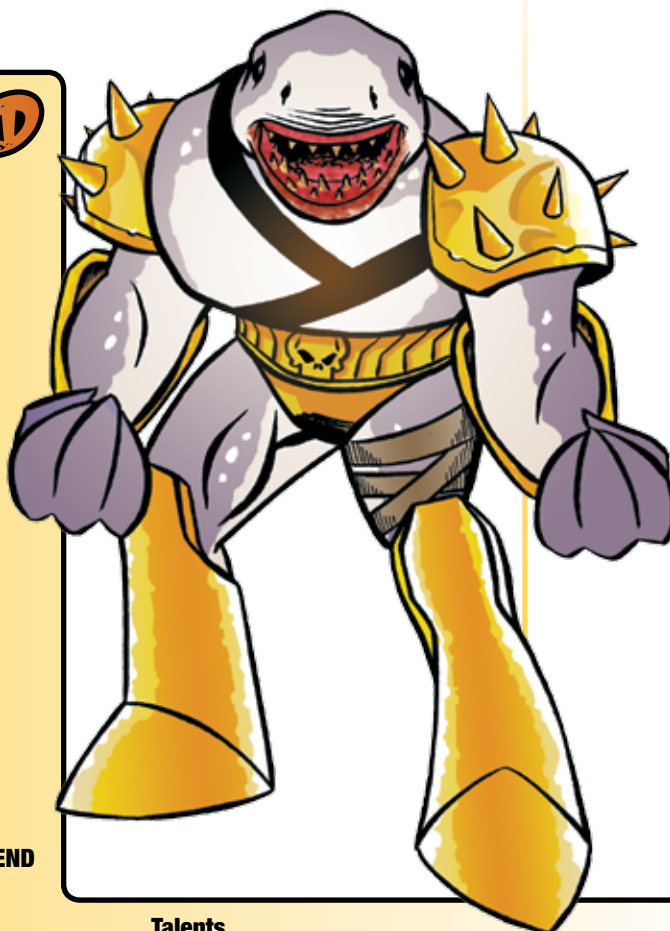
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	10	12-	
15	CON	5	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
6	PD	4		Total: 6 PD (2 rPD)
5	ED	3		Total: 5 ED (2 rED)
6	REC	2		
30	END	2		
12	BODY	2		
28	STUN	4		Total Characteristics Cost: 77

Movement: Running: 8m
Swimming: 14m

Cost Powers

20	Darkspear: Multipower, 40-point reserve all OAF (-1)	
1f	1) Spearpoint: HKA 1d6 (2d6 STR) OAF (-1)	1
2f	2) Darkbolt: Blast 8d6 OAF (-1)	4
10	Karkaradon Jaws: HKA ½d6 (1½d6 with STR)	1
2	Karkaradon Skin: Resistant (+½) for 2 PD/2 ED	0
5	Gills And Lungs: Life Support (Expanded Breathing: Breathe Oxygen)	0
3	Karkaradon Body: Life Support (Safe Environment: High Pressure, Intense Cold)	0
5	Karkaradon Body: Swimming +10m (14m total)	1
-4	A Bit Awkward On Land: Running -4m (8m total)	
3	Karkaradon Senses: +1 to PER Rolls with all Sense Groups	0
5	Karkaradon Eyes: Nightvision	0
2	Karkaradon Nose: +2 to PER Rolls with Normal Smell	0
5	Karkaradon Nose: Tracking for Normal Smell	0
17	Electroreception: Detect Bioelectrical Fields 11- (no Sense Group), Sense, Targeting	0

END



Talents

4 Environmental Movement: Aquatic Movement (no penalties underwater)

Skills

3 Stealth 12-
5 WF: Common Melee Weapons, Common Missile Weapons, Nets

Total Powers & Skills Cost: 88

Total Cost: 165

275 Matching Complications (50)

10 **Hunted:** Shadow Destroyer (Infrequently, Mo Pow, NCI, Watching)
25 **Psychological Complication:** Completely Loyal To Shadow Destroyer (Very Common, Total)
20 **Social Complication:** Subject To Orders (Very Frequently, Major)

Total Complications Points: 50

Experience Points: 0

OPTIONS

Cost Power

1 **Follower:** Moray Eel
7 **Follower:** Electric Eel
7 **Follower:** Stingray
7 **Karkaradon Armor:** Resistant Protection (6 PD/6 ED); OIF (-½), Activation Roll (11-; -1)

KARKARADON THRESHER

Val Char Cost Roll Notes

20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
18	DEX	16	13-	
18	CON	8	13-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6

6 OCV 15

6 DCV 15

3 OMCV 0

3 DMCV 0

4 SPD 20 *Phases: 3, 6, 9, 12*

8 PD 6 *Total: 14 PD (10 rPD)*

8 ED 6 *Total: 14 ED (10 rED)*

8 REC 4

35 END 3

14 BODY 4

34 STUN 7

Total Characteristics Cost: 127

Movement: Running: 8m
Swimming: 14m

Cost Powers END

40 **Darkblade Gauntlets:** Multipower, 60-point powers; all OIF (-½)

2f **1) Shadow Blade:** HKA 1½d6 5
Armor Piercing (+¼), Penetrating (+½); OIF (-½), No STR Bonus (-½)

2f **2) Shadow Corruption:** Drain BODY and STUN ½d6 4
Expanded Effect (two Characteristics simultaneously; +½), Damage Over Time (6 increments, one per 2 Segments for 1 Turn, defenses only apply once, cannot affect victim a second time until all increments accrue; +6); OIF (-½)

10	Karkaradon Jaws: HKA ½d6 (2d6 with STR)	1
2	Karkaradon Skin: Resistant (+½) for 2 PD/2 ED	0
7	Karkaradon Armor: Resistant Protection (6 PD/6 ED) OIF (-½), Activation Roll (11-; -1)	0
5	Gills And Lungs: Life Support (Expanded Breathing: Breathe Oxygen)	0
3	Karkaradon Body: Life Support (Safe Environment: High Pressure, Intense Cold)	0
5	Karkaradon Body: Swimming +10m (14m total)	1
-4	A Bit Awkward On Land: Running -4m (8m total)	
3	Karkaradon Senses: +1 to PER Rolls with all Sense Groups	0
5	Karkaradon Eyes: Nightvision	0
2	Karkaradon Nose: +2 to PER Rolls with Normal Smell	0
5	Karkaradon Nose: Tracking for Normal Smell	0
17	Electroreception: Detect Bioelectrical Fields 11- (no Sense Group), Sense, Targeting	0

Talents

4 Environmental Movement: Aquatic Movement (no penalties underwater)

Skills

3 Stealth 12-

5 WF: Common Melee Weapons, Common Missile Weapons, Nets

Total Powers & Skills Cost: 116

Total Cost: 243

275 Matching Complications (50)

10 **Hunted:** Shadow Destroyer (Infrequently, Mo Pow, NCI, Watching)

25 **Psychological Complication:** Completely Loyal To Shadow Destroyer (Very Common, Total)

20 **Social Complication:** Subject To Orders (Very Frequently, Major)

Total Complications Points: 50

Experience Points: 0

DIMENSIONAL CHANNELER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
13	DEX	6	12-	
14	CON	4	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 8 PD (4 rPD)
4	ED	2		Total: 8 ED (4 rED)
5	REC	1		
28	END	0		
10	BODY	0		
26	STUN	3		Total Characteristics Cost: 46

Movement: Running: 12m

Cost Powers END

60	Shadow Evocation: Darkness to Sight Group 8m radius 0 Reduced Endurance (0 END; +½)	0
126	Shadow Conjunction: Summon four Shadow Demons built on 456 Total Points (see HSB 85) Friendly (+¼)	10
50	Rise, Darkness!: Multipower, 50-point reserve	
5f	1) Dark Blast: Blast 10d6	5
5f	2) Darkforce Binding: Entangle 5d6, 5 PD/5 ED	5
8	Enchanted Robes: Resistant Protection (4 PD/4 ED) OIF (-½)	0
5	Eyes Of Darkness: Nightvision	0

Skills

6	+2 with Rise, Darkness! Multipower
2	KS: Arcane And Occult Lore 11-
9	Power: Magic 15-
3	Stealth 12-

Total Powers & Skills Cost: 279

Total Cost: 325

275 Matching Complications (50)

10	Hunted: Shadow Destroyer (Infrequently, Mo Pow, NCI, Watching)
25	Psychological Complication: Fanatically Loyal To Shadow Destroyer (Very Common, Total)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 50

Experience Points: 50

DARK DISCIPLE

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
15	DEX	10	12-	
16	CON	6	12-	
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
6	PD	4		Total: 12 PD (6 rPD)
6	ED	4		Total: 12 ED (6 rED)
6	REC	2		
40	END	4		
12	BODY	2		
30	STUN	5		Total Characteristics Cost: 96

Movement: Running: 12m

Cost Powers END

62	Dark Destructions: Multipower, 62-point reserve	
5f	1) Dark Blast: Blast 10d6	5
4f	2) Dark Spear: RKA 3d6	4
6f	3) Dark Sphere: Blast 9d6 Area Of Effect (1m Radius; +¼)	6
5f	4) Darkforce Binding: Entangle 5d6, 5 PD/5 ED	5
4f	5) Drain Life: Drain BODY 6d6 Limited Range (20m; -¼), Only Works On Living Beings (-¼)	6
12	Enchanted Robes: Resistant Protection (6 PD/6 ED) OIF (-½)	0
5	Eyes Of Darkness: Nightvision	0

Skills

9	+3 with Dark Destructions Multipower
2	KS: Arcane And Occult Lore 11-
9	Power: Magic 15-
3	Stealth 12-

Total Powers & Skills Cost: 126

Total Cost: 222

275 Matching Complications (50)

10	Hunted: Shadow Destroyer (Infrequently, Mo Pow, NCI, Watching)
25	Psychological Complication: Fanatically Loyal To Shadow Destroyer (Very Common, Total)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 50

Experience Points: 0

CORRUPT ONE

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	DEX	20	13-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
25	PRE	15	14-	PRE Attack: 5d6

6	OCV	15		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
12	PD	10		Total: 18 PD (10 rPD)
12	ED	10		Total: 18 ED (10 rED)
10	REC	6		
40	END	4		
15	BODY	5		
50	STUN	15		Total Characteristics Cost: 181

Movement: Running: 16m

Cost	Powers	END
62	Student Of The Qliphothic Shadows: Multipower, 75-point reserve	
6f	1) Dark Blast: Blast 12d6	6
6f	2) Dark Spear: RKA 4d6	6
6f	3) Dark Sphere: Blast 10d6 Area Of Effect (1m Radius; +¼)	6
6f	4) Darkforce Binding: Entangle 6d6, 6 PD/6 ED	6
4f	5) Drain Life: Drain BODY 6d6 Limited Range (20m; -¼), Only Works On Living Beings (-¼)	6
45	Qliphothic Transformation: Telekinesis (30 STR) Area Of Effect (20m Radius; +1); Effect (only to pull targets toward him; -1)	10
97	Qliphothic Transformation: Blast 12d6 Area Of Effect (74m Radius Explosion; +1), Double Knockback (+½), Personal Immunity (+¼), Reduced Endurance (0 END; +½); Limited Power (must be used on Phase after Telekinesis, and automatically turns off the Telekinesis; -½), No Range (-½)	0
4	Corrupted Skin: Resistant (+½) for 4 PD/4 ED	0
12	Enchanted Robes: Resistant Protection (6 PD/6 ED) OIF (-½)	0
4	Long Legs: Running +4m (16m total)	1
5	Eyes Of Darkness: Nightvision	0

Skills

20	+2 with All Combat
3	KS: Arcane And Occult Lore 12-
11	Power: Magic 16-
3	Stealth 12-

Total Powers & Skills Cost: 294

Total Cost: 475

THE OBSIDIAN CAVES

Not long after arriving in Earth's dimension, Shadow Destroyer realized he needed a headquarters — a lair, a base of operations, a place to muster his forces and continue his experiments both scientific and mystic. He cast a mighty divination spell, and the arcane forces he conjured slowly coalesced, like a shadow unseen by ordinary men, over a spot in Central America.

Journeying there, Shadow Destroyer led his followers through the jungle-covered hills to the spot only he could perceive. There, carved into the side of a small mountain, they found... something. It might have been a temple, or a monastery, or some sort of unusual refuge. To an untrained eye the carvings on the walls seemed Mayan, but he sensed otherwise. Casting his senses back through the mists of time, he saw through the mystic veil to the days before the present Earth — to the Turakian Age, when the sorcerer-priests of the cruel island of Thün cast a dark shadow over all the world. This was one of their places of power, a temple or chapel that had somehow survived cataclysm upon cataclysm to come to him in the present day. It would be his sanctum. He christened it the *Obsidian Caves*.

The Obsidian Caves was once a large natural cave formation with two entrances in the Central American hills. The first, main cave is a large room whose ceiling is supported by natural pillars of rock. Whoever first used it carved many of the small caverns off the main cave into shaped chambers, but beyond them lie many more that remain in their natural state. For thousands of years they've largely lain empty, the strange dark power that built them and lived in them lingering just enough to keep animals and vermin away.

There are two entrances to the Obsidian Caves, and they're guarded at all times by one Shadow Colossus and one Harnessed Shadow apiece. Their instructions are to keep intruders out, but at all costs to warn the rest of the Caves in the event of an attack. (For more details about the Caves, including a map, please see *The Book Of The Destroyer*.)

275 Matching Complications (50)

10	Hunted: Shadow Destroyer (Infrequently, Mo Pow, NCI, Watching)
25	Psychological Complication: Fanatically Loyal To Shadow Destroyer (Very Common, Total)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 50

Experience Points: 200

THE SHADOW QUEEN

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 the home of Bravo, a superhero who's a member of the Justice Squadron. Like most inhabitants, she has no memory of any time when things were different from the way they are "now." It's possible, as some human scholars theorize, that she and the entire Shadow Realm were created by the collective subconscious 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.

Bravo has bedeviled Brangomar on countless occasions, foiling her schemes, freeing peasants and talking animals from her cruel clutches, rescuing princesses she's imprisoned in dark towers, and slaying her relatives. Their mutual stories resolve themselves differently every time, but somehow the situation always returns to the "status quo." Since Bravo came to live on Earth, Brangomar has carried on their saga by attacking him on several occasions, only to have the Sentinels defeat her by the narrowest of margins. These encounters, and the intriguing "flavor" of Earth's magic, have only heightened her interest in Earth.

Few people either on Earth or in 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 from a fairy tale to behave: she's petty, vengeful, and vain on an epic scale, and will 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 or a chamber deep within the earth. 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!"

Powers/Tactics: As an archetypal "evil fairy tale 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 in Faerie 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 goutts 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 that woman, 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. Aside from these blind spots, Brangomar is an excellent tactician.

Resources: In the Shadow Realm, Brangomar's resources are largely unlimited; she owns and controls virtually everything. On Earth she's much more constrained. Some assets from her home (such as gold coins and jewelry) have their uses here; others (troll soldiers) aren't necessarily appropriate or easy to "bring across." But if it's absolutely necessary she could bring entire mystical armies across the dimensional boundaries to fight on her behalf.

Campaign Use: Brangomar is a classical fairy tale villainess. 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 sound of far-off 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.

Associates, Allies, And Adversaries: Brangomar has no particularly strong relationships with anyone on Champions Earth; she rarely comes here, and then usually with a specific purpose in mind. However, she's fond of hiring evil agents — in Champions Earth terms, supervillains — to do her bidding. She's a tough but fair boss: she rewards successful employees well, but failing her is tantamount to signing your own death warrant. She favors mystic villains, particularly ones such as Black Paladin who "fit" her "theme" reasonably well, but she's equally concerned about hiring the right minions for the job.

Mother Gothel (see CV3), another villain with a connection to fairy tales, may be associated with the Shadow Queen in some way. She may be one of Brangomar's minions or servants, or simply a potential ally.

As a quasi-dimensional ruler, the Shadow Queen has much to lose if either Earth's dimension, Faerie, or any other nearby plane is conquered by the likes of Skarn, Tyrannon, or Istvatha V'han. If necessary she may assist Earth's heroes to oppose such forces, even to the extent of letting them use the Shadow Realm as a "staging ground" for dimensional assaults. But in the end she'll attempt to twist the heroes' victory to her own ends, of course....

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.

SHADOW QUEEN FACTS

Here are some facts characters and NPCs might know about the Shadow Queen if they succeed with an appropriate Skill Roll:

M/R: The Shadow Queen has fought the Sentinels on several occasions; she has magic powers that seem to run along a "evil fairy tale queen" sort of theme.

K/R: The Shadow Queen rules the Shadow Realm, a part of the dimension known to Earth's mystics as Faerie (*a.k.a.* the Land of Legends).

-2: The Shadow Queen's magic all tends to have a "fairy tale" look/feel/theme, rather than resembling traditional superheroic Thaumaturgy.

-10: Brangomar is actually a powerful dragon who can assume the form of a beautiful queen.



SHADOW QUEEN (DRAGON FORM)

Val	Char	Cost	Roll	Notes
75	STR	65	24-	Lift 800 tons; 15d6 HTH damage [7]
23	DEX	26	14-	
45	CON	35	18-	
25	INT	15	14-	PER Roll 14-
26	EGO	16	14-	
45	PRE	35	18-	PRE Attack: 9d6
10	OCV	35		
7	DCV	20		
8	OMCV	15		
8	DMCV	15		
5	SPD	30		Phases: 3, 5, 8, 10, 12
25	PD	23		Total: 25 PD (20 rPD)
30	ED	28		Total: 30 ED (20 rED)
24	REC	20		
90	END	14		
35	BODY	25		
100	STUN	40		Total Characteristics Cost: 457

Movement: Running: 24m
Flight: 30m

Cost Powers

60	Fiery Breath: RKA 4d6	END [12]
	Area Of Effect (60m Cone; +1), Armor Piercing (+¼); Extra Time (Full Phase; -½), No Range (-½), 12 Charges (-¼)	
120	Dragon Sorcery: Variable Power Pool (Magic Pool), 60 Pool + 60 Control Cost	
	Cosmic (+2); Only Fairy Tale-Style Magic (-½)	
45	Massive Bite: HKA 3d6 (8d6 with STR)	4
31	Rending Claws: HKA 1½d6 (5d6+1 with STR)	2
	Armor Piercing (+¼)	
25	Tail Bash: HA +5d6	4
	Area Of Effect (1m Radius; +¼); Hand-To-Hand Attack (-¼)	

20	Scaly Skin: Resistant (+½) for 20 PD/20 ED	0
60	Tough Body: Physical and Energy Damage Reduction, Resistant, 50%	0
24	Heavy: Knockback Resistance -24m	0
20	Strong Mind: Mental Defense (20 points)	0
10	Mystical Form: Power Defense (10 points)	0
20	Ponderous Winged Flight: Flight 30m	3
	Restrained (-½)	
12	Long Legs: Running +12m (24m total)	1
5	Night Sight: Nightvision	0
5	Dragon's Nose: Tracking with Normal Smell	0
3	Dragon's Nose: +3 PER with Normal Smell	0
5	Tail: Extra Limb	0
	Inherent (+¼); Limited Manipulation (-¼)	
135	Human Form: Multiform (see other character sheet)	0

Skills

30	+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: 664

Total Cost: 1,121

400 Matching Complications (75)

20	Physical Complication: Gigantic (32m long; +8 OCV for others to hit, +8 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
15	Physical Complication: Limited Manipulation (Frequently, Slightly Impairing)
30	Physical Complication: Must Behave Like Archetypal Evil Queen (Always, Greatly Impairing)
25	Psychological Complication: Overconfidence (Very Common, Total)
20	Psychological Complication: Vain, Jealous, And Petty (Common, Total)
15	Psychological Complication: Cruel And Vengeful (Common, Strong)

Total Complications Points: 75

Experience Points: 721



SHADOW QUEEN (HUMAN FORM)

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
23	DEX	26	14-	
28	CON	18	15-	
25	INT	15	14-	PER Roll 14-
26	EGO	16	14-	
30	PRE	20	15-	PRE Attack: 6d6
9	OCV	30		
9	DCV	30		
8	OMCV	15		
8	DMCV	15		
5	SPD	30		Phases: 3, 5, 8, 10, 12
13	PD	11		Total: 13 PD (10 rPD)
17	ED	15		Total: 17 ED (10 rED)
9	REC	5		
55	END	7		
15	BODY	5		
40	STUN	10		

Total Characteristics Cost: 273

Movement: Running: 12m

Cost	Powers	END
200	Fairy Tale Magic: Variable Power Pool (Magic Pool), 100 Pool + 100 Control Cost, Cosmic (+2); Only Fairy Tale-Style Magic (-½)	var
60	Tough Body: Physical and Energy Damage Reduction, Resistant, 50%	0
10	Tough Body: Resistant (+½) for 10 PD/10 ED	0
20	Strong Mind: Mental Defense (20 points)	0
10	Mystical Form: Power Defense (10 points)	0
5	Night Sight: Nightvision	0

Perks

10	Fringe Benefit: Queen of the Shadow Realm
10	Money: Wealthy

Skills

30	+3 with All Combat
10	+2 with Fairy Tale Magic 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: 402

Total Cost: 675

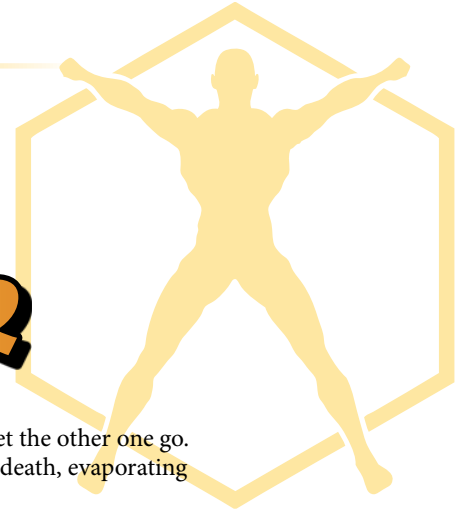
400 Matching Complications (75)

30	Physical Complication: Must Behave Like An Archetypal Evil Queen (Always, Greatly Impairing)
25	Psychological Complication: Overconfidence (Very Common, Total)
20	Psychological Complication: Vain, Jealous, And Petty (Common, Total)
15	Psychological Complication: Cruel And Vengeful (Common, Strong)
10	Rivalry: Professional, with any beautiful woman to prove who's more attractive (Seeks to Harm or Kill Rival)
5	Social Complication: Duties Of Royalty (Occasionally, Minor)

Total Complications Points: 75

Experience Points: 275

SKARN THE SHAPER



Background/History: Many mystics acknowledge the sinister Skarn, Shaper of Worlds, as one of the most dangerous dimension lords. Skarn has existed for over two thousand years. In that time, he's conquered hundreds of dimensions and added them to his insane, patchwork realm — the Congeries.

Superficially, Skarn does not seem to occupy the apex of power. The Shaper is stronger than any would-be conqueror who's smarter than him, however, and smarter than anyone who's stronger than him. Whereas other dimensional conquerors rely on their own power, or on hordes of soldiers, Skarn combines raw power, abundant minions, and a large cadre of lieutenants who wield considerable power in their own right. Chief among these minions are his two sons, the cunning sorcerer Arthon and the brutal warrior Torvost; most people forget about Skarn's comparatively weak daughter Brell.

The Shaper became a dimensional conqueror by accident. Originally, he was merely a sorcerer from a little dimension called Orom. The Oromians ruled themselves through a collective presidency of sorcerers called the Triumvirate. Skarn became a Triumvir.

The other two Triumvirs hated each other beyond party rivalry — indeed, beyond sanity. Their hatred led them to invite possession by cosmic entities. Each Triumvir hoped to crush his rival and make his own party supreme. One became a Lord of Nature called the Beast, devoted to razing Orom's cities and making its people live simple lives in harmony with their environment. The other became the Lord of Art called Nomarch Phase, equally determined to let everyone shape their part of the world however they wanted.

The battles between the Beast, Nomarch Phase, and their followers devastated Orom. Skarn vowed to save his world by destroying both cosmic entities. After great effort, he learned a spell that could link their life-forces into a vicious circle of mutual destruction. Skarn had no idea if he himself would survive.

Skarn tricked the Beast and Nomarch Phase into casting bolts of destruction at him at the same instant. He caught both attacks and bounced the power back, changed into spells of life-draining. The Beast sucked the life out of Nomarch Phase; Nomarch Phase drained the Beast, with Skarn in the middle. Both cosmic entities struggled against

the curse, but neither would let the other one go. They dragged each other into death, evaporating like an evil dream.

But what of Skarn? He served as the conduit for the life forces of two gods as opposite as night and day. When they died, their power and souls crashed together into Skarn — and merged. Skarn became more than mortal, a living paradox of contrary cosmic forces. Worse, the three minds shattered as they came together. A new mind coalesced from the fragments of memory and passion, a mind that called itself Skarn but certainly was not the sorcerer who risked everything to save his world.

From Nomarch Phase came a passion to change the world. From the Beast came an equally strong will to force people to live in harmony with their environment. The original Skarn provided a messianic streak. And all three had an iron determination to see their will done, no matter what the cost.

The new Skarn quickly conquered Orom; the war-exhausted populace had little will to resist. Many people welcomed a return to order at any price. Once Skarn reshaped Orom to his satisfaction, he turned his attention to nearby dimensions. Rallying his power, Skarn merged the smaller dimensions with Orom so he could “improve” them in turn. Over the centuries, Skarn spliced dozens of little dimensions together with Orom, producing a composite universe called the Congeries. Now he's ready to tackle bigger game. Earth, with its billions of inhabitants and unusual magic, sets Skarn drooling with anticipation. Ultimately, Skarn wants to merge the entire Multiverse into the Congeries, with himself as “benevolent” despot leading everyone to universal Utopia — no matter how much death and destruction he must cause along the way.

Personality/Motivation: Skarn is a fanatical Utopian reformer as well as a megalomaniac. He wants to create a perfect universe full of perfect people. Skarn's notions of perfection, however, have little to do with what anyone else wants. If he thinks a region needs rains of acid every Thursday, he reshapes the region to fit. If the people are lucky, he remembers to reshape them to withstand the acid. Skarn's subjects know him as a capricious god who sends blessings and curses almost at random.

SKARN FACTS

Here are some facts characters and NPCs might know about Skarn the Shaper if they succeed with an appropriate Skill Roll:

K/R: Skarn is a dimensional overlord of great mystic power. He rules a realm called the Congeries, which consists of his home dimension plus numerous dimensions he's "merged" with it. He has a proclivity for transforming places, people, and objects within his domain to suit his whims, hence his epithet.

-1: Besides being mystically powerful, Skarn is also physically powerful, able to trade punches with most super-strong heroes easily.

-2: Skarn is very proud and may fly into a rage if humiliated or mocked.

-4: Skarn loves sports, games, and challenges, and can sometimes be persuaded to engage in competitions or battles where he foreswears the use of some of his powers, or agrees to significant stakes as a wager.

-6: Skarn is engaged in a bitter rivalry with Tyrannon, Istvatha V'han, and other dimensional conquerors.

-8: Skarn suffers injury when exposed to dimension-warping energies or abilities, including attacks that can affect intangible beings.

Since Skarn firmly believes he does *everything* for the best, he's very hard to turn aside from any course of action. Nothing is too vicious for him, because "the end justifies the means." Anyone who disagrees with him proves himself an enemy of reality (or at least a victim of false thinking) whom he must destroy for the good of the Multiverse. Even if a hero can out-fight Skarn, the hero wins only a brief reprieve. Skarn can, however, be tricked into renouncing his claim on a world — at least for a while.

Skarn takes godhood very seriously, in his fashion. He justifies his conquests through his own supposed perfection, and refuses to show any sign he is less than perfect. Thus, he must keep any promise he makes because as a god, he can't show such "merely mortal" failings as lying or treachery — though he can split hairs and twist meanings to find a way around inconvenient promises, given time.

The Shaper also shows godlike generosity in repaying his debts or rewarding "offerings." To place Skarn in your debt; however, requires doing him an extraordinary favor that comes as a complete surprise. For instance, Skarn would not offer to spare the Earth in return for the heroes fetching a powerful enchanted item. Hagglng is not very divine. On the other hand, if someone surprised Skarn with something he greatly desired or enjoyed — a mystic artifact he's never heard of before, the life of an enemy, or the best laugh he's had in centuries — the Shaper might offer to grant that person anything within his power. (Abdication is not within Skarn's power, because the fundamental nature of reality is to be ruled by Skarn.)

The Shaper also likes a good fight. His love of sport can temporarily override his messianic complex. Skarn especially loves to hunt sentient prey (such as PCs) through special "game preserves" in the Congeries, using only his physical powers. Skarn always expects to win, and so he may rashly accept side bets... such as relinquishing his claim to the Earth. If he loses, he also asks for a rematch: "Same thing next year?"

Quote: "Rejoice, puny mortals! I, Skarn, have come to transform your worthless, insignificant lives!"

Powers/Tactics: Even without magic, Skarn is a strong and skillful brawler (part of his heritage from the Beast). He can make himself nearly impossible to damage by transforming himself into a living hole in space (part of his heritage from Nomarch Phase) — if he wishes, things can fall through him into endless Limbo. In this state, Skarn gains the powers listed under the *Living Hole In Space* heading, plus Hardened and Impenetrable defenses, and his claw or bite attacks become Armor Piercing and Penetrating. Skarn keeps his *Living Hole In Space* active most of the time, but he drops it for non-magical duels. He (temporarily) loses these Powers if Stunned or Knocked Out.

Skarn is also a sorcerer of nearly limitless flexibility. He was quite skilled even before his apotheosis. Becoming a god, and the cosmic knowledge gained from Nomarch Phase, raised his power even more. As long as Skarn stays in the Congeries, his link to its manifold mystic energies lets him cast whatever spell he wants, instantly. On other planes, where he doesn't know the mystical conditions so well, Skarn must spend a brief period (a Phase) whenever he wants to change the spells in his Power Pool. Unlike some megasorcerers, Skarn can apply his *Cosmic Thaumaturgy* to augment his other Powers, or to increase his physical prowess. He usually produces a 100 Active Point attack spell, and then assigns the remaining 20 points of the VPP to a movement, defensive, or sensory power. If he must, Skarn uses further Limitations (such as a Focus; his crown serves as an OAF) to reduce the final cost of his spells so he can pull more of them from the Pool. But Skarn prefers not to rely on tools in a brawl, since that impugns his omnipotence.

Skarn fights fair, at least in formal combat. One on one, he restricts himself to his opponent's SPD unless he's clearly losing; then he goes one SPD higher. If Skarn still loses — why, he *meant* to lose, as a reward for a gallant foe. At the start of a combat, Skarn doesn't use tactical subtleties such as Held Actions.

The Shaper would rather lose than violate the conditions of a duel, but woe betide any outsider who intrudes on a fight, even to help him! The Shaper can devise quite horrible punishments. If an enemy insulted him, or did not negotiate any formal rules, Skarn uses all his power to annihilate his opponents as quickly as possible, with whatever backup he has available.

Resources: As the god-king of a fairly large dimension (as magical dimensions go, anyway), Skarn can muster thousands of magical warriors, hundreds of thousands of relatively mundane soldiers, and whatever magical Vehicles and superweapons he can imagine. A large and diverse cadre of superpowered officers also serves the Shaper. (Use characters from *Champions Villains* or other *Champions* supplements, but change their names and appearances to give them a "magical" style.) Skarn's chief restriction is that he cannot bring all his forces to bear at once: most of his military stays on guard against Tyrannon (and, to a lesser extent, Istvatha V'han). Thus, Skarn attempts quick conquests using limited numbers of elite troops (including his cadre). If Skarn secures a strong beachhead on a world or dimension, he can open a massive Gate to bring in reinforcements, and finally merge the world with the Congeries. Once Skarn brings a world into the Congeries, he can devote his military to a full-scale conquest.

Associates, Allies, And Adversaries: Now and then, sorcerers and lesser dimension lords hear of Skarn's power but not his madness, and ask for his help. Sometimes it pleases Skarn to grant the request, if his petitioner grovels well and offers him a great gift of magic, lore, or lives. Sometimes Skarn solves the petitioner's problem by annexing his world.

The Shaper loathes any spirit, sorcerer, or mystic entity who rivals his power. He and "that upstart" Tyrannon constantly scheme to undercut each other, and each one hopes to destroy the other and absorb his realm and power. Skarn might oppose Takofanes the Archlich or other powerful villains from a similar desire to prove his own superiority and thin the competition.

Skarn has a tempestuous relationship with Istvatha V'han, the self-proclaimed "Empress of a Billion Dimensions." On the one hand, she rules a lot more than he does. On the other hand, she also opposes Tyrannon, and she shows little interest in conquering magic-rich dimensions. Their encounters range from skirmishes over dimensions they both covet, to romantic trysts when one of them hopes to manipulate the other.

Campaign Use: The Shaper shows neither the impenetrable malevolence of Takofanes, nor the blind megalomania of Tyrannon — multiple passions drive the mercurial Shaper. Victory over Skarn may depend less on raw power than on exploiting his personality, such as leading Skarn to accept a challenge the heroes can win. On the other hand, Skarn plans with considerable strategic subtlety once he realizes raw power cannot achieve his objectives. He can practice deeper deceptions than his chief rivals, or try to subvert heroes instead of destroying them. Skarn's cadre also enables him to pursue more than one scheme at a time, and attack from more than one angle.

If Skarn needs to be more powerful for your campaign, increase his Characteristics, give him a few more *Innate Magic* attacks better suited to counter the PCs' defenses, or increase Skarn's defenses. Keep in mind, however, that although Skarn is meant as a powerful foe, he is *not* meant to swat PCs without effort: heroes of normal power can defeat Skarn in a straight-up fight, *if* they manipulate him into accepting certain limits on his own power. To make Skarn less powerful, reduce his SPD and VPP, and decrease the damage of his Blasts.

Skarn is quick to Hunt heroes who thwart him, but not to the extent he would violate the letter of a promise. He may let other dimension lords and mystic mercenaries know how much the PCs' death would please him, without baldly putting out a contract on them. On the other hand, if Skarn believes he lost honorably, he may "Hunt" the heroes by trying to recruit them. For instance, he might place heroes in difficult positions and then offer to rescue them in return for their fealty, or solve some vexing problem for a hero (such as Aunt Mary's medical problems), and then demand a "favor" in return — or he withdraws his "gift."



Appearance: Skarn is a seven foot tall, bearlike humanoid. When his *Living Hole In Space* power is active, he seems to be made of star-flecked space, with indigo reflections off body contours. He still shows his luminous, yellow-orange eyes and his short, ivory horns, claws, and teeth. If Skarn wishes, he can return to physical form, in which case he has a sleek auburn pelt over a formidably muscular body. He wears a golden loincloth and a spiky golden diadem that hooks over his horns, with a glittering jewel in the center. Skarn's spells look like typical thaumaturgical globes, beams, and other shapes of light.

SKARN THE SHAPER

Val Char Cost Roll Notes

50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
30	DEX	40	15-	
50	CON	40	19-	
30	INT	20	15-	PER Roll 15-
30	EGO	20	15-	
40	PRE	30	17-	PRE Attack: 8d6

10	OCV	35		
10	DCV	35		
10	OMCV	21		
10	DMCV	21		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12

30	PD	28		Total: 30 PD (30 rPD)
30	ED	28		Total: 30 ED (30 rED)

25	REC	21		
100	END	16		
20	BODY	10		
70	STUN	25		

Total Characteristics Cost: 480

Movement:	Running:	32m
	Swimming:	14m
	Teleport	40m

Cost Powers

Cost	Powers	END
260	Cosmic Thaumaturgy: Variable Power Pool (Magic Pool), 120 Pool + 120 Control Cost plus: Cosmic (+2) for VPP Does Not Work Outside The Congeries (-½)	var
162	Innate Magic: Multipower, 162-point reserve	
13f	1) Sorcerer's Star: Blast 18d6 Reduced Endurance (0 END; +½)	0
14f	2) Sorcerer's Star: Blast 10d6 AVAD (Power Defense; +1½), Reduced Endurance (½ END; +¼)	6
13f	3) Missile Of Mystic Mastery: Blast 12d6 Variable Advantage (+½ Advantages; +1), Reduced Endurance (½ END; +¼)	6
16f	4) Spellbreaking Bolt: Dispel Magic Powers 30d6 Variable Effect (any one Magic spell or power at a time; +½), Reduced Endurance (½ END; +¼)	6
11f	5) Power Boost: Aid Magic Powers 4d6 Expanded Effect + Variable Effect (all Magic spells and powers simultaneously; +4), Ranged (+½), Indirect (enables Transdimensional; +¼), Transdimensional (any dimension; +1); Others Only (-½)	12
8f	6) Reshape Area: Severe Transform 2d6 (complete change to anything or anyone in area, reversed if Skarn driven away within 48 hours or if he wills it so) Improved Results Group (any physical alteration; +1), Partial Transform (+½), Area Of Effect (500m Radius Selective; +2¼); Extra Time (Extra Phase; -¾)	14

7f	7) Reshape Person: Severe Transform 5d6 (person to anything Skarn wants, healed back by touch of any Earthly "god" or Skarn willing it so) Improved Results Group (any physical alteration; +1); Extra Time (Extra Phase; -¾), Limited Target (sentient beings; -¼)	15
4f	8) Create Dimensional Gate: Extra-Dimensional Movement (any physical location in any dimension) Area Of Effect (1m Radius; +¼), Constant (+½), Reduced Endurance (½ END; +¼), Usable By Other (+¼); Gate (-½), Extra Time (1 Turn to activate; -¾)	6
5f	9) Gate Snatch: Extra-Dimensional Movement (to Congeries, Skarn's own location), x4 Increased Mass Usable As Attack (does not work on anyone with Desolidification, Extra-Dimensional Movement, or dimension-warping powers; +1¼), Ranged (+½), Indirect (enables Transdimensional; +¼), Transdimensional (any dimension; +1); Extra Time (1 Turn; -1¼)	8
41	Link Dimensions: Extra-Dimensional Movement (to Congeries, any location) Usable Simultaneously (+½), Area Of Effect (250m Radius; +1¾), Constant (+½), Reduced Endurance (0 END; +½), Persistent (ends when Skarn defeated or another Gate created within it; +¼); Gate (-½), Extra Time (1 Minute to activate; -¾), Gestures (-¼), Incantations (-¼)	0
96	Shields Of Skarn: Multipower, 96-point reserve	
9f	1) Mystic Shield: Resistant Protection (10 PD/10 ED/10 Mental Defense/10 Power Defense) Allocatable (+¼), Hardened (+¼)	0
6f	2) Mystic Wall: Barrier 8 PD/8 ED, 8 BODY (up to 12m long, 4m high, and ½m thick), Non-Anchored, Dismissable Allocatable (+¼), Hardened (+¼); Costs Endurance (to maintain; -½)	10
11	Stability Shield: Knockback Resistance -16m Linked (to Mystic Shield; -½)	0
47	Living Hole In Space — Attacker Falls In: Extra-Dimensional Movement (one location in Limbo) Usable As Attack (does not work on anyone with Desolidification, Extra-Dimensional Movement, or dimension-warping powers; +1¼), Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½); Limited Power (only affects attackers who use Grab, Move Through, a Haymakered Punch, or the like on Skarn; -½)	0
53	Living Hole In Space — Ranged Attack Falls In: Damage Negation (-12 DCs Physical and Energy) Only Works On Ranged Attacks (-1), Requires A DEX Roll (-1 per 20 Active Points; -¼)	0
60	Living Hole In Space — Shunt Away Damage: Physical and Energy Damage Reduction, Resistant, 50%	0

56	Claw/Bite: HKA 3d6 (up to 6d6+1 with STR) Reduced Endurance (½ END; +¼)	2
23	Cosmic Claw/Bite: Armor Piercing (+¼) and Penetrating (+½) for Claw/Bite Linked (to Living Hole In Space Damage Shield; -½)	0
10	Cosmic Resilience: Hardened (+¼) for 30 PD/30 ED Linked (to Living Hole In Space Damage Shield; -½)	0
10	Cosmic Resilience: Impenetrable (+¼) for 30 PD/30 ED Linked (to Living Hole In Space Damage Shield; -½)	0
30	Cosmic Resilience: Resistant (+½) for 30 PD/30 ED Hardened (+¼), Impenetrable (+¼); Linked (to Living Hole In Space Damage Shield; -½)	0
10	Godlike Eyes: Sight Group Flash Defense (10 points)	0
20	Godlike Ego: Mental Defense (20 points)	0
10	Spiritual Substance: Power Defense (10 points)	0
40	Eternal As Reality Itself: Life Support: Total (including Longevity: Immortality)	0
40	Pounce Between Dimensions: Teleportation 30m, Increased Mass (100 kg)	3
5	Pounce Between Dimensions: One Floating Fixed Location for Teleportation	1
20	Predatory Speed: Running +20m (32m total)	2
5	Predatory Speed: Swimming +10m (14m total)	1
22	Keen Mystic Perceptions: Detect Magic (no Sense Group), Discriminatory, Analyze, Ranged, Sense	0
15	Keen Mystic Perceptions: Fully Penetrative for Sight Group (blocked by magical force-fields and Barriers)	0
5	Keen Mystic Perceptions: Mental Awareness	0
10	Astral Awareness: Dimensional (Astral Plane) for Sight Group	0
10	Astral Awareness: Dimensional (Astral Plane) for Hearing Group	0
5	Animal Senses: Discriminatory for Normal Smell	0
5	Animal Senses: Tracking for Normal Smell	0
5	Animal Senses: Nightvision	0
3	Animal Senses: Ultrasonic Perception (Hearing Group)	0
Perks		
3	Access: The Brialic Planes	
50	Fringe Benefit: Deity	
10	Positive Reputation: can do anything (in the Outer Planes; 11-) +5/+5d6 All the Followers, Vehicles, and Bases he could possibly want	

Talents	
3	Bump of Direction
15	Combat Sense 15-
20	Universal Translator 15-
Skills	
24	+2 Overall
3	Acrobatics 15-
3	Analyze Magic 15-
3	Breakfall 15-
3	Climbing 15-
3	Concealment 15-
3	AK: The Congeries 15-
2	Navigation (Dimensional) 15-
3	Oratory 17-
15	Power: Thaumaturgy 21-
21	Spell Research (Inventor) 24-
3	Stealth 15-
3	Tracking 15-
3	Scholar
2	1) KS: Cosmic Entities And Dimension Lords 15-
2	2) KS: Empowerment Magic 15-
2	3) KS: Magical Military Strategy 15-
1	4) KS: Magic Styles 11-
2	5) KS: Thaumaturgy 15-
2	6) KS: Transformative Magic 15-
1	7) KS: Ultimate Cosmic Secrets 11-
Total Powers & Skills Cost: 1,362	
Total Cost: 1,842	
400 Matching Complications (75)	
30	Enraged: Berserk when humiliated (Uncommon), go 14-, recover 11-
25	Psychological Complication: Demands Respect And Submission (Very Common, Total)
25	Psychological Complication: Never Lies Or Breaks A Promise (Very Common, Total)
15	Psychological Complication: Devoted To Reshaping All Existence (Common, Strong)
15	Psychological Complication: Loves A Good Fight Or Contest (Common, Strong)
15	Susceptibility: to being gated/Teleported by surprise, takes 3d6 damage instantly (Uncommon)
15	Susceptibility: to dimension-warping attacks, even if Deflected, takes 3d6 damage instantly (Uncommon)
10	Susceptibility: to Affects Desolidified attacks, even if Deflected, takes 2d6 damage instantly (Uncommon)
15	Unluck: 3d6
Total Complications Points: 75	
Experience Points: 1,442	

EXAMPLE POWERS FOR COSMIC THAUMATURGY POWER POOL

Send Earth Into The Congeries: By adding his Power Pool to his innate power to link another dimension to his own, Skarn can move an entire planet into the Congeries. (This requires the GM's permission, since it involves buying a naked Advantage through a VPP.) Skarn creates the planet-sized Gate ahead of the planet's orbit so it sails through. Because a planet has so much mass, it takes many Phases to pass through the gate. If the heroes can break Skarn's concentration, the planet returns unharmed to its normal orbit.

MegaArea (1m = 1,000 km wide and broad; +1¾) for Link Dimensions power (44 Active Points); OAF Bulky (five huge, glowing jewels; -1½), Concentration (½ DCV throughout; -½). Total cost: 15 points.

Strobing Bands Of Skarn: This spell evokes bands of glaring, flickering light that wrap around the target to dazzle and stun him. If Skarn spots a gap in a foe's defenses, he might craft a spell like this to take advantage of it.

Blast 6d6, NND (defense is Sight Group Flash Defense; +1), Reduced Endurance (½ END; +¼) (total cost: 67 points) plus Sight Group Flash 5d6, Reduced Endurance (½ END; +¼) (31 Active Points); Linked (-½) (total cost: 21 points). Total cost: 88 points.

SKARN'S CADRE

Other important minions of the Shaper include:

Commander Klek-T-Kak: The commander of the palace guard looks like a humanoid praying mantis made of living crystal. He's a devastatingly quick and powerful martial artist, enchanted to see and strike spirits as well as material foes.

Exalted Delth/Clavarn: The High Priest/Priestess of Skarn is a two-headed hermaphrodite made by fusing male and female acolytes. Delth/Clavarn is a skilled thaumaturge.

General Kirth: Skarn gave this devoted soldier super-strength and toughness, an extra pair of arms, and enchanted gauntlets. General Kirth leads from the front and readily brawls with superpowered opponents.

Herald Gand: Skarn's herald looks like a middle-aged woman's head floating in the air, with a cluster of tentacles instead of a body. Gand can go nearly anywhere, and is high-invulnerable, but has no other powers.

Major-Domo Frask: The chief of staff for Skarn's palace (and Gand's husband) looks like a middle-aged man's head with tentacles instead of a body. Frask constantly frets about his budget and palace maintenance. He's hard to hurt (though not nearly as tough as his wife), and his touch can inflict stunning pain.

Spymistress Tharlis: Skarn's chief of spies is a leather-clad woman with a magic whip. She hides her hopeless love for her master, but becomes insanely jealous if any heroine catches the Shaper's eye.

Sun Of Submission: Skarn could use a magical superweapon like this to conquer a city or small dimension. The swirling, magical light of this crystalline orb saps the will of everyone who sees it until they become drones willing to obey any command. Because the spell is Uncontrolled, Skarn can launch the *Sun* and then switch his VPP to something else.

Drain EGO 2d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1), Area Of Effect (16m Radius; +¾), AVAD (Sight Group Flash Defense; +0), Constant (+½), MegaArea (1m = 1 km wide, broad, and deep; +1), Reduced Endurance (0 END; +½), Uncontrolled (until orb is destroyed or surrounded by a Barrier, or Skarn voluntarily ends it; +½) (105 Active Points); OAF (crystal orb; -1). Total Cost: 52 points.

Spiritual Strength: If Skarn wants to fight an astral spirit (or some other Desolidified opponents), he magically adjusts his *Living Hole In Space* power so he can affect the foe with his normal Strength. (This requires the GM's permission, since it involves buying a naked Advantage through a VPP.) The spell creates a ghostly shimmer about half an inch thick over Skarn's body.

Affects Desolidified (+½) for 50 STR, Reduced Endurance (0 END; +½). Total cost: 37 points.

THE ROYAL FAMILY

Skarn's a family man, of sorts. At least three of his many wives and concubines lived long enough to bear him children. Arthon and Torvost are Skarn's most trusted lieutenants. The Shaper dotes on Brell, his youngest child, but she doesn't seek power. Skarn may have other children, too — ones not yet revealed or perhaps even unknown to their father.

ARTHON

Background/History: Skarn's son Arthon inherited his father's great skill at magic, but only a small measure of his bodily strength and toughness. Arthon became the Congeries's second-most powerful sorcerer, and a formidable mage by any standards. He often acts as Skarn's proxy on magical military operations.

Personality/Motivation: Skarn's eldest son is a cold-blooded schemer who keeps an eye out for his own advantage. He particularly wants to increase his own powers of magic, and will exploit and betray anyone else to get what he wants — so long as this doesn't directly compromise Congeries security.

Anyone who doesn't bow and scrape to the arrogant Arthon receives a "lesson in manners" that may well prove fatal. Absolutely nobody except Skarn likes Arthon, but Arthon thinks people obey masters they fear better than masters they love.

Arthon loathes his half-brother Torvost, whom he considers a stupid, vulgar brute. Arthon isn't ready to murder Torvost as long as Skarn lives, but he won't miss a chance to make his brother look bad.

Quote: “One would think that even outworlders would have better manners when meeting royalty; but no. It seems one will have to deliver a lesson.”

Powers/Tactics: Arthon has dimensional powers like his father's. He is also tremendously learned in Thaumaturgy, but his technique is less than perfect. He still needs the “crutches” of ritual procedure for maximum effect; thus, he cannot easily muster his full power in combat. Most of his spells remain slightly unreliable (he must make a Thaumaturgy Skill Roll not only to change his VPP, but usually applies it as a Limitation to Powers produced through his VPP). Without applying any Limitations, Arthon cannot produce Powers exceeding 30 Active Points from his VPP. He can increase the power of his spells by using Limitations such as Focus (he always keeps several OAF talismans stashed in his belt), Gestures, and Incantations. If necessary, Arthon accepts Increased Endurance Cost. He uses Extra Time or Concentration for non-combat spellcasting; only dire need would make him accept Side Effects on a spell. To produce a full 60 Active Point spell, Arthon needs -2 worth of Limitations; usually he can employ such powerful spells only at the start of a fight. The magic he improvises later is less powerful, as he exhausts his Foci and falls back on other Limitations. Changing the VPP also requires a Thaumaturgy Skill Roll and a full Phase.

Since Arthon isn't especially brave and dislikes bruises, he prefers to fight from behind a screen of expendable soldiers. He never goes to all-out attack; he prefers to Hold his Action and maintain good defenses. Arthon often dedicates his entire Multipower to defense by putting up both of his *Mystic Shields*, adding *Dimensional Contraction* to raise his DCV, then using his Power Pool to craft one or more devastating 60 Active Point attacks. The rest of his Pool (if any) goes into miscellaneous defenses or invisibility. Even if Arthon lacks time to adjust his Power Pool for this, his VPP “default setting” should include a number of defensive spells and at least one full-power attack.

Campaign Use: If the PCs lack the power to face Skarn, Arthon serves as a substitute. The heroes can gain practice and experience by fighting him before they face the Shaper himself. The treacherous Arthon also serves as a foil to Skarn's odd sense of honor. Arthon *doesn't* keep promises, and heroes can count on him to betray any allies. Clever PCs can probably lure Arthon into a trap baited with an opportunity to gain greater personal power or a chance to discredit Torvost.

If you need to make Arthon more powerful, increase the strength of many of his Multipower slots (which only have about 60 Active Points in their powers), increase the size of his VPP, and/

or apply Advantages to let him change his VPP more quickly and easily. If Arthon is too powerful for the PCs, reduce his VPP and possibly his SPD as well.

Arthon readily Hunts heroes who defeated him, and may even Hunt heroes who won a promise of safety from Skarn. But Arthon conducts his attacks through proxies because he's a coward (and to maintain plausible deniability if he breaks one of his father's vows).

Appearance: Arthon looks like a slender bear-man standing 6'6" tall, with small horns and delicate claws. He wears a long, belted tabard with a high collar and a large, talismanic brooch on his chest. When not using his dimensional powers, he has short, light brown fur. When his dimensional shield is up, his body seems made of black, starry space.

EXAMPLE POWERS FOR IMPROVISED THAUMATURGY POWER POOL

Transfixion Sigil: Arthon throws a small tablet engraved with a spiky rune at his target while he shouts a magic word. The tablet fires hundreds of spines of mystic force that paralyze anyone they impale. The victim can overcome the paralyzing effect through either sheer strength or force of will. The tablet reappears in Arthon's hand after discharging, but can be taken away.

Entangle 3d6, 3 PD/3 ED, Takes No Damage From Attacks (+1), Area Of Effect (8m Radius; +½) (75 Active Points); OIF (sigil plaque; -½), Susceptible (removed by successful EGO Roll at -3; -1), Requires A Thaumaturgy Roll (-½), 4 Charges (-1). Total cost: 18 points.

Noose Of Nioko: This spell conjures a noose of mystic force that strangles its target. Physical force cannot remove the *Noose*, but the victim can banish it by effort of will before the END invested in it runs out (it costs 1 END per Phase of effect). This version is an example of a spell that Arthon might improvise in the middle of a fight; if he prepared, his *Noose Of Nioko* would probably be more powerful and channeled through a talismanic Focus.

Blast 2d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Constant (+½), Uncontrolled (ended by victim succeeding with an EGO Roll, may roll once per Turn; +½), Reduced Endurance (½ END; +¼) (32 Active Points); Requires A Thaumaturgy Roll (-½). Total cost: 21 points.

Varthian Veil: Sorcerers throughout the Multiverse know this standard invisibility spell. Streamers of colored light briefly wrap around the caster before he vanishes from view. The spell also shields the user from all magical senses, including targeting magical senses. If Arthon expects a fight, he uses a small amulet (IAF) to further reduce the total cost.

Invisibility to Sight Group and Magical Sense Group, Reduced Endurance (½ END; +¼) (37 Active Points); Requires A Thaumaturgy Roll (-½). Total cost: 25 points.

ARTHON

Val Char Cost Roll Notes

25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
21	DEX	22	13-	
23	CON	13	14-	
23	INT	13	14-	PER Roll 14-
21	EGO	11	13-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
7	DCV	20		
7	OMCV	12		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12
20	PD	18		Total: 20 PD (5/20 rPD)
20	ED	18		Total: 20 ED (5/20 rED)
10	REC	6		
45	END	5		
15	BODY	5		
40	STUN	10		

Total Characteristics Cost: 245

Movement: Running: 12m

Cost Powers

		END
110	Improvvised Thaumaturgy: Variable Power Pool (Magic Pool), 80 Pool + 60 Control Cost	var
101	Practiced Thaumaturgy: Multipower, 101-point reserve	
6f	1) Sorcerer's Star I: Blast 12d6	6
6f	2) Sorcerer's Star II: Blast 10d6 Area Of Effect (1m Radius; +¼)	6
6f	3) Sorcerer's Star III: Blast 10d6 Armor Piercing (+¼)	6
6f	4) Aura of Élan: Telekinesis (32 STR) Reduced Endurance (½ END; +¼)	2
5f	5) Aura of Élan: Telekinesis (24 STR) Area Of Effect (1m Radius; +¼), Reduced Endurance (½ END; +¼)	2
7f	6) Gate Attack: Teleportation 24m Usable As Attack (does not work on anyone with Teleportation, Extra-Dimensional Movement, or dimension-manipulating powers; +1¼), Ranged (+½)	7
9f	7) Soul Binding: Entangle 4d6, 4 PD/4 ED, ACV (uses OMCV against DMCV; +¼), Takes No Damage From Physical Attacks (see 6E1 217; +¾), Work Against EGO, Not STR (+¼)	9
4f	8) Deflecting Disk: Resistant Protection (12 PD/12 ED) 0	
4f	9) Shared Deflecting Disk: Resistant Protection (9 PD/9 ED) 2 Usable By Nearby (anyone standing within 2m of him; +1); Costs Half Endurance (-¼)	
2f	10) Dimensional Contraction: Shrinking (.25 m tall [about 10 inches tall], .2 kg mass, -6 to PER Rolls to perceive character, +6 DCV, takes +18m KB) 2	

5f	11) Dimensional Expansion: Growth (+30 STR, +10 CON, +10 PRE, +6 PD, +6 ED, +6 BODY, +12 STUN, +3m Reach, +24m Running, -12m KB, +4 to others' OCV to hit character, +4 to others' PER Rolls to perceive character, 8m tall, 4m wide, 6,400 kg) 5
5f	12) Gate: Extra-Dimensional Movement (any physical location in any dimension) 8 Constant (+½), Usable By Other (+¼); Gate (-½)
47	Living Hole In Space — Attacker Falls In: Extra-Dimensional Movement (one location in Limbo) 0 Usable As Attack (does not work on anyone with Desolidification, Extra-Dimensional Movement, or dimension-warping powers; +1¼), Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½); Limited Power (only affects attackers who use Grab, Move Through, a Haymakered Punch, or the like on Arthon; -½)
53	Living Hole In Space — Ranged Attack Falls In: Damage Negation (-12 DCs Physical and Energy) 0 Only Works On Ranged Attacks (-1), Requires A DEX Roll (-1 per 20 Active Points; -¼)
60	Living Hole In Space — Shunt Away Damage: Physical and Energy Damage Reduction, Resistant, 50% 0
5	Mundane Resilience: Resistant (+½) for 5 PD/5 ED 0
10	Cosmic Resilience: Resistant (+½) for +15 PD/+15 ED 0 Linked (to Living Hole In Space; -½)
7	Cosmic Resilience: Hardened (+¼) for 20 PD/20 ED 0 Linked (to Living Hole In Space; -½)
7	Cosmic Resilience: Hardened (+¼) for Resistant (+½) for total 20 PD/20 ED 0 Linked (to Living Hole In Space; -½)
16	Godlike Ego: Mental Defense (16 points) 0
5	Divine Eyesight: Sight Group Flash Defense (5 points) 0
5	Divine Heritage: Life Support (Longevity: Immortality) 0
5	Divine Heritage: Power Defense (5 points) 0
25	Slide Between Dimensions: Teleportation 20m, x2 Increased Mass 2
22	Keen Mystic Perceptions: Detect Magic 14- (Sight Group), Discriminatory, Analyze, Ranged, Sense 0
10	Astral Awareness: Dimensional (Astral Plane) for Sight Group 0
10	Astral Awareness: Dimensional (Astral Plane) for Hearing Group 0

Perks

5	Fringe Benefit: Upper Nobility of Congeries
6	Positive Reputation: Skarn's viceroy (in the Outer Planes, 11-) +3/+3d6

Talents

20	Universal Translator 14-
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Skills

- 10 +2 with Practiced Thaumaturgy Multipower
- 3 Analyze Magic 14-
- 3 Cryptography 14-
- 2 AK: The Congeries 11-
- 15 Power: Thaumaturgy 20-
- 3 Spell Research (Inventor) 14-
- 3 Scholar
- 2 1) Cosmic Legends 14-
- 2 2) Dimension Lore 14-
- 2 3) Dimension Lords And Cosmic Entities 14-
- 1 4) Empowerment Magic 11-
- 1 5) Magical Military Strategy 11-
- 2 6) Thaumaturgy 14-
- 1 7) Transformative Magic 11-

Total Powers & Skills Cost: 645
Total Cost: 890

400 Matching Complications (75)

- 10 **Hunted:** Skarn (Infrequently, Mo Pow, NCI, Watching)
- 20 **Psychological Complication:** Demands Respect And Obedience (Very Common, Strong)
- 20 **Psychological Complication:** Devious And Treacherous (Very Common, Strong)
- 15 **Psychological Complication:** Greedy For Magical Power (Common, Strong)
- 15 **Psychological Complication:** Fear/Dislike Of Close Combat (Very Common)
- 5 **Rivalry:** Professional (with Torvost, for Skarn's favor; Rival is Aware of Rivalry)
- 10 **Susceptibility:** to being gated/Teleported by surprise, takes 2d6 damage instantly (Uncommon)
- 10 **Susceptibility:** to dimension-warping attacks, takes 2d6 damage instantly (Uncommon)
- 10 **Susceptibility:** to Affects Desolidified attacks, takes 2d6 damage instantly (Uncommon)

Total Complications Points: 75
Experience Points: 490

ARTHON FACTS

Here are some facts characters and NPCs might know about Arthon if they succeed with an appropriate Skill Roll:

N/R: Arthon is one of Skarn's sons.

K/R: Arthon is Skarn's eldest son, is skilled at Thaumaturgy like his father, and often serves as his father's proxy on diplomatic missions and military expeditions.

-2: Arthon and his brother Torvost are bitter rivals; each of them's always looking for a way to do better than, or humiliate, the other.

-4: Arthon isn't exactly a coward, but prefers to fight defensively and keep at least one escape option open.

-6: Despite his power, Arthon often relies on talismans, incantions, and other ritual procedures to cast his spells.

-10: Arthon suffers pain when exposed to dimension-warping powers, including being Teleported by others.

TORVOST

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
26	DEX	32	14-	
30	CON	20	15-	
13	INT	3	12-	PER Roll 12-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6
10	OCV	35		
10	DCV	35		
3	OMCV	0		
7	DMCV	12		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
35	PD	33		Total: 35 PD (20 rPD)
30	ED	28		Total: 30 ED (20 rED)
20	REC	16		
60	END	8		
20	BODY	10		
90	STUN	35		

Total Characteristics Cost: 397

Movement: Running: 24m
Swimming: 14m

Cost Powers **END**

80 **Brick Tricks:** Variable Power Pool, 60 Pool + 60 Control Cost var
Only For Brick Tricks (-½)

53 **Claw/Bite:** HKA 3d6 3
Affects Desolidified (+½), Reduced Endurance (½ END; +¼); No STR Bonus (-½)

Martial Arts: Congeries Commando Training

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
5 Choke Hold	-2	+0	Grab One Limb; 2d6 NND (2)
4 Disarm	-1	+1	Disarm, 70 STR
4 Escape	+0	+0	75 STR Escape
5 Kick/Roundhouse	-2	+1	16d6 Strike
4 Punch	+0	+2	14d6 Strike

20 Divine Resilience: Resistant (+½) for 20 PD/20 ED	0
10 Divine Heritage: Power Defense (10 points)	0
5 Divine Heritage: Life Support (Longevity: Immortality)	0
12 Super-Healing: Regeneration (1 BODY per 5 Minutes)	0
12 Predatory Speed: Running +12m (24m total)	2
5 Predatory Speed: Swimming +10m (14m total)	1
10 Astral Awareness: Dimensional (Astral Plane) for Sight Group	0
10 Astral Awareness: Dimensional (Astral Plane) for Hearing Group	0
6 Animal Senses: +2 to PER Rolls with all Sense Groups	0
5 Animal Senses: Nightvision	0
6 Animal Senses: +4 versus Range Modifier for Sight Group	0
6 Animal Senses: +4 versus Range Modifier for Hearing Group	0

TORVOST FACTS

Here are some facts characters and NPCs might know about Torvost if they succeed with an appropriate Skill Roll:

N/R: Torvost is one of Skarn's sons.

K/R: Torvost is Skarn's second eldest son, and has inherited his father's physical might and love of engaging in battle.

-2: Torvost and his brother Arthon are bitter rivals; each of them's always looking for a way to do better than, or humiliate, the other.

-4: Torvost loves both a good fight and a good party, and admires anyone who can challenge him in combat or keep up with his carousing.

Perks

5 Fringe Benefit: Upper Nobility of the Congeries

Talents

3 Ambidexterity (no Off Hand penalty)

17 Combat Sense 14-

20 Universal Translator 12-

Skills

16 +2 HTH

3 Acrobatics 14-

3 Breakfall 14-

3 Climbing 14-

3 Concealment 12-

10 Defense Maneuver I-IV

11 Power: Brick Tricks 18- (DEX-based)

3 Stealth 14-

20 Survival (Arctic/Subarctic, Mountains, Temperate/Subtropical, Tropical, Deserts, Marine, and up to four other 2-point groupings defined by the GM) 12-

7 Tracking 14-

Total Powers & Skills Cost: 390

Total Cost: 787

400 Matching Complications (75)

15 **Enraged:** if tricked or humiliated (Very Common), go 8-, recover 14-

10 **Hunted:** by Skarn (Infrequently, Mo Pow, NCI, Watching)

25 **Psychological Complication:** Won't Surrender, Flee Or Refuse A Physical Challenge (Very Common, Total)

15 **Psychological Complication:** Expects Respect And Obedience (Very Common, Moderate)

15 **Psychological Complication:** Loyalty To Skarn (Very Common, Moderate)

15 **Psychological Complication:** Won't Lie, Cheat Or Break A Promise (Very Common, Moderate)

5 **Rivalry:** Professional (with Arthon, for Skarn's favor; Rival Aware of Rivalry)

Total Complications Points: 75

Experience Points: 387

TORVOST

Background/History: Skarn's son Torvost inherited his father's physical prowess, but not his magical skills. He's developed his combat skills until in some ways he surpasses even Skarn. He often leads armies invading other dimensions: he's no tactician, but in close combat he can out-fight most opposition.

Personality/Motivation: Torvost's two favorite things in life are a good fight and a good party. Not only is he the Congeries's greatest warrior, his godlike constitution makes him the ultimate party animal. He's mostly honest, absolutely fearless, and all in all a pretty decent chap. Admittedly, being a demigod gives Torvost a teeny little ego problem, but he rips people's heads off only when they gravely insult him or circumstances make him look foolish. Of course, he wouldn't dream of disobeying his father.

Torvost spends much of his time with the rank-and-file soldiers of the Congeries, who adore him. The only person in the Congeries Torvost flat-out hates is his half-brother Arthon, whom he considers a bloodless, cowardly sneak.

Quote: "Hey, let's fight! C'mon, it'll be fun. Well, at least it'll be fun for *me*."

Powers/Tactics: Torvost is a "brick" with unusually refined fighting skills. In addition to normal combat maneuvers, he knows some special tricks — for example, he can wrap an opponent up with convenient sturdy objects, throw things tremendous distances, or use his STR to affect astral or Desolidified beings. (See the "Strength And Toughness Powers" section of *Champions Powers* for dozens of possible abilities he could use.) You can simulate these abilities through his *Brick Tricks* Variable Power Pool; the GM should allow him to buy naked Advantages for his STR through the VPP. Torvost is also highly resilient. He can't cast spells but possesses a few innate magical abilities.

Like Skarn, Torvost prefers fighting one on one. His tactics aren't very subtle (since he can usually win through raw force), but he isn't stupid. If an opponent proves unusually tough, or Torvost must fight a group of competent foes, he employs more sophisticated combat maneuvers. For instance, he might Grab one opponent to throw at another.



Campaign Use: Torvost offers heroes who know that Skarn and his forces mostly rely on magic the challenge of a highly physical adversary. Although he has few defenses against mystical attacks, his high STUN makes him hard to defeat quickly, and he probably gets in a few good attacks of his own. He works especially well against a mixed group of superheroes: Torvost can battle the non-sorcerers while the mystics fight other adversaries.

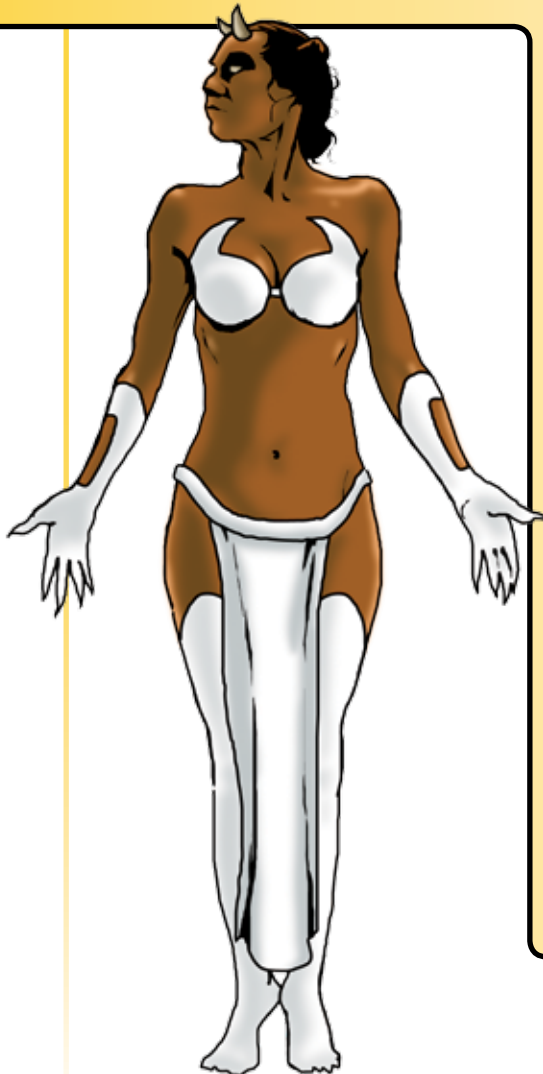
If Torvost isn't powerful enough for your characters, increase his Strength, add Extra DCs to his Martial Arts, or the like. To scale back Torvost's power, reduce his STR, SPD, defenses and VPP to appropriate levels.

Appearance: Torvost is a shaggy, hugely muscular bear-man standing just over seven feet tall. His fur is a deep golden brown. Like Skarn, he has two small horns on his head. Normally he wears black metal wristbands and a breechcloth-like plaque on a chain-link belt.

BRELL

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
18	INT	8	13-	PER Roll 13-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
7	OMCV	12		
7	DMCV	12		
4	SPD	20		Phases: 3, 6, 9, 12
15	PD	13		Total: 15 PD (5 rPD)
15	ED	13		Total: 15 ED (5 rED)
8	REC	4		
40	END	4		
10	BODY	0		
30	STUN	5		
Total Characteristics Cost: 191				

Movement:		
Running:		32m
Leaping:		24m
Swimming:		14m
Flight:		20m



Cost	Powers	END
48	Thaumaturgy: Multipower, 60-point reserve All slots Only When In Humanoid Form (-¼)	
4f	1) Sixth Light Of Luathon: Dispel Magic Powers 12d6 Variable Effect (any Magic spell or power one at a time; +½); Only When In Humanoid Form (-¼)	5
4f	2) Cerulean Spear: Mental Blast 5d6 Only When In Humanoid Form (-¼)	5
5f	3) Koriol's Crimson Crystals: Entangle 4d6, 4 PD/4 ED Takes No Damage From Attacks (all attacks; +½); Only When In Humanoid Form (-¼)	6
2f	4) Mystic Mirror: Deflection Only When In Humanoid Form (-¼)	2
4f	5) Sorcerer's Star: Blast 9d6 Only When In Humanoid Form (-¼)	4
2f	6) Saffron Sphere: Sight Group Images, +4 to PER Rolls Area Of Effect (8m Radius; +½), Reduced Endurance (0 END; +½); Only When In Humanoid Form (-¼), Only To Create Light (-1)	0
2f	7) Shield Of Skarn: Resistant Protection (8 PD/8 ED) Hardened (+¼); Costs Endurance (-½), Only When In Humanoid Form (-¼)	3
1f	8) Change The Living: Severe Transform 2d6 (any change to a living creature's body) Improved Results Group (any physical alteration; +1); Concentration (0 DCV; -½), Extra Time (Full Phase; -½), Limited Target (living beings; -¼), Only When In Humanoid Form (-¼)	6
3f	9) Spell Of Augmentation: Aid Characteristics 4d6 Expanded Effect (STR, CON, BODY, and STUN simultaneously; +1½); Only When In Humanoid Form (-¼), Concentration (0 DCV; -½), Extra Time (Full Phase; -½)	6
42	Mutable Form: Shape Shift (Sight, Hearing, and Touch Groups; any shape) Reduced Endurance (0 END; +½)	0
12	Blend In: Persistent (+¼) for Shape Shift Reduced Endurance (0 END; +½); Only When She Assumes A Humanoid Form (-¼)	0
62	Changing Size: Multipower, 62-point reserve	
6f	1) Bigger Forms: Growth (+30 STR, +10 CON, +10 PRE, +6 PD, +6 ED, +6 BODY, +12 STUN, +3m Reach, +24m Running, -12m KB, +4 to others' OCV to hit character, +4 to others' PER Rolls to perceive character, 8m tall, 4m wide, 6,400 kg) Costs END Only To Activate (+¼)	5
3u	2) Smaller Forms: Shrinking (.125 m tall, .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +24m KB) Costs END Only To Activate (+¼)	2

25	Function Follows Form: Multipower, 25-point reserve	
1f	1) Protected Eyes: Sight Group Flash Defense (5 points)	0
1f	2) Extra Arms: Extra Limbs (number varies depending on form assumed)	0
1f	3) Suckers/Insectile Legs: Clinging (normal STR)	0
2f	4) Long Legs: Running +20m (32m total)	2
1f	5) Fins: Swimming +10m (14m total)	1
1f	6) Leaping: Leaping +20m (24m forward, 12m upward)	1
2f	7) Wings: Flight 20m, x4 Noncombat Restrainable (-½)	2
28	Function Follows Form: Variable Power Pool (Biological Pool), 20 Pool + 20 Control Cost Only For Powers Suitable To Shape Shift Forms (-¼)	var
5	Divine Resilience: Resistant (+½) for 5 PD/5 ED	0
10	Divine Heritage: Mental Defense (10 points)	0
5	Divine Heritage: Life Support: Immortality	0
Perks		
5	Fringe Benefit: Upper Nobility of the Congeries	
9	Positive Reputation: Skarn's Mercy (throughout the Congeries), +3/+3d6	
Talents		
3	Bump of Direction	
20	Universal Translator 13-	
Skills		
2	AK: The Congeries 11-	
3	Stealth 13-	
3	Scholar	
2	1) KS: Body Alterations 13-	
2	2) KS: Congeries Geography 13-	
2	3) KS: Congeries Races 13-	
1	4) KS: Thaumaturgy 11-	
Total Powers & Skills Cost: 334		
Total Cost: 525		
400 Matching Complications (75)		
10	Distinctive Features: Alien Magical Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)	
20	Psychological Complication: Abhors All Combat (Very Common, Strong)	
20	Psychological Complication: Protective Of Congeries Population (Very Common, Strong)	
15	Psychological Complication: Loyalty To Skarn (Common, Strong)	
10	Psychological Complication: Swayed By Noble Hearts (Common, Moderate)	
10	Susceptibility: to being gated/Teleported by surprise, takes 2d6 damage instantly (Uncommon)	
10	Susceptibility: to being forced into her true form, takes 2d6 damage instantly (Uncommon)	
Total Complications Points: 75		
Experience Points: 125		

EXAMPLE POWERS FOR FUNCTION FOLLOWS FORM POWER POOL

Aquatic Form: Brell could take the form of an aquatic creature such as a fish, or simply grow fins, gills, and a tail for activity underwater. (The GM allows her to buy the *Environmental Movement* Talent in her VPP to simulate this.)

Life Support: Expanded Breathing (Underwater) plus Environmental Movement (Aquatic Movement). Total cost: 9 points.

Mirror Beast Form: The Mirror Beasts of the Congeries — which look something like huge, silver-plated horses with tusks like a warthog — dwell in a region of deadly light and heat. Brell can take the form of a Mirror Beast to defend herself against similar conditions. (She must also use Growth, since Mirror Beasts are quite large.)

Resistant Protection (8 ED) (12 Active Points); Only Works Against Heat And Light Attacks (-¼) (total cost: 10 points) plus Sight Group Flash Defense (6 points) (total cost: 6 points). Total cost: 16 points.

Tough Form: Many of the animal forms Brell takes have armor plating, particularly tough skin, or other protective adaptations.

Resistant Protection (6 PD/6 ED). Total cost: 18 points.

BRELL FACTS

Here are some facts characters and NPCs might know about Brell if they succeed with an appropriate Skill Roll:

N/R: Brell is Skarn's daughter, and his only known female child (so far).

K/R: Unlike Skarn or her brothers, Brell is beloved by the people of the Congeries; she spends most of her time looking after them and helping them adjust to the transformations inflicted on them and their worlds by her father.

-2: Compared to her father or siblings, Brell is weak; she has relatively few magical powers. She is an accomplished shape-changer, though.

-6: If somehow forced from an adopted form into her true form, Brell experiences intense pain.

BRELL

Background/History: Skarn's daughter Brell is considerably younger than her half-brothers. Arthon and Torvost frequently told her she could never hope to equal their power, so she never tried. She hasn't greatly developed either her physical or magical powers, and doesn't involve herself in palace rivalries or other affairs of state. As a result, the movers and shakers in the Congeries ignore her.

Brell spends much of her time out in the Congeries, helping the people cope with Skarn's latest modifications to them and their environment. Her good works make her the most popular of Skarn's children with the common folk.

Personality/Motivation: Brell is quite modest and unassuming — a remarkable thing in a family of raging egomaniacs. Her "charity work" started as an excuse to stay away from the palace, and grew into a genuine interest in the Congeries and its diverse population.

Brell is probably the only important person in the Congeries who might give the PCs a fair hearing. Although she feels great respect for her divine father, she admits Skarn's will can be awfully inscrutable.

Quote: "Please, you mustn't judge my father harshly. He only wants what's best, in his fashion."

Powers/Tactics: Brell's parentage gives her incredible vitality by human standards, and she has casually picked up a bit of thaumaturgy. Her single greatest ability is shapeshifting. She can assume an incredible variety of forms and stay in any humanoid form indefinitely (though she cannot perfectly copy another being's form).

As long as Brell stays in humanoid form, she can also cast spells for attack and defense. But Brell strongly dislikes combat; she fights — physically or magically — only if she must.

Brell wields more influence in the Congeries than anyone realizes, including herself. The common people like her a lot more than Arthon or Torvost. Skarn also thinks of Brell as "Daddy's Little Princess" and may grant her requests that he would deny to anyone else.

Campaign Use: Brell doesn't have to be an enemy. She might help the heroes, if they can persuade her that annexing Earth to the Congeries would be wrong or that one of her father's plots could harm the people of the Congeries. A hero's selfless nobility might lead her to question her obedience to Skarn, though not to the point of helping anyone harm her father.

The Daughter of Skarn generally doesn't need to be made more or less powerful because combat isn't her function within adventures (though you could increase her versatility by applying some Adders to her Shape Shift, such as Imitation or Instant Change, or adding more Sense Groups).

She speaks for all the Congeries people who might suffer in an all-out war against Skarn, and humanizes the Shaper and his family. She could become a Contact within the Congeries, or even a love interest for a hero.

Appearance: Brell can look however she wants. In her natural form, she's a humanoid female with sleek, cinnamon-hued fur, a bearlike head with small ivory horns, and small claws on her fingers and toes.

SOLDIERS OF THE CONGERIES

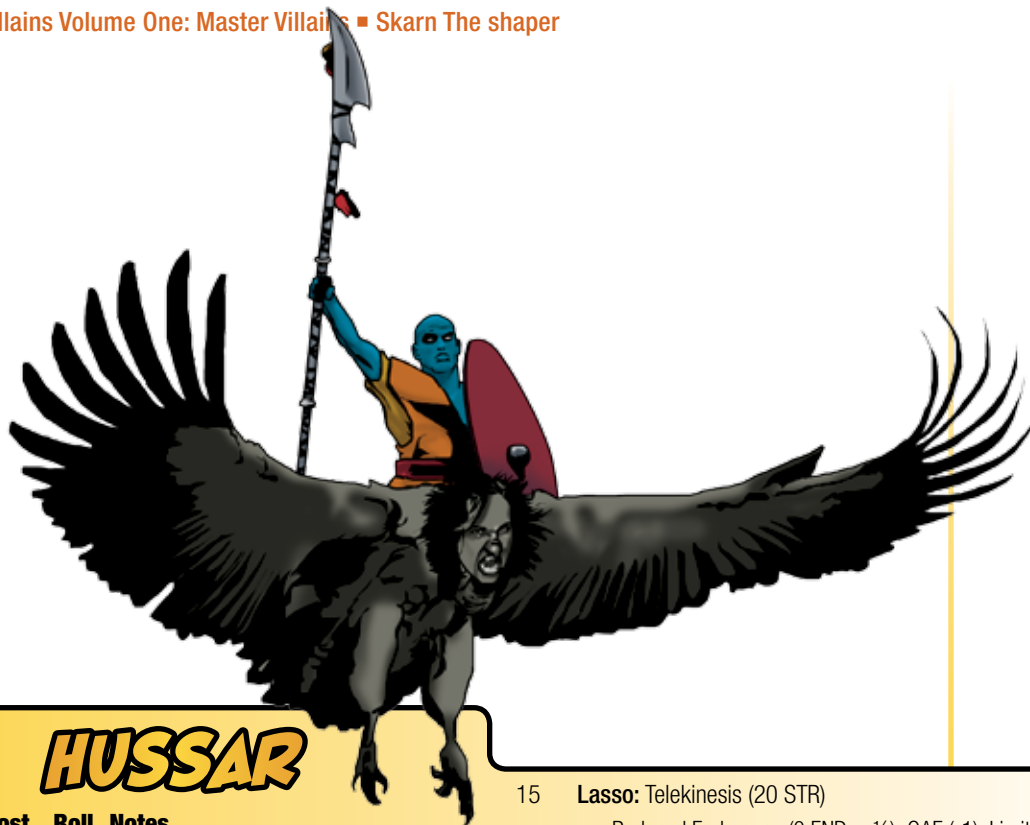
Skarn commands a military as heterogeneous as his dimension. Congeries troops perform the same functions as any soldiers in a villainous organization. They serve as a petty obstacle between the heroes and the main villain; supply combat support for the main villains; occupy conquered territory and push around the civilians; and conduct legwork in tracking down heroes and making their lives miserable. Masses of soldiers standing at attention or marching in formation also make a leader look more impressive. Congeries soldiers tend to say things like, "By your command, my lord!" and "It shall be done, sire!"

HUSSARS

Description: The Hussars are an elite cavalry unit noted for their religious devotion to Skarn. Hussars never surrender, and only overwhelming opposition can make them accept the shame of aborting a mission and retreating.

Hussars carry a nonmagical lasso and a magical polearm called a glaive, and ride harpy-like flying creatures called Harridans which are specially trained to serve a specific Hussar (for these, use the Medium Warhorse from HSB 475, but give the creature Flight 20m in addition to its other abilities). The glaive shoots a variety of magical blasts from its jeweled tip, while its blade can chop through a brick wall. Standard tactics have one Hussar paralyze a target, then other Hussars immediately attack with force-rays or life-draining blasts, Phase after Phase. Once they incapacitate an opponent, the Hussars either carry him off with their lassoes or land and hack the enemy to bits with the blades of their glaives. In a mass battle, Hussars target opposing officers. In such a case, they alter the routine to paralyzing the targets, then lasso him, then blast him as he dangles from the rope. The Hussar holding the lasso steadily ascends with his captive so that even if the victim can work his way loose, he faces a lethal fall.

Most Hussars look essentially human (though perhaps with odd hair and skin colors), but they wear sword-and-sorcery outfits of leather straps, metal plates enameled with mystic glyphs, helmets, cloaks, rune-engraved arm bracers, and swash-topped boots.



HUSSAR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	10	12-	
15	CON	5	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	4	12-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
5	DMCV	6		
3	SPD	10		Phases: 4, 8, 12
8	PD	6		Total: 15 PD (7 rPD)
8	ED	6		Total: 15 ED (7 rED)
6	REC	2		
30	END	2		
12	BODY	2		
28	STUN	4		

Total Characteristics Cost: 90

Movement: Running: 14m

Cost	Powers	END
31	Glaive: Multipower, 62-point reserve; all slots OAF (-1)	
2f	1) Blade: HKA 3d6+1	2
	Reduced Endurance (½ END; +¼); OAF (-1), No STR Bonus (-½)	
3f	2) Force Ray: Blast 10d6	2
	Reduced Endurance (½ END; +¼); OAF (-1)	
3f	3) Life Drain Ray: Blast 5d6	6
	AVAD (defense is Power Defense; +1½); OAF (-1)	
3f	4) Paralysis Field: Entangle 3d6, 3 PD/3 ED	6
	Takes No Damage From Attacks (+1); OAF (-1)	

15	Lasso: Telekinesis (20 STR)	0
	Reduced Endurance (0 END; +½); OAF (-1), Limited Range (12m; -¼), Only Affects Human-Sized Or Smaller Objects (-¼), Only To Grab And Possibly Squeeze (-¼), Can Only Affect One Target At Once (-¼)	
14	Warding Harness: Resistant Protection (7 PD/7 ED)	0
	OIF (-½)	
3	Warding Harness: Power Defense (5 points)	0
	OIF (-½)	
13	Bracers: Deflection; OIF (-½)	0
1	Venom Tolerance: Life Support: Immunity (Harridan venom)	0
2	Fast March: Running +2m (14m total)	1

Perks

36	Harridan Steed: Follower built on 180 Total Points(see text)	
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Skills

15	+3 with Glaive and Lasso
2	Animal Handler (Flying Steeds) 12-
3	Breakfall 12-
3	Riding 12-
3	Teamwork 12-

Total Powers & Skills Cost: 152

Total Cost: 242

275 Matching Complications (50)

20	Psychological Complication: Devotion To Skarn And Mission (Common, Total)
5	Rivalry: Professional (with other Congeries soldiers, for glory)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 45

Experience Points: 0

ALL-PURPOSE PETTY OBSTACLE WARRIORS

The Hussars are Skarn's elite cavalry troops. He's got countless other soldiers and guards who aren't as skilled and powerful as they are. To create one of those characters, simply change the Hussar. Get rid of the *Harridan* Follower and the Lasso, reduce Characteristics as appropriate, and change the Glaive to a more appropriate, less powerful weapon, and so on. (Sometimes each one has a single major attack power, one strong enough that most PCs cannot ignore it.) Petty Obstacle Warriors range in appearance from oddly-garbed humans to weird, alien thingies. (You can use the Random D-Soldier Table on page 62 to determine what they look like, if you wish.)

Their leaders may send Petty Obstacle Warriors on many different missions, but they all fulfill one role: token opposition for the heroes. Petty Obstacle Warriors lack the power to win an open fight with a superhero, but defeating a small group of them should take a few Phases. An attack by Petty Obstacle Warriors has little chance of success, but it lets the PCs know someone wants to stop them. Similarly, these mystical soldiers can't truly defend anything against superheroes, but their presence indicates the existence of something worth defending. The GM can also use Petty Obstacles early in an adventure to show the heroes that dirty work's afoot; for instance, a hero encounters a group of Petty Obstacle Warriors sent to kidnap someone or steal something.

Skarn uses Petty Obstacle Warriors for several purposes. His palace guards, for instance, are Petty Obstacle Warriors with secondary spells or items geared to detecting concealed intruders. He may send a platoon of various Petty Obstacle Warriors to attack the PCs and watch the fight via scrying as a way to gauge the PCs' power and look for weaknesses. These soldiers carry more lethal attacks and have stronger defenses.

POPULATING THE CONGERIES

The Congeries holds hundreds of different sentient races and sub-races, and any number of weird monsters — more than a GM could ever find time to design. So don't! Use creatures from the *The HERO System Bestiary*. Make their appearance even stranger by changing the color scheme, adding antlers, or making other minor changes (use the Random D-Soldier Table on page 62, if you want to determine things randomly). Apply a Template if you like. If you feel more ambitious, adapt monsters and races from other games — the more bizarre, the better.

Under most circumstances, it's enough to provide a brief description of a strange creature and move on. Like on Earth, most people and creatures in the Congeries aren't looking for a fight. They function as "local color."

THE CONGERIES

The Congeries began as a small realm called Orom, as discussed above. After Skarn ascended to godhood, he merged Orom with hundreds of other little dimensions, each with its own wildly different environment. Then Skarn capriciously altered local environments still further. By now the Congeries has literally thousands of different environments. Some look like strangely altered Earthly landscapes: a brass and crystal forest; a hill of quivering flesh; a lake of fluid darkness. Other regions fuse or transpose objects in unearthly ways: a garden where flowers walk and humans grow rooted to the soil; a river of dust inhabited by stone fish; a field of boulders where every rock is a lump of solid flame. Much of the Congeries, however, looks like nothing recognizable at all — just abstract shapes and smears hanging in space.

The size of the Congeries is hard to judge. Space itself is warped, twisted, and so riddled with wormholes that whether a location is "near" or "far" may depend on which route you take. Most of the Congeries's volume, however, is just air or otherwise uninhabitable. Some of these empty places are big enough to hold the Earth. The relatively "normal" zones where humanlike creatures live add up to an area no larger than North America. Few domains within the Congeries exceed more than a few hundred square miles.

At the "center" of the Congeries lies the former dimension of Orom, a broad, flat ribbon of land twisted into a trefoil knot. Several platforms of land drift nearby. The ribbon and platforms bear compact towns, farmland, and forest, with only small anomalies such as pits of blue fire that should pierce the ribbon but don't, or patches of living quicksand. In the very center of Orom a knot of interlocking wormhole portals (the Thousandfold Doors) leads to other sections of the Congeries, including Skarn's palace. Bridges lead from the trefoil band to the portals.

The Congeries's inhabitants are as diverse as its geography. The original Oromians are humanoid, though their skin has a light red-violet hue and their hair comes in shades of blue or purple. Skarn prefers to annex dimensions with similar inhabitants, but even the humanoid Congerites vary wildly — from ones who seem like Earthly humans to talking rock formations.

All the people of the Congeries have one thing in common, though. Skarn is their god. They dare not question his will.

REGION GENERATOR

The Congeries is far too diverse to list its regions. Instead, GMs can create weird environments as needed for adventures. Most of the pocket environments have a short descriptive phrase of the form “<Place Term> of the <Adjective> <Noun>” instead of, or in addition to, proper names. Using the lists below, you can quickly generate new place names and evocative settings. Roll for random combinations, or pick something that sounds good.

CONGERIES REGION GENERATOR

	Place Term	Adjective	Noun
1	Mountain(s)	Red/Orange	Stones
2	Valley	Yellow/Green	Statues
3	Plain	Blue/Purple	Walls
4	Hills	Black/Dark	Windows
5	River	White/Pale	Spires
6	Lake	Grey/Brown	Eyes
7	Marsh	Silver/Golden	Mouths
8	Garden	Brazen/Iron	Faces
9	Forest	Crystal	Hands
10	Desert	Burning	Giants
11	City	Frozen	Flowers
12	Hall	Liquid	Trees
13	Castle	Flowing	Slime/Ooze
14	Caverns	Flying	Beasts
15	Dungeon(s)	Dancing	Men
16	Island(s)	Singing	Blades
17	Domain	Moaning	Gates
18	Land	Screaming	Mirrors
19	Temple	Dreadful	Fires
20	Place	Shining	Mists

SKARN'S HUNTING PRESERVES

Skarn created several special enclaves in the Congeries. These zones of space are accessed only by one or two wormholes. These areas are game preserves where he amuses himself by hunting using only his physical abilities. He stocks the preserves with fierce and powerful beasts from throughout the Multiverse. Skarn also pops captured enemies into game preserves if he thinks they might give him good sport. Typically, Skarn wagers on the hunt: anyone who survives the hunt and finds the hidden way out of the preserve can go free and maybe win some other boon as well.

One typical hunting preserve consists of a bubble of space about three miles in diameter, giving it an area of 30 square miles. (Gravity works differently, so the entire inner surface is “down.”) The entrance is a door in Skarn’s palace. If that door is closed — which is usually the case — the only exit is a cunningly hidden wormhole that leads to a waiting room back in the palace. The

waiting room has strong walls, locked doors, and no windows, in case some ferocious beast finds the wormhole.

A “floor” of earth lines the preserve, but this “floor” has gaps. Anyone who steps through a gap emerges half a mile up, on the opposite side of the bubble. Looking through a gap, then, a character can see the opposite floor! Light shines evenly from the horizonless sky.

Dense forest covers the preserve’s rolling terrain, with patches of marsh, brush, and a few ponds. Both flora and fauna are varied, fantastical, and occasionally dangerous. The largest plant is a huge tree, up to half a mile tall. Its blue-green foliage consists of round, cupped leaves five to 10 feet wide. One such tree grows up through a gap in the sky, where its leaves hide the gap. Most of the forest, however, grows less than a hundred feet high. Hazardous plants include vines that can grasp and strangle, fungi that explode like hand grenades, adhesive moss, and giant pitcher plants that offer treacherous concealment or fruit within their depths.

The preserve always holds several large, dangerous animals. The GM should design these as fairly serious hazards, at least if Skarn stripped the PCs of some of their powers. *The HERO System Bestiary* supplies plenty of critters a GM can turn into Congeries beast just by changing their appearance and maybe adding a template. Typical beasts could include a truculent herbivore like a rhinoceros covered in iron scales, or a cross between a puma and a centipede. In addition to these “showpiece” beasts, the preserve has various “nuisance” beasts, such as: giant, camouflaged land clams that try to swallow people whole; horned snakes that leap from trees to impale their victims; giant insects; and *something* that shoots huge, grasping tentacles out of the ground.

SKARN'S PALACE

One of the warp-portals in the center of the Congeries leads down a hallway to the massive doors of Skarn’s palace. A pair of living statues of sphinx-like beasts guards the doors, but skillful sorcerers can sneak past or deceive them without much trouble. (Skarn is so sure of his power that he never bothered to install locks on the doors or really paranoid and perceptive doorkeepers.)

The doors open on the central courtyard of the palace. The courtyard is actually a large, hollow space surrounded by the palace — an Escher-like labyrinth of warped perspectives, staircases, arcades, towers and intersecting planes of gravity.

Skarn’s palace is virtually a self-contained town. The palace has all the normal fixtures of a royal residence: throne room, ballroom, council chamber, kitchen, bedrooms, servants’ quarters, storerooms, administrative offices and so on. Very little else about this palace is normal, though. The GM should try to keep a visit to Skarn’s palace constantly disorienting through a constant stream of funny, macabre, and just plain strange sights and encounters (see accompanying text box).

SAMPLE PALACE STRANGENESS

A door labeled “Sandbox.” It opens to a sandy beach on a sea of green champagne. The beach and sea are in a vaulted room at least half a mile square, lit by a huge, glowing banana hung from the ceiling.

A concert hall with a rack of disembodied, still-living heads on stage. Skarn gathered the best singers of the Congeries and gave them dubious immortality and “freedom from distractions,” then forgot about them.

Rooms with no walls or ceiling and nothing under the floor. They are just platforms hanging in a psychedelic void, with doorways in and out.

An impossible stairway that somehow forms a closed loop without ever changing direction. Someone who walks up or down the stairs eventually comes to the place where he started.

Mirrors that reflect things reversed top to bottom instead of side to side.

Ranked desks of skeleton clerks with quill pens, doing the palace paperwork.

Quivering, tentacled balls that drift through the air to no apparent purpose.

A hallway where everyone else walks on the walls. They give strange looks at the characters walking on the floor.

SKARN'S THRONE ROOM

Skarn's grandiose throne room is built of pastel marble disks edged in gold, assembled into a huge, hollow globe. Golden filigree studded with jewels fills the gaps between the disks. More marble disks float about the throne room, carrying petitioners, courtiers, and servants in sublimely random disregard of gravity. Another disk carries a large, round mirror. The only stable platform, hanging opposite the entrance, carries Skarn's throne of gold, ice, and flames caught in mid-flicker.

THE ALL-SEEING EYE OF SKARN

The huge All-Seeing Eye Of Skarn hovers in the middle of the palace courtyard. The 2m-wide eyeball turns to look at (and magically scan) everyone who comes through the doors... and it's harder to fool than the doorkeeper golems. If it sees any person or object whose visual, magical, and Spatial Awareness images do not match, the Eye fires its Dispelling beam and raises the alarm. The Eye also scans the palace with its Clairvoyance. When it finds inconsistent images, fights, or anyone who goes where he should not, it alerts guards to investigate.

Skarn and some of his cadre can set other duties for the Eye as well. The Eye can look into virtually any section of the Congeries and watch for specified objects or activities. Since the Eye lacks genuine intelligence, however, it needs detailed, specific instructions to conduct a search.

THE IMAGE-PROJECTING MIRROR

This 2m wide, ornate mirror floats in Skarn's throne room. It acts as a "terminal" for the All-Seeing Eye Of Skarn, allowing the Eye to show what it sees. (The connection with the Eye is a 0-point ability, analogous to a TV screen hooked up to a computer-controlled security system. For the Congeries, this is "off the shelf technology.") The mirror can also project huge, multiple images of whatever happens before it throughout the Congeries. Skarn uses this power to make public announcements.

The Image-Projecting Mirror: Sight and Hearing Group Images, +4 to PER Rolls, Area Of Effect (2000m Radius; +2¼), Autofire (20 shots; +1½), MegaRange (1m = 1,000 km; +1¾), Reduced Endurance (0 END; +1) (202 Active Points); OAF Immobile (-2), Set Effect (whatever's in the 1m radius area in front of the mirror; -1). Total cost: 50 points.

THE ALL-SEEING EYE

Farseeing: +10 versus Range Modifier for Sight Group (15 Active Points); OAF Immobile (-2). Total cost: 5 points.

See In Darkness: Nightvision (5 Active Points); OAF Immobile (-2). Total cost: 2 points.

Sense Magic: Detect Magic 12- (no Sense Group), Discriminatory, Analyze, Ranged, Sense (22 Active Points); OAF Immobile (-2). Total cost: 7 points.

Displacement Sense: Spatial Awareness (no Sense Group), Ranged (37 Active Points); OAF Immobile (-2). Total cost: 12 points.

Search The Congeries: Clairsentience (Sight Group, Detect Magic, Spatial Awareness), 1,000,000x Range (entire Congeries), Reduced Endurance Cost (0 END; +½) (195 Active Points); OAF Immobile (-2). Total cost: 65 points.

Dispelling Beam: Dispel Magic 30d6, Expanded Effect + Variable Effect (all Magic spells and powers simultaneously; +4), Reduced Endurance Cost (0 END; +½) (825 Active Points); OAF Immobile (-2). Total cost: 275 points.

Not Truly Intelligent: Computer (50 points) to represent the Eye's "brain"

Total cost: 414 points.

THE SLUG



Background/History: One hundred thousand years ago, when men were not yet truly men, a hideous primeval race called the Elder Worm ruled much of the Earth. None knew where they came from. In places the proto-humans simply served them; in other places they worshipped them; but always the early men were slaves, and fodder, to the Elder Worm.

But the time of the Elder Races was declining, and the Age of Men beginning. Humans were becoming more sophisticated, and the mysterious Empyreans at long last discovered what the Elder Worm were doing to Earth and its inhabitants. With the secret help of the inhabitants of Arcadia, mankind rebelled against its horrible masters, slaughtering many Elder Worms and driving the others into seclusion. Some say they retreated into the depths of the Earth, to hide in the darkest, most secret places; others claim they returned to the stars from whence they came. But regardless of where their hated former masters went, men knew they were free of the Elder Worm, which was all that truly mattered.

Eons passed. Lands and civilizations rose and fell. But still, in their crypts and lairs, the remnants of the Elder Worm slept, awaiting the time when they would arise and subjugate mankind once more.

In 1979, a young archaeologist named Michael Perkins was working on a dig in Oceania. He and his colleagues had discovered an unusually ancient, and unusually advanced, building on an obscure island, and had begun excavating it. Perkins found the thought of making a major new archaeological discovery intoxicating; soon, his name would be known throughout the world! Every evening he continued working long after his companions had stopped for the day.

One night he located a sort of small door. Unwilling to wait for the others, he pried it open and bent over so he could crawl through into the chamber beyond. There he found wonders not even his strangest imaginings could have predicted. An eerie glow lit the room, though he couldn't tell where it came from. In the center was a stone pedestal, and on the pedestal a small, oval gemstone of a type he didn't recognize. On the floor around the room were a dozen humanoid figures — mummies of some sort, it seemed, though oddly shaped.

Then he heard a whisper — a whisper in the back of his mind.

«Come to me, mortal, and I will give you knowledge and power beyond your wildest dreams.»

Who was speaking? Was it... the gem? Compelled by its beauty and strangeness, Perkins crept closer to it.

«...your wildest dreams...»

He reached out. He touched the gem.

«Dreams that will take your soul away!»

A force seized him. He struggled, but in vain. Against his will, the hand holding the gem moved toward his forehead. When the stone touched his flesh, agonizing pain seared through his body, and he screamed. Soon his screams gave way to liquescent monosyllables, as the gem transformed his body, turning him from ordinary human to Elder Worm. His former personality and memories were shunted to a tiny corner of the Worm-Gem, replaced by the personalities and desires of the Slug, lord of the Elder Worm.

His transformation complete, the Slug opened a secret panel in the stone pedestal, and from it retrieved an object of even greater power and importance than the Worm-Gem — the Talisman of the Elder Worm. Armed with this greatest weapon of his people, the Slug could revive the survivors of his people, and drive the overevolved apes that now ruled the planet into servitude and extinction.

All around him, the humanoid figures were stirring. The Slug undid their wrappings and helped them, the first of his people he had awakened, back to full consciousness. Together they left the crypt, fell upon the rest of Perkins's expedition, and slaughtered them for food.

The Slug soon discovered the world was different than it had been 100,000 years ago — dryer, less swampy. His people needed moisture and warmth to survive and thrive, so he designed special humidity suits for them. In time he would find a way to change the planetary climate, but for now, the suits would do.

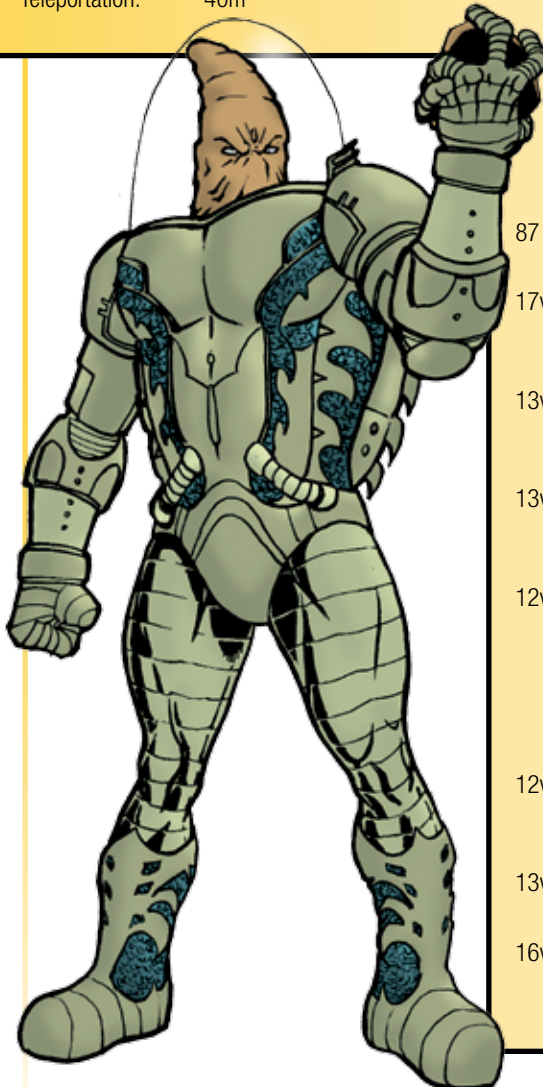
The Slug first revealed himself and his purpose to the world later that year, when he and his followers attempted to transform all of the inhabitants of New York City into Elder Worms. Narrowly defeated by the Sentinels, the Slug escaped to continue his scheming.



THE SLUG

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
26	DEX	32	14-	
25	CON	15	14-	
28	INT	18	15-	PER Roll 15-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6
8	OCV	25		
8	DCV	25		
10	OMCV	21		
10	DMCV	21		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
5	PD	3		Total: 25 PD (20 rPD)
5	ED	3		Total: 25 ED (20 rED)
15	REC	11		
60	END	8		
10	BODY	0		
60	STUN	20		
Total Characteristic Cost: 277				

Movement: Running: 12m
 Tunneling: 18m
 Teleportation: 40m



- | Cost | Powers | END |
|------|---|-----|
| 53 | Talisman Of The Elder Worm: Severe Transform 2d6 (human Body into Elder Worm Body, heals back through special arcane ritual requiring the Talisman) 0
ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Constant (+½), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½); OAF (-1), Limited Target (humans; -½), Requires The Presence Of At Least One Additional Elder Worm Within 20m (-1), Limited Range (40m; -¼) | |
| | plus: Severe Transform 2d6 (human Mind into Elder Worm Mind, heals back through special arcane ritual requiring the Talisman)
ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Constant (+½), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½); OAF (-1), Limited Target (mental "objects" in the minds of humans; -½), Requires The Presence Of At Least One Additional Elder Worm Within 20m (-1), Limited Range (40m; -¼), Linked (-½) | |
| | plus: Severe Transform 2d6 (human Spirit into Elder Worm Spirit, heals back through special arcane ritual requiring the Talisman)
ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Constant (+½), Reduced Endurance (0 END; +½); OAF (-1), Limited Target (spiritual "objects" in the spirits of humans; -½), Requires The Presence Of At Least One Additional Elder Worm Within 20m (-1), Limited Range (40m; -¼), Linked (-½), Works Against PRE, Not BODY (-¼) | |
| 87 | Worm-Gem: Multipower, 130-point reserve
All OIF (-½) | |
| 17v | 1) Caress Of The Worm: Mental Blast 8d6 (Alien and Human classes of mind) 0
Reduced Endurance (0 END; +½); OIF (-½) | |
| 13v | 2) Lingering Caress Of The Worm: Mental Blast 6d6 (Alien and Human classes of mind) 6
Constant (+½); OIF (-½) | |
| 13v | 3) Enhanced Voice Of The Worm: Telepathy +12d6 (Alien and Human classes of mind) 0
Reduced Endurance (0 END; +½); OIF (-½) | |
| 12v | 4) Mental Paralysis: Entangle 5d6, 5 PD/5 ED (Alien and Human classes of mind) 11
ACV (uses OMCV against DMCV; +¼), Takes No Damage From Physical Attacks (see 6E1 217; +¾), Work Against EGO, Not STR (+¼); OIF (-½), Mental Defense Adds To EGO (-½) | |
| 12v | 5) Strength Of The Mind: Telekinesis (40 STR) 9
ACV (uses OMCV against DCV; +0), Line Of Sight (+½); OIF (-½) | |
| 13v | 6) Gem-Blast I: Blast 20d6 10
OIF (-½) | |
| 16v | 7) Gem-Blast II: Blast 16d6 12
ACV (uses OMCV against DCV; +0), Line Of Sight (+½); OIF (-½) | |

For the past several decades, the Slug has been one of the most dangerous, and certainly the most disgusting, villains in the Champions Universe. His desire to transform humanity into Elder Worm has led to numerous attacks, most notably on London in 2003 and Millennium City in 2006, all of which heroes have defeated by the barest of margins. And when not engaged in such schemes, he's been preparing for them by finding and reviving other hibernating Elder Worms, and most importantly seeking out other lost Elder Worm

relics. The people of the world live in fear that he might eventually triumph — and that, at least, he counts as a partial victory.

Personality/Motivation: The Slug's thoughts and personality are totally alien; he's now wholly an Elder Worm, retaining tiny fragments of Michael Perkins's memories and thoughts only for whatever information they might provide. He's totally devoted to the goal of re-awakening the survivors of his people, and subjugating, transforming, and/or destroying humanity (and, eventually, the galaxy). Arrogant, and confident in his eventual triumph over the "hairless apes," he cannot be reasoned or negotiated with.

Quote: «*You Tongued Ones are a lesser species, fit only to serve the Elder Worm. Bow down before me or be destroyed!*»

Powers/Tactics: The Slug's Characteristics derive from his annlidoid Elder Worm body (which is better than that of most Elder Worms, for he is their lord), but his powers come mainly from several powerful magical artifacts of his people. The first is the Worm-Gem, which is attached to his forehead; it grants him various powers, many involving the ability to affect the mind. (Like the other Elder Worms, he is naturally telepathic.) In most battles he'll rely primarily on the Worm-Gem.

The second, and more terrifying, is the Talisman of the Elder Worm, with which he can Transform a human being into an Elder Worm, body, mind, and soul — the Talisman plays upon and "activates" the microscopic portion

40	The Yinashc Ring: Multipower, 60-point reserve; all OIF (-½)	
4f	1) Spatial Alteration I: Teleportation 40m Reduced Endurance (0 END; +½); OIF (-½)	0
2f	2) Spatial Alteration II: Teleportation 10m MegaScale (1m = 1 km; +1), Reduced Endurance (0 END; +½); OIF (-½)	0
4f	3) Out Of Phase: Desolidification (affected by magic) Reduced Endurance (0 END; +½); OIF (-½)	0
3f	4) Warped And Deflected Attacks: Physical and Energy Damage Reduction, 50%, Resistant OIF (-½), Costs Endurance (-½)	6
50	Humidity Suit: Resistant Protection (20 PD/20 ED), Impermeable Hardened (+¼); OIF (-½)	0
7	Polarized Facescreen: Sight Group Flash Defense (10 points) OIF (-½)	0
10	Powerful Elder Worm Mind: Mental Defense (10 points)	0
7	Psi-Screens: Mental Defense (+10 points) OIF (-½)	0
21	Humidity Suit: Life Support: Total (except for Safe Environments: High Radiation, Intense Heat) OIF (-½)	0
36	Path Of The Worm: Tunneling 18m through 9 PD material	4
37	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 OCV with Talisman Of The Elder Worm	
10	+2 with Worm-Gem Multipower	
3	Contortionist 14-	
1	KS: Arcane And 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 & Skills Cost: 491		
Total Cost: 768		

400 Matching Complications (75)

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: the Champions (Frequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
25	Physical Complication: Mute (All The Time, Slightly Impairing)
25	Psychological Complication: Must Destroy/Transform Humanity And Cleanse The Earth For The Return Of The Elder Worm (Very Common, Total)
15	Psychological Complication: Overconfident And Arrogant (Very Common, Moderate)
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 (Common)
Total Complications Points: 75	
Experience Points: 468	

SLUG FACTS

Here are some facts characters and NPCs might know about the Slug if they succeed with an appropriate Skill Roll:

N/R: The Slug is the ruler of an alien(?) / extra-dimensional(?) / subterranean(?) species called the Elder Worm. He wants to transform all humanity into Elder Worms; he's attacked major cities several times with that goal in mind.

K/R: The Slug also wants to transform Earth's atmosphere and environment to make the planet warmer, more humid, and generally swampier.

-1: The Slug can't speak; he can only communicate telepathically. He has other mental powers as well.

-4: The Slug's annelid body requires humidity (a certain degree of heat and a certain degree of moisture); too much dryness (such as from a Fire/Heat attack) or too much cold causes him pain.

-8: The Slug seems to be particularly vulnerable to magical attacks.

-10: The Slug's "Secret Identity" is Michael Perkins — though rescuing/separating Perkins from the Elder Worm overlord who took over his mind and body would be extraordinarily difficult, if not simply impossible.

of Human DNA that results from forced interbreeding with the Elder Worm a hundred thousand years ago, magnifying it until it overwhelms the target entirely. This lets him augment the ranks of his followers and reduce the ranks of humanity. The Talisman functions unusually in game terms. Ordinarily characters shouldn't Link CV- and MCV-based attacks together, but that's appropriate in this case. When the Slug uses the Talisman, he uses either his CV or MCV, whichever is *lower*, and applies it against the target's CV or MCV, whichever is *higher*, to find out if he hits. Once he succeeds with an attack, he keeps applying the effect every Phase until someone stops him.

In late 2004, after following cryptic clues that led to the most desolate regions of the Queen Elizabeth Islands in the northernmost part of Canada, the Slug unearthed the remains of a former Elder Worm palace and obtained two more 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.

Like other Elder Worms, the Slug does not tolerate dryness well; he needs his Humidity Suit to keep him comfortable (it also provides some protection against attacks). He takes extra damage from fire- and cold-based attacks, and also from magic.

The minds of the Slug and other Elder Worms count as "Alien" for purposes of Mental Powers (see 6E1 149). However, at the GM's option, Mental Powers that only affect Human minds can affect Elder Worm minds at half power.

Resources: Other than several minor hidden bases around the world (nearly all of them former Elder Worm outposts or facilities he's "reclaimed"), the Slug has relatively few resources compared to most master villains. His followers, the Elder Worm, remain few in number until one of his major attacks at last succeeds... at which point he'll have a larger "army" than any other supervillain and will threaten the world as never before.

Campaign Use: The Slug doesn't necessarily have the personal power to confront most superhero teams by himself (and he'd never work with or hire humans). If necessary, give him more Elder Worm followers (possibly including some "superpowered" ones with mental or mystical abilities) to help him stand against the PCs. If you want to make him more powerful personally, increase the strength (and number) of his Mental Powers, or give him more Elder Worm weapons/artifacts to wield. If he's already too strong for your PCs to handle, reduce the dice in his attacks (or remove Advantages) until he's tough, but not unopposable.

The Slug's primary quest is to initiate a new Age of the Elder Worm. Since that takes up all of his time, he's not likely to start Hunting a hero at all. He'd gladly Hunt a hero who used Elder Worm artifacts, or who tried to keep them from him, though.

See CU 154-55 for more information about the Elder Worm.

Associates, Allies, And Adversaries: The Slug does not ally himself with upstart Tongued Ones. Humans are but future Elder Worms, and until they realize their "potential" he hates them all.

The Slug reserves his particular hatred for anyone who competes with him to find Elder Worm artifacts... or worse, obtains one and keeps it from him. For example, 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 CU 128 and *DEMON: Servants Of Darkness*). 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, since even though the Slug is absolutely incorrect about the Orb's provenance he could still make devastating use of it.

Appearance: The Slug is a member and lord of the race of the Elder Worm. Though humanoid, he has a quasi-reptilian/quasi-annelid form and physical characteristics, rather than mammalian — his head is cone-shaped, he has no mouth, his fingers are long and multi-jointed, his hairless, ochre-colored body is extremely flexible. He wears a Humidity Suit that covers his entire body but has a clear dome allowing him to see and be seen; it protects him from the too dry, too cool atmosphere of modern Earth. His Worm-Gem is set into the center of his forehead between his pupilless eyes; it glows eerily when he uses his mind-powers. He also carries the Talisman of the Elder Worm, which resembles a sort of multi-faceted gem with pulses of evil power shooting through it.

THE SLUG'S MINIONS

The Slug's followers are the Elder Worm — members of his species who, like him, somehow “hibernated” so they could be revived in the modern world, or human whom he's transformed with the Talisman of the Elder Worm. As far as the Slug knows, he is the only surviving member of the Elder Worm “leader caste” in the Galaxy, so it's up to him to shepherd his people to a new era of galactic dominance.

THE ELDER WORM

Description: The character sheet on page 196 represents a typical member of the Elder Worm. Other Elder Worms are powerful warriors, mighty sorcerers, have more (or more powerful) psionic powers, or possess unusual magical weapons, as described by the optional Templates below.

As their name suggests, the Elder Worm have annelidoid (human-worm hybrid) bodies that are more flexible than Human frames (in game terms they all have the *Double-Jointed* Talent). They possess the same senses as Humans, but lack mouths, instead communicating telepathically. They're native to a climate that's much warmer and humid than Earth's (except perhaps for the most tropical, swampy regions). Exposure to Earth's atmosphere (particularly the drier and/or colder regions) causes them pain that leads to injury and eventually death. To get around this, they wear special armored “humidity suits” that recreate the sort of environment they prefer (though even a humidity suit can't protect against truly intense heat, such as inside the volcano). In some of their lairs, such as the Echinocos Shore region of Monster Island, they also use “vaporative humidator” machines that make the climate hotter and wetter; these look like cross-shaped towers about twice the size of a man that pump steam into the air.

The Elder Worm can burrow through the ground (or even rock) as fast as they can run. They often use this ability to ambush their enemies, or to escape from an attacker and then stealthily return for a sneaky counterattack. Areas where one or more Elder Worm have spent a lot of time tend to be riddled with their tunnels and warrens.

ELDER WORM ACOLYTE

Elder Worm Acolytes are the priests of their people, guiding the Elder Worm in their worship of the Kings of Edom. (Even the most advanced of them are referred to as “acolytes” as an indication of their junior status compared to the Slug; lesser-ranking priests are called novices.) Their humidity suits are typically orange-ish, reddish, or golden-ish, making it easy to distinguish them from the grey-suited Aspirants (who are also taller).

Elder Worm Acolytes have expanded mental powers and also know some Elder Worm sorcery. They attack with a mental blast that's particularly effective if two or more of them focus on a single target (which they can easily do thanks to being in telepathic contact). However, they typically play a support role in combat rather than a fighting role. They use their *Spells Of Protection and Balm Of The Worm* to protect other Elder Worms and heal them when they suffer injury. Elder Worm Sorcerers and Warriors often fight fiercely to protect Acolytes if anyone threatens them.

Cost Power

2	+2 STR
4	+4 BODY
5	+5 INT
2	+3 EGO
6	+2 OMCV
6	+2 DMCV
2	+2 REC
2	+10 END
+14	Mind-Whithings: Increase Lesser Worm-Gem to Mental Blast 4d6
36	Augment Protection: Boost PD and ED 4d6, Expanded Effect (two Characteristics at once; +½), Limited Range (20m; +¼), Reduced Endurance (0 END; +½); Costs Endurance (to maintain; -½)
36	Protective Barrier: Barrier 8 PD/8 ED, 8 BODY (up to 12m long, 4m high, and ½m thick), Non-Anchored, Dismissable; Costs Endurance (to maintain; -½), Limited Range (40m; -¼)
40	Balm Of The Worm: Simplified Healing 4d6; Only Works On Elder Worms (-0)
+4	Advanced Humidity Suit: Increase to Resistant Protection (8 PD/8 ED)

Total cost: +159 points

ELDER WORM

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
15	DEX	10	12-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
5	OMCV	6		
5	DMCV	6		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 10 PD (6 rPD)
4	ED	2		Total: 10 ED (6 rED)
6	REC	2		
30	END	2		
8	BODY	-2		
24	STUN	2		Total Characteristics Cost: 71

Movement: Running: 12m
Tunnelling: 12m

Cost	Powers	END
13	Lesser Worm-Gem: Mental Blast 2d6 OIF (-½)	2
12	Humidity Suit: Resistant Protection (6 PD/6 ED), Impermeable OIF (-½)	0
21	Humidity Suit: Life Support: Total (except for Safe Environments: High Radiation, Intense Heat) OIF (-½)	0
24	Path Of The Worm: Tunneling 12m through 6 PD material	2
30	Voice Of The Worm: Telepathy 4d6 (Alien and Human classes of mind) Reduced Endurance (0 END; +½); Communication Only (-¼)	0

Talents

4 Double-Jointed

Skills

7 Contortionist 14-
3 Stealth 12-

Total Powers & Skills Cost: 114

Total Cost: 185

275 Matching Complications (50)

- 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:** the Champions (Frequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 25 **Physical Complication:** Mute (All The Time, Slightly Impairing)
- 25 **Psychological Complication:** Totally Dedicated To The Slug And His Goals (Very Common, Total)
- 15 **Psychological Complication:** Overconfident And Arrogant (Very Common, Moderate)
- 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 (Common)

Total Complications Points: 50

Experience Points: 0

HELMINTHS

“Helminth” is the Elder Worm term for Humans whom the Slug has only partly Transformed into Elder Worms using his Talisman. A helminth looks like a cross between a true Elder Worm and a Human — his body has begun to take on most Elder Worm characteristics, but he still has a mouth (and can speak), lacks Elder Worm telepathy and Vulnerabilities, and doesn’t require a humidity suit to exist in Earth climates (though he finds anything other than a tropical climate uncomfortable to some degree, and often wears a humidity suit anyway). The Slug sometimes uses helminths to infiltrate human organizations, though this requires serious disguise work, devices that generate a hologram around a helminth’s body to make him look normal, or the like.

A helminth can be “cured” — Transformed back into an ordinary Human — by touching Slug’s Worm-Gem to the victim’s forehead for one minute. Using the Slug’s Talisman has the same effect, but it only has to be applied for 1 Turn (12 seconds). (On the other hand, using a Lesser Worm-Gem from one of his followers also does the trick, but it must be applied for 20 Minutes.) Otherwise the only way to counter the effects of the Slug’s power is to get him to reverse it voluntarily (highly unlikely) or to use similarly powerful magic spells.

ELDER WORM WARRIOR

Besides being strong and tough, an Elder Worm Warrior has two main forms of attack. The first is his Ego Blade, a large single “sword” that he can strike with in HTH Combat. The second is his telekinetic powers, which he can use to grab or blast a single target or can unleash in a “telekinetic wave” to smash into multiple foes, knocking them away from him. (It takes an Extra Segment for the wave to build, giving potential victims a chance to leave the targeted area or try to stop the attack.). Multiple Warriors often try to aim their waves to either overlap or fit together to cover a lot of the battlefield.

Cost Power

12	+12 STR
6	+3 DEX
5	+5 CON
10	+2 OCV
10	+2 DCV
10	+1 SPD
2	+10 END
7	+7 BODY
8	+16 STUN
90	Ego Blade: Mental Blast 6d6 ACV (attacks with OCV instead of OMCV; +¼), Reduced Endurance (½ END; +¼)
36	Telekinesis: Telekinesis (30 STR); Unified Power (-¼)
32	Telekinetic Blast: Blast 8d6; Unified Power (-¼)
40	Telekinetic Wave: Blast 8d6, Area Of Effect (16m Cone; +½), Double Knockback (+½), Reduced Endurance (½ END; +¼); Extra Time (Extra Segment; -½), No Range (-½); Unified Power (-¼)
8	Fighting Skill: HA +2d6; Hand-To-Hand Attack (-¼)
+2	Path Of The Worm: Increase to Tunneling 14m
+12	Advanced Humidity Suit: Increase to Resistant Protection (12 PD/12 ED)
10	+1 with All Combat
6	+3 OCV with Ego Blade
3	Climbing 13-
3	Tactics 12-
3	Teamwork 13-

Total cost: +315 points**MEGADRILES**

A *Megadrile* is an Elder Worm term for a particularly powerful form of Warrior who's usually assigned to guard important persons or targets (such as any vaporative humidifier machines in use). They're like Warriors but with +5 STR, +2 CON, +2 PD, and +2 ED. Their humidity suits are black and white.

ELDER WORM SORCERER

Elder Worm Sorcerers are well-versed in Elder Worm magics (they're often priests as well); after the Slug they're the leaders of Elder Worm society. Their standard spells include a Darkblast, a Dark Explosion, and a “Psionic Apocalypse” spell that causes intense mental pain to everyone around them (other Elder Worms are immune to this).

Sorcerers' knowledge and understanding of Elder Worm wizardry allows them to use their *Power Skill* to craft other spells “on the fly.” They can create spells with up to 30 Active Points, but suffer a -1 penalty to the Skill Roll per 10 Active Points. Alternately, you can simply give them more spells (more slots in their Multipowers). Use the spells CU 66-68 or *The HERO System Grimoire*, but change the special effects to make them creepier, more sinister, more horrifying. An Elder Worm spell shouldn't look or “feel” like an equivalent Human spell.

Cost Power

2	+2 STR
2	+2 CON
10	+10 INT
5	+5 EGO
5	+5 PRE
5	+1 OCV
5	+1 DCV
10	+1 SPD
4	+4 REC
4	+20 END
3	+6 STUN
80	Dark Magics: Multipower, 80-point reserve
6f	1) Darkblast: Blast 12d6
7f	2) Dark Explosion: Blast 10d6, Area Of Effect (22m Radius Explosion; +½)
1f	3) Horror Of The Worm: +30 PRE; Costs Endurance (-½), Only For Fear-/Intimidation-Based Presence Attacks (-1)
4f	4) Enhanced Worm-Gem: Mental Blast 6d6; OIF (-½)
4f	5) Psionic Apocalypse: Mental Blast 4d6, Area Of Effect (16m Radius; +¾), Personal Immunity (+¼); OIF (-½), No Range (-½)
+4	Advanced Humidity Suit: Increase to Resistant Protection (8 PD/8 ED)
2	Cryptography 13-; Translation Only (-½)
3	Interrogation 13-
3	KS: Arcane And Occult Lore 13-
3	KS: Elder Worm History And Lore 13-
5	Power: Elder Worm Magics 14-

Total cost: +177 points

B

SLUN

Background/History: Yaromir Blokhin was born and raised in St. Petersburg (though it was still called Leningrad at the time). A quiet, contemplative, intelligent child, as he grew up he felt a religious vocation and attended an Orthodox Christian seminary with the intent of becoming a priest. But when he was 20 he developed strange psychic powers — the ability to read and control men’s minds, or to inflict agony with but a thought. His personality warped by the sudden emergence of these powers and the realization of what he could do with them, he rejected his upbringing and his faith to turn to evil. Between his psionic powers, a natural proclivity for crime, and sheer cruelty, since the mid-Nineties he’s worked his way to the top of the Russian underworld. Calling himself *Slun* (“The Bishop”), he affects some of the trappings of an Orthodox priest to give himself an added air of danger and depravity.

In recent years the scope of Slun’s activities has expanded. Not content just to be by far the most powerful Russian mobster, he’s branched out into Europe and parts of central Asia. At the rate he’s going his organization may dominate crime in Eurasia (outside of China and Japan) within a decade.

Personality/Motivation: Slun presents himself as the Devil incarnate, wholeheartedly throwing himself into any sin that catches his attention. It’s mostly an act — his reputation as the “Evilest Man In Russia,” a land that’s seen more than its share of evil, helps him intimidate his underlings as well as the authorities and the general public. Judicious use of his powers to gather “impossible” information only underscores the rumors of his infernal nature. Slun loves both the infamy and the material gains his position affords, particularly creature comforts; he dresses in tailored suits under his mock robes, drinks the finest brandy, smokes the most expensive cigars he can find, and never has fewer than two beautiful women with him to satisfy his every whim. But his greatest love is gourmet food. His gluttony is nearly boundless, and he often holds “business meetings” over dinners that last for hours. Anyone who can compete with him as a trencherman earns a measure of his respect.

Despite his mockery of the Church and God, deep down a part of him remains a believer.

Slun genuinely fears he’ll go to Hell for his vast collection of sins. He figures his only chance is to become so great and famous a sinner that he can somehow receive special status in the Infernal Realm, perhaps sitting at the side of the Devil he’s so often claimed to know personally.

Quote: “I can assure you, good sir, that you’ve never met anyone quite as bad as me.”

Powers/Tactics: Slun is a powerful, if not overly versatile, telepath whose primary abilities revolve around mind-reading or forcing his will on others. He can generate waves of telepathic pressure that cause excruciating pain in an opponent, or overwhelm a foe’s thinking processes with mental static that makes him even more susceptible to commands and diminishes his capacity to think. His mind-reading abilities also allow him to translate unknown languages by linking himself to the mind of another speaker of the same language to access the translation abilities of the third person.

Slun has used his telepathy to gain incriminating information on most of Russia’s powerful citizens: mayors, generals, high federal officials, business leaders, journalists. His people run most of the organized criminal activity in Russia, from loansharking and protection rackets to illegal gambling, smuggling, and contract murder, and he’s well known for using brutal violence when crossed. He’s eliminated several rival gangs through swift attrition, systematically targeting their businesses for fires and similar “accidents” while picking off individual members as opportunity and clever planning allowed. Eventually the remaining members of a rival gang either flee or join Slun.

So far Slun has kept the fact that he has mental powers mostly secret. His closest underlings know he’s psionic, and some of his enemies at least suspect it, but there’s never been confirmation. The longer he can keep his adversaries doubting his abilities, the better he likes it.

Resources: Slun is immensely rich and wields extensive political and social influence throughout Russia (and to a lesser extent, Europe). He doesn’t have gadget-filled secret bases and legions of robotic minions like most master villains, but PCs who don’t take him seriously because of that are likely to regret it.

B SLUN (THE BLAKON)

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
10	DEX	0	11-	
15	CON	5	12-	
18	INT	8	13-	PER Roll 13-
26	EGO	16	14-	
20	PRE	10	13-	PRE Attack: 4d6
3	OCV	0		
3	DCV	0		
10	OMCV	21		
9	DMCV	18		
4	SPD	20		Phases: 3, 6, 9, 12
6	PD	4		Total: 12 PD (6 rPD)
5	ED	3		Total: 11 ED (6 rED)
6	REC	2		
45	END	5		
20	BODY	10		
36	STUN	8		Total Characteristics Cost: 133

Movement: Running: 12m

Cost	Powers	END
20	Quick Thinking: +3 SPD Only To Use Mental Powers (-½)	0
75	Mentalism: Multipower, 75-point reserve	
7f	1) Mind Reading: Telepathy 14d6	7
7f	2) Mental Assault: Mental Blast 7d6	7
7f	3) Weak Minded Fools: Drain EGO and INT 4d6 ACV (uses OMCV against DMCV; +¼), Expanded Effect (INT and EGO simultaneously; +½)	7
7f	4) Mental Domination: Mind Control 12d6 Reduced Endurance (½ END; +¼)	3

Martial Arts: Streetfighting

Maneuver	OCV	DCV	Notes
4 Eye Gouge	-1	-1	Sight Group Flash 4d6
4 Kidney Punch	-2	+0	HKA ½d6 (1d6+1 with STR)
4 Low Blow	-1	+1	NND 2d6
5 Roundhouse/Curb Stomp	-2	+1	Strike 6½d6
20 Powerful Mental Shields: Mental Defense (20 points)			0
29 Sense Other Minds: Detect Minds 15- (Mental Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Sense, Targeting			0
5 Armored Robes: Resistant Protection (3 PD/3 ED) OIF (-½), Activation Roll 13- (-¼)			0
10 Lucky: Luck 2d6			0

Perks

- 100 Contacts: Well-Connected and 97 points' worth of Contacts throughout St. Petersburg, Russia, and Europe
- 4 Fringe Benefit: Membership (head of a major gang)
- 15 Money: Filthy Rich

Talents

- 6 Combat Luck (3 PD/3 ED)
- 16 Psychic Translation: Universal Translator 17-
Only Works In The Presence Of A Fluent Speaker (-½)

Skills

- 3 Acting 13-
- 3 Bribery 13-
- 3 Bureaucratics 13-
- 8 Gambling (Card Games, Dice Games, Sports Betting, Roulette) 13-
- 3 High Society 13-
- 3 Interrogation 13-
- 5 CK: St. Petersburg 15-
- 3 KS: European Underworld 13-
- 5 KS: Russian Underworld 15-
- 3 KS: Russian Orthodox Christianity 13-
- 1 Language: English (basic conversation; Russian is Native)
- 3 Oratory 13-
- 3 PS: Mobster 13-
- 3 Streetwise 13-
- 2 WF: Small Arms

Total Powers & Skills Cost: 396

Total Cost: 529

400 Matching Complications (75)

- 20 **DNPC:** elderly mother 8- (Incompetent; Unaware of character's Social Complication: Secret Identity)
- 10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 **Hunted:** FSB (Federal Security Service) (Frequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** Russian Government (Infrequently, Mo Pow, NCI, Capture)
- 15 **Psychological Complication:** Cruel (Common, Strong)
- 15 **Psychological Complication:** Enjoys Western Luxuries, Particularly Food And Cigars (Common, Strong)
- 15 **Social Complication:** Secret Identity (Yaromir Blokhin) (Frequently, Major)

Total Complications Points: 75

Experience Points: 129

Campaign Use: Slun could get involved in nearly any adventure taking place in Russia — if there's unusual activity going on or an opportunity for profit in “his” country, he'll look to take advantage of it. Heroes based in the United States may find themselves dealing with new groups of Russian mobsters in their city, and following that thread eventually leads them to Slun.

If it's unlikely your heroes will ever travel to Russia, you can easily make Slun a major crimelord in the United States instead: after setback he fled to America, took over all the Russian organized crime gangs here (and some non-Russian groups), and is now more powerful than he ever was back in the Motherland. Tone down his powers and he'd work well in Hudson City; change him to more of a mystic villain and he'd fit right into Vibora Bay.

To make Slun more powerful, give him some more Multipower slots (Mental Illusions or a Mental Transform, for example) and/or related abilities like Mind Scan. To weaken him, reduce his Multipower reserve and slots to about 40 Active Points... or eliminate his mental powers altogether, making him just an ordinary gangster in funny clothes.



Associates, Allies, And Adversaries: Slun doesn't really “mingle” with the Superhuman World and has no real allies in it (or even among the ordinary underworld) — just enemies and potential enemies. His “fingers in every pie” approach to crime in Russia has made him a lot of rivals and foes, including the Russian supercriminals Molnya and Beek, and VIPER.

As their respective criminal empires continue to expand, Slun and Joseph Otanga could easily come into conflict, with the battleground probably in southern Europe and the Mediterranean. Slun would prefer to avoid such a destructive “war,” but he's preparing to fight it just in case.

Appearance: Slun stands 5'10” tall and is corpulent, but carries it fairly well. He wears a long, high-collared black robe and short black cape that wraps all the way around his shoulders; both garments are designed to mimic those of Orthodox priests, and have glistening silver trim. He habitually wears a long silver necklace with an ornate cross hanging from it.

SLUN FACTS

Here are some facts characters and NPCs might know about Slun if they succeed with an appropriate Skill Roll:

N/R: Slun (“the Bishop”) is perhaps the most powerful figure in organized crime in Russia; other gangsters, and even government officials and the military, fear him and his influence.

K/R: In recent years Slun's been expanding his empire into Europe and central Asia; taking a greater role in American organized crime may not be far behind.

-2: Slun was able to establish, and continues to control, his criminal empire because he has psionic powers.

-6: Slun is a mutant.

-10: His Secret Identity is Yaromir Blokhin.

FRANKLIN STONE



Background/History: “What’s that, Dad?”

“It’s a stock market report, son.”

“What’s the stock market?”

“It’s a place in Manhattan where people buy and sell shares of businesses. If a business you own a share in does well, the share becomes more valuable and you make money. If it doesn’t do well, the share loses value, and you lose money.”

Franklin thought about that a bit. “So... you’re trying to buy stocks that will make you money?”

“That’s right, son. I don’t make a lot of money at the factory, and most of it goes to support your mom and you and the other kids. But there’s a little left over and I’d like to turn it into more money, if I can.”

“I wanna help!” Franklin climbed into his father’s lap and began looking at the rows of letters and numbers, trying to figure out what it all meant. He couldn’t understand the specifics yet, but it hadn’t taken him any time at all to grasp that those letters and numbers translated into wealth.



It was one of the hottest summers on record; the streets of Brooklyn were a sweltering oven. It was a perfect opportunity to make some money by setting up a lemonade stand. With some help from his mother he got things going and was soon making good money (for an eight year-old, anyway) at a nickel a cup.

The other neighborhood kids took note. The next day Tommy Wiznewski had his own lemonade stand on the other side of the intersection. In one stroke Franklin found his profits cut in half, since now he only got business from traffic going one way.

That wasn’t acceptable. After he shut down his stand for the day, Franklin went and got the baseball bat his father had given him for Christmas. He’d never used it before, but it was perfect for what he had in mind. He waited until it got dark and hid near Tommy’s house. When Tommy walked by, he hit him from behind with the baseball bat. Then he kept hitting him.

When Tommy got out of the hospital a month later, he still had to walk on crutches... and he didn’t bother setting up another lemonade stand. Franklin Stone was the unrivalled Lemonade King of Crown Heights.



“This is a rather... unusual loan application, Mr. Stone?”

“How so?”

“Well, we don’t often receive multi-million dollar requests from men in their mid-twenties with no track record in business.”

“But you’ve read my business plan and other documents, haven’t you?”

“Yes, I went over them thoroughly.”

“Then surely you can see that it’s virtually guaranteed to succeed. I’ve planned everything down to the last dime, and you have to admit there’s a niche to be filled in the manufacturing sector.”

“Oh, I agree there’s a niche. It exists because manufacturing is fleeing overseas, where the costs are cheaper.”

“As my supporting documentation describes, I can match their cost savings through efficiencies that I’ve developed that other corporations lack.”

“Yes, but...” but what? He couldn’t deny that young Stone’s proposal was an impressive one. And the man himself wasn’t exactly lacking in confidence, for good reason. First in his class at Princeton, first in his class at the Wharton School, he’d never known anything but success. Maybe he didn’t have a “track record,” but looking at him it was hard to think anything but *Here’s a man who’ll triumph at anything he attempts*. It was a gamble, and if he gambled wrong it would cost him his job... but if he were right, it could lead to great things. *Can’t get anywhere without some risk, I guess*.

The loan officer cleared his throat. “All right, Mr. Stone, I think we can qualify you for the loan outlined in your proposal.”

A few minutes later, after the main details had been worked out, Stone shook the man’s hand and walked out of the bank with a smile on his face. It had gone well — so well that he hadn’t even had to take the pictures of the loan officer cheating on his wife out of his pocket. It was 1973, and Advanced Concept Industries was about to be born.



“You can’t do this, Stone!” He’d only been in business for a decade and he’d already heard that a hundred times in a hundred different boardrooms, often with “you bastard” or “you sonuvabitch” thrown in for good measure. His business plan for ACI had worked even better than he’d predicted, and he’d plowed the profits not only into expanding the business but eliminating the competition. As rivals encountered difficulties he maneuvered them out of the market or simply bought them. Already ACI was a conglomerate to be reckoned with, and he had no intention of slowing down.



“I think we can come to a satisfactory arrangement, Mr. Stone. Your factories in Indonesia are perfectly suited to supply some of the needs of my... personnel.”

“Agreed. I’m sure we’ll both make plenty of money. Follow this gentleman here and he’ll make sure you can exit the building without being seen. My people will be in touch.” He shook the green-garbed man’s hand and waited until he was escorted from the room. Then he sat back down at his desk and began making some careful notes. Dealing with VIPER could be profitable, *enormously* profitable... but you couldn’t handle a snake without the risk of getting bitten. He was going to have to take extensive precautions and set up some elaborate security procedures to make sure this didn’t blow back on himself or ACI, and he needed them in place yesterday.

He stabbed a button on his intercom. “Contact Pierce, Chandraya, Londun, Isenham, and Velotovski. I want them here first thing in the morning.”

“Yes, sir.”



He stood in his office suite on the 78th floor, gazing down at nighttime Manhattan. The party for ACI’s thirty-fifth anniversary was still going strong downstairs, but when it came right down to it he wasn’t much for parties. They were a necessary thing, a form of advertising and a way of greasing the wheels of business, but eventually all the people and forced camaraderie got his hackles up. When that happened, he retreated to his sanctum, his office, to consider his next moves.

It had been a good 35 years. He’d taken ACI from a starting company in a depressed sector of the American economy and turned it into one of the biggest, most powerful corporations on the planet. His wealth was almost beyond calculation; he made more in interest during the party than most people would earn in their lifetimes. But there were still new worlds to conquer, new markets to tame, new projects to launch, business rivals to humble and destroy.

He sat down at his desk and got to work.

Personality/Motivation: How do you describe the extent of Franklin Stone’s greed, ambition, and hunger for power? It would be easier to count all the planets in the galaxy or try to get the sea to hold still. Regardless of how much he has (or may acquire in the future), he wants more — and there’s nothing he won’t do to get it. In a world business culture categorized by both cleverness and ruthlessness, he’s the cleverest, most utterly ruthless businessman of them all. He scoffs at the law, and at conventional notions of morality; those are shackles that little people hobble themselves with to justify their failure to themselves. He’ll do whatever it takes to get what he wants.

In pursuit of profit Stone is willing to bend or break the law as necessary, but not to take foolish risks. He’s aware of practically everything going on in his financial empire, but he carefully insulates himself from any illegal activity with layers and layers of plausible deniability (not to mention an army of lawyers). He’s constantly confronted with accusations of his or his company’s illegal or unethical activities, but it never goes beyond mudflinging — not a single prosecutor in the world has ever gotten enough on him to even contemplate bringing a case to trial. And he intends to keep it that way.

Greedy he may be, but Stone is no fool. He understands the value of loyalty, and is aware that good people can be as much protection from his enemies as all the money and attorneys in the world. He pays his people very well, from the penthouse office suites right down to the factory floor workers, and lavishly rewards those who go above and beyond the call of duty or help with “sensitive” matters. He’s just as quick to punish failure or incompetence, but even so, his employees tend to think very, very highly of him. They usually regard rumors and newspaper stories about his supposed underhanded business tactics or ethically questionable deals as “smear campaigns” by his enemies. Heroes who confront Stone directly may find themselves facing mobs of employees determined to protect the boss from being “railroaded.”

Stone is both intrigued and repelled by superhumans. On the one hand, he recognizes their value as advertising pitchmen, sources of new technology, and the like, and he never overlooks or ignores potential sources of profit (or hirelings and patsies he can use against his enemies). On the other hand, superheroes have on more than one occasion interfered (knowingly or unknowingly) with ACI affairs, and to brook Franklin Stone is to make an enemy for life. Moreover, something about superhumans subtly offends him; it’s as if, with their gaudy costumes and flashy powers, they’re deliberately flaunting their “superiority.” It irks him to no end that he doesn’t have that kind of personal power himself (though he’d *never* risk his health trying to gain his own powers; he’s no fool). When it comes right down to it, he’d prefer to get rid of all the costumed fools, hero and villain alike, and leave notions of power to focus on the likes of him rather than idiots like Defender, Destroyer, and Firewing.

FRANKLIN STONE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
10	DEX	0	11-	
12	CON	2	11-	
20	INT	10	13-	PER Roll 13-
18	EGO	8	13-	
23	PRE	13	14-	PRE Attack: 4½d6
3	OCV	0		
3	DCV	0		
3	OMCV	0		
6	DMCV	9		
2	SPD	0		Phases: 6, 12
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
5	REC	1		
25	END	1		
10	BODY	0		
26	STUN	3		Total Characteristics Cost: 49

Movement: Running: 12m

Cost Powers END

- 24 **Keep Your Damn Mind To Yourself:**
Mental Defense (30 points)
IIF (concealed inhibitor in shirt collar or glasses; -¼)
- 10 **The Devil's Own Luck:** Luck 2d6

Perks

- 200 **Contacts:** Well-Connected and 197 points' worth among the business communities, high society groups, and governments of the world
- 15 **Money:** Filthy Rich
- 6 **Positive Reputation:** one of the richest, most powerful men in the world (throughout Earth), +2/+2d6

Skills

- 1 Computer Programming 8-
- 3 Conversation 14-
- 3 High Society 14-
- 10 KS: Business And Finance 20-
- 5 KS: The Business/Finance World 15-
- 3 KS: Business Law 13-
- 3 Persuasion 14-
- 10 PS: Businessman/Industrialist 20-

Total Powers & Skills Cost: 293

Total Cost: 342

400 Matching Complications (75)

- 10 **Hunted:** various regulatory bodies of various governments (Infrequently, Mo Pow, NCI, Watching)
- 25 **Psychological Complication:** Greedy For Wealth And Power (Very Common, Total)
- 5 **Rivalry:** Professional, with other business moguls
- 10 **Social Complication:** Harmful Secret (is involved in all sorts of illegal activities to make money) (Infrequently, Major)

Total Complications Points: 75

Experience Points: 0



FRANKLIN STONE FACTS

Here are some facts characters and NPCs might know about Franklin Stone if they succeed with an appropriate Skill Roll:

N/R: Franklin Stone is the owner and CEO of Advanced Concepts Industries (ACI), and is one of the richest, most powerful men in the world.

K/R: Stone has frequently been accused in the press of illegal or unethical dealings, but he's never been brought to court for anything and has won several libel suits related to these accusations.

-2: ACI and ARGENT are undoubtedly serious competitors, though ACI seems to be a typical corporation and ARGENT is known to engage in blatantly illegal activities.

-10: Stone is definitely involved in various illegal activities, and has links to VIPER.

Quote: “All life is business, and it’s a zero-sum game.”

Powers/Tactics: Franklin Stone doesn’t have superpowers like the other villains in this book; he can’t fly, or fire energy beams from his hands, or cross continents in the blink of an eye. But what he lacks in *superpower* he makes up for in financial, political, and social power. Able to buy virtually anything, influence the course of economies, and make governments gee and haw to his will, he has far more power than most supervillains can even dream of.

Stone is no combatant. If threatened by heroes indirectly (*i.e.*, because they’re investigating something that may tip them off to illegal conduct by ACI), he’ll respond by hiring supervillains or other flunkies to deal with them or distract them (planting evidence to implicate rivals in his own wrongdoing is something he’s very, very good at). If threatened directly, he’ll respond with lawyers, negative publicity for the heroes, and pressuring his allies in government to take care of the problem. Any hero who so much as lays a finger on him will find himself tied up in lawsuits for civil assault.

Resources: Stone is the founder, primary owner, president, and CEO of Advanced Concepts Industries (or “ACI,” as it’s universally known), making him one of the richest, and thus most influential, men on Earth. He’s got the money to buy or do nearly anything, and he won’t let petty obstacles like “the law” or “ethics” stand between him and something he wants.

Despite its name, ACI does more than heavy manufacturing — in fact, it has its fingers in just about every important economic pie there is. Divisions or subsidiaries of ACI are involved in high tech, mining, oil, banking and finance, shipping, various service industries (including the Ace Burger fast food chain), construction, and lobbying. There isn’t a field of business out there that Stone isn’t willing to invest in, and even try to dominate, if he feels there’s profit to be made. As mentioned above, many of ACI’s activities, such as attempts to genetically engineer superhumans or selling high-tech industrial equipment to certain rogue nations, are blatantly illegal, but they’re always carefully concealed and prepared for deniability in the event of discovery.

Campaign Use: Franklin Stone is the perfect antagonist for superheroes who are involved in the corporate world in some way, or who could become involved. He’s certainly not going to fight them in the usual master villain fashion, but he can make their lives a living hell by bringing his money, publicity machine, and political influence to bear on them. Want to get your team’s official Department of Justice sanction revoked? Go ahead and start poking your nose into ACI affairs and see what happens. Keep it up and you’ll find your Secret Identity splashed all over page one, accompanied by a picture of you doing drugs with hookers. And that’s just for starters.

Associates, Allies, And Adversaries: Stone doesn’t really have anything to do with the Superhuman World directly. ACI is periodically the victim (intentionally or accidentally) of supercrime, which the company writes off as a cost of doing business... unless Stone thinks the underworld needs to be taught “a lesson,” in which case the offenders are dealt with in a way that *cannot* be traced to ACI even though the underworld has no question about who did it and why.

Stone and ACI have carefully-concealed ties to VIPER (and to some mundane organized crime groups). He doesn’t trust VIPER any further than he can throw it, but the profits from dealing with it are too enormous to be passed up. On the other hand, Stone and ARGENT are hated rivals. Both occupy similar niches in the world economy (though ARGENT is far more blatant about violating the law) and would like to eliminate/take over the other. If a group of heroes starts to make serious inroads against ARGENT, Stone would probably help them covertly and/or try to take advantage of the situation to gain ground in the business world.

Appearance: Stone is currently in his early 60s and in extremely good health. He stands 6’3” tall, with dark hair and eyes and the build of a man his age who exercises regularly. He’s serious-minded and disciplined, almost always focused on business to the exclusion of everything else. He wears expensive, hand-tailored men’s suits, shirts, shoes, and ties in the finest materials. He has no children and is married to his fifth wife, Monica, a beautiful 27-year-old who’s perfectly willing to put up with the fact that he also keeps two mistresses in their house as long as she has access to his money.

SUNBURST

Background/History: In 1994, a group of US Army generals launched Project Sunburst in an effort to determine if it were possible for soldiers to survive, and thus for America to win, a nuclear war. (See CU 43.) Volunteers told they were participating in a “wargame” were exposed to the effects of a nuclear blast at short range. The lucky ones died right away. The unlucky ones lingered for months, sometimes years, before dying agonizing deaths.

A mysterious few were affected in strange ways. One, Randall Gordon, seemed basically unharmed, though it was later learned that changes to his neurochemistry made it possible for him to operate the powered armor created by the military’s Man Amplification Project. He became the supervillain Armadillo (see CV3). A handful of other survivors went into comas. To keep the whole matter quiet the generals created a secret facility, nicknamed “the Crypt,” to store the comatose victims and care for them until they died.

And some did die... but most did not. One, Jason Matthews, awoke a few days later and soon developed powers of radiation control and projection. He was eventually liberated from the Crypt by the supervillain Binder and became Radium, a member of Binder’s team the Ultimates. The other bodies remained in the Crypt, some slowly deteriorating, but others remaining surprisingly strong and vital for comatose persons. In late 1994, an agent for Dr. Destroyer infiltrated the Crypt and “liberated” one such victim, Tim Colton, whom Destroyer later awakened and made into his henchman, Gigaton.

Gigaton was the most powerful survivor of Project Sunburst until 2002. On March 18 of that year, one of the “healthy” survivors, a man named Randall McFadden, suddenly awakened. He could remember seeing the explosion... then feeling it. It was glorious, like being kissed by the Sun, a feeling so powerful that his body couldn’t take it and had passed out. He was a little puzzled by how he got to this strange hospital, since clearly he’d only been unconscious for a few minutes. He was more than a little upset to learn he’d lost eight years of his life. He didn’t *feel* like a man who’d been asleep for nearly a decade — he felt like he was bursting with energy and power, like the Sun itself was inside him.



Realizing he’d been exploited and used as a guinea pig, he decided he had no interest in staying... and that maybe he shouldn’t leave these other men behind. Without even having to think about it he discovered that he could sense patterns of energy. Three of the men had energy inside them, like he did; the rest seemed quiescent or near death. Again almost without thinking about it, Randall lashed out, projecting bursts of energy that awakened the three men, smashed down the barriers between them and the outside world, and made possible their escape.

The next time the world saw Randall McFadden, he wasn’t using that name anymore. Garbed in a costume befitting his glory and power, he was *Sunburst*, and he was going to make the world a better place — whether the world wanted it or not.

Sunburst and his team made good on that promise for six years with no change in their lineup, and little change in their *modus operandi*. In 2008 Sunburst realized that the supervillain Radium, a member of the Ultimates, was also a survivor of Project Sunburst. Determined to have all the survivors as followers, he made contact with Radium and offered him a place on the Sunburst team. It took some effort, but at last he succeeded and Radium defected from the Ultimates. His ranks bolstered by Radium’s firepower, Sunburst has become more dangerous than ever.

SUNBURST FACTS

Here are some facts characters and NPCs might know about Sunburst if they succeed with an appropriate Skill Roll:

N/R: Sunburst is a powerful supervillain with energy projection powers that he says come from the sun; some authorities believe his abilities are on par with Firewing's.

K/R: Sunburst claims to want to “make the world a better place” through his actions, and in fact is one of the first supervillains to volunteer help when something threatens the entire planet or all of human existence, or when natural disasters strike.

-1: Sunburst has a strong streak of overconfidence.

-2: Sunburst often criticizes other villains and has developed antagonistic relationships with them as a result; he and VIPER, in particular, do not get along.

-6: Sunburst's suite of attacks and powers is actually somewhat limited compared to many energy projectors... but the attacks he has are undeniably powerful.

-10: His Secret Identity is Randall McFadden; he got his powers from a secret government program called Project Sunburst that was intended to test soldiers' ability to survive a nuclear war.

Personality/Motivation: Sunburst talks a lot about causes — about improving the world situation, whether that means protecting the environment, defusing world tensions, preventing hunger, curing disease, or what have you. And on the surface, at least, he believes in those things and argues passionately on their behalf. He feels like the American government exploited and used him, and he wants to make sure other people aren't victimized, whether by their leaders, corporations, or someone else. Of the supervillain community, he's usually one of the first to volunteer his services to prevent alien invasions, diminish or correct the effects of natural disasters, and so forth. Compared to most master villains he has a relatively positive public profile.

But in the end it's really just an act. Sunburst has convinced himself he believes in these things because they justify his actions, but if you dig deep enough he admits, or shows by his actions, that what he's *really* interested in is Power. *His* power, the power to rule the world and make it do what he wants it to do. He wants revenge on anyone who ever wronged him, or allowed him to be wronged, or got in his way, and in his mind that includes just about everyone. Ultimately, if he gets his way, he'll be as bad or worse an oppressor than any of the governments he rails against... and he'll do it all in the name of “the greater good.”

Sunburst thinks his powers come from the Sun — that they're basically solar in origin. This isn't true, but it makes for a better story than explaining that they resulted from a nuclear explosion.

Quote: “There are those of us in this world who have power. Some use it to harm, to destroy, to repress, to exploit. But some of us are going to use it to make the world a better place.”

Powers/Tactics: Sunburst is one of the most powerful energy projectors in the Champions Universe — when he really pushes himself, he can emit beams nearly as powerful as those of Dr. Destroyer or Firewing. But he lacks a certain diversity; basically he can only blast targets, or blind them. This limits his combat options considerably, but fortunately he can usually rely on (a) raw power, and (b) his loyal followers (Helios, Nuke, Phaze, and Radium) to assist him.

Sunburst's long-term goal is world conquest, with the supposed aim of improving the world for everyone by running it the way it should be run. He knows this won't happen overnight, and that he's going to have to do a lot of things he doesn't care for — committing crimes, for example — to achieve his goals, but in the end it will all be for the best.

Resources: Sunburst is relatively new to the master villain scene, and doesn't have the skills to quickly amass a fortune or construct hidden bases, so his resources are slight compared to, say, Dr. Destroyer, Teleios, or Mechanon. But that's not to say they're non-existent. He has a network of small but well-designed bases, most in the

central or northwestern United States. Through various covert identities he's made contact with many people in civilian and government life who support “his” causes, and they feed him all sorts of useful information. It wouldn't take much for him to vault into the ranks of the Omega-level supervillains — it's just a matter of waiting for the right opportunity.

Campaign Use: Sunburst offers a slight twist on the standard “master villain.” Assuming they believe his stated aim of making the world a better place to live, heroes might be willing to work with him on occasion to oppose greater threats (like Dr. Destroyer or Istvatha V'han), to stop natural disasters, and so forth. They might even be able to reform him so that his goals are genuine through and through, but that's likely to take a *lot* of time and effort.

Sunburst should be one of the most powerful, if not *the* most powerful, energy projectors in your campaign setting (at least based on personal power; some technology-oriented villains might exceed him). If he doesn't qualify right now, increase the size of his Multipower reserve and attacks until he does. (However, that doesn't necessarily mean he should be able to take on an entire hero team by himself and win; he's tough, but not *that* tough.) You could also expand the versatility of his powers, giving him some NNDs, Drains, Entangles, and other attacks so he has more combat options. To weaken him, reduce his SPD to 5-6 and start trimming DCs off his attacks until he fits your campaign framework better.

Associates, Allies, And Adversaries: Sunburst doesn't get along particularly well with most supervillains; he scorns them as selfish fools compared to someone as altruistic and noble-minded as himself.

Ever since Sunburst “stole” Radium away from the Ultimates, he and his team have had an intensely antagonistic relationship with the Ultimates; on the other hand, he tries to maintain cordial relations with Armadillo (even hiring him on occasion) in the hopes of recruiting him someday. (He'll do the same with Gigaton if he ever realizes the leader of the Destroyers is a Project Sunburst survivor.)

Sunburst also hates VIPER, and vice-versa. He's made repeated public statements criticizing the organization for its criminal and terrorist conduct, and even helped heroes fight it on occasion. In response VIPER's put out a generous bounty on him and his followers.

Appearance: Sunburst is 6'0” white man with an athletic body. His costume is a red bodystocking with gold boots, belt, gloves, shoulder pads, and mask flares on his half-face mask. His chest emblem is a white “sunburst” symbol that's large enough to cover most of his chest. He also wears a gold cape; he likes the way it billows majestically in the wind.



SUNBURST

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
30	DEX	40	15-	
30	CON	20	15-	
15	INT	5	12-	PER Roll 12-
18	EGO	8	13-	
30	PRE	20	15-	PRE Attack: 6d6
10	OCV	35		
10	DCV	35		
3	OMCV	0		
6	DMCV	9		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
30	PD	28		Total: 30 PD (30 rPD)
40	ED	38		Total: 40 ED (40 rED)
20	REC	16		
150	END	26		
15	BODY	5		
50	STUN	15		Total Characteristics Cost: 370

Movement: Running: 12m
Flight: 50m

Cost	Powers	END
105	Sunblasts: Multipower, 105-point reserve	
10f	1) Standard Sunblast: Blast 20d6	10
10f	2) Easy Sunblast: Blast 14d6 Reduced Endurance (0 END; +½)	0
10f	3) Burning Sunblast: Blast 16d6 Armor Piercing (+¼)	10
10f	4) Pulsed Sunblast: Blast 14d6 Autofire (5 shots; +½)	10
10f	5) Standard Sunburst: Blast 14d6 Area Of Effect (30m Radius Explosion; +½)	10
10f	6) Controlled Sunburst: Blast 16d6 Area Of Effect (1m Radius; +¼)	10
10f	7) Blinding Sunblast: Sight Group Flash 20d6	10
10f	8) Blinding Sunburst: Sight Group Flash 14d6 Area Of Effect (30m Radius Explosion; +½)	10
7	Mega-Sunblast: Blast +6d6 (adds to Standard Sunblast) Increased Endurance Cost (x5 END; -2), Only When Pushing Standard Sunblast (-1)	15

35	Sunburst Field: Resistant (+½) for 30 PD/40 ED	0
30	Sunburst Field: Physical and Energy Damage Reduction, Resistant, 25%	0
25	Sun-Infused Eyes: Sight Group Flash Defense (20 points) Hardened (+¼)	0
20	Sun-Infused Mind: Mental Defense (20 points)	0
15	Sun-Infused Body: Power Defense (15 points)	0
35	Sun-Infused Body: Life Support: Total	0
90	Sunburst Flight: Flight 50m, x8 Noncombat Reduced Endurance (0 END; +½)	0
24	Sunburst Sensory Pulses: Radar (Radio Group), Increased Arc Of Perception (360 Degrees), Telescopic (+8 versus Range Modifier)	0
22	Perceive Energy Patterns: Detect Energy (no Sense Group), Discriminatory, Analyze, Range, Sense	0

Skills

30	+6 with Sunblasts Multipower
1	Computer Programming 8-
1	Electronics 8-
2	KS: The Superhuman World 11-
1	KS: The US Army 8-
1	Mechanics 8-
3	Oratory 15-
3	Persuasion 15-
1	PS: Soldier 8-
3	Stealth 15-
1	Systems Operation 8-
2	WF: Small Arms

Total Powers & Skills Cost: 518

Total Cost: 907

400 Matching Complications (75)

5	Distinctive Features: unique Geiger counter signature (Not Concealable, Noticed And Recognizable, Detectable Only By Unusual Senses)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: US Government (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Megalomania; Wants To Take Over The World (Very Common, Strong)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
15	Social Complication: Secret Identity (Randall McFadden) (Frequently, Major)

Total Complications Points: 75

Experience Points: 507

PROJECT SUNBURST

On an ironic whim, Sunburst named his group of followers “Project Sunburst” after the government experiment that gave them all superpowers. For now there are just four of them, but if any other survivors of the nuclear blast awaken with superhuman abilities, Sunburst is sure to try to recruit them. (To Sunburst’s way of thinking, all the “children” of Project Sunburst are intended to be his loyal followers.)

HELIOS

Background/History: Roberto Hernandez grew up a nobody in a nothing town in the middle of nowhere, Puerto Rico. After high school he joined the US Army and became just another lackluster private. Volunteering for some wargames looked like a fun way to earn some points with the brass, so he signed up.

That turned out to be the best dumb-luck decision he ever made. The “wargames” were actually Project Sunburst, and Roy was one of the fortunate few who were... changed... by the experience instead of killed. The next thing he remembered after the bright flash of light from the explosion was the man he came to know as Sunburst waking him up and explaining the situation to him. He agreed to join Sunburst’s “crusade” and was given the codename *Helios* to go with his new superpowers.

Personality/Motivation: Helios isn’t a complex individual (in fact, some people would call him simple, though that’s an unfair and inaccurate characterization). He figures the supervillain thing is the biggest break he ever had, and it can’t last forever. So he’s out for everything he can get as long as it lasts. Money, fast cars, lots of women, the best food — if it’s fun, exciting, or expensive, he wants it. What he doesn’t spend from the money he brings in as part of project Sunburst he carefully salts away in foreign bank accounts, mason jars full of \$100 bills that he buries in out-of-the-way locations, and other hiding places. Now that he’s tasted the good life, he doesn’t *ever* want to give it up, so he’s planning for the inevitable rainy days ahead.

Quote: “*This one’s a scorcher!*”

Powers/Tactics: Helios is often seen as a “junior-grade Sunburst,” and in some ways that’s a fair description — they have similar energy projection powers, though Helios’s are definitely weaker. The main difference between them is that Helios’s control of light and heat gives him greater versatility; he has powers like RKA and NND Blast that Sunburst lacks. Thus he makes a good “combat partner” for his leader; Sunburst can weaken his enemies with raw power, while Helios cleans them up with any one of a variety of attacks.

A “Helios energy field” (as he calls it) suffuses and surrounds Helios’s body at all times. He can manipulate this field for several effects. First, it protects him from harm. Second, it allows him to fly. Third, he can make it glow so intensely that it blinds everyone near him as effectively as pitch-black darkness. On the downside, he *always* glows, just a little, which makes it impossible for him to be stealth or sneaky in many situations, and prevents him from maintaining any sort of “civilian” life. This social hindrance chafes at him at times; he and Radium have become good friends due to their shared “handicap.”

Campaign Use: Helios is a natural follower type — he’s happier with someone telling him what to do than taking initiative himself — so he fits into Sunburst’s group and plans well. But it’s possible someone could make him start to think there might be something better for him out there, creating a chink in Sunburst’s armor. His interest in “planning ahead” shows that he’s not as dimwitted as most people tend to think he is.

To make Helios more powerful, increase his SPD to 6 and/or give him more offensive powers. The easiest way to do this is to expand the scope of his superhuman abilities to cover fire as well as just heat, which opens up all sorts of possibilities for new attacks. To weaken him, remove his Combat Skill Levels and trim his Multipower reserve and slots down to 60 Active Points.

Appearance: Helios is a 5’7” tall male of Puerto Rican ancestry with an average build. As a result of the Project Sunburst exposure to radiation that gave him his powers, he’s lost all the hair on his head, and most of the hair elsewhere on his body as well. His costume is a featureless gold bodysuit that covers his entire body (including his head/face, with just two eyeholes).

HELIOS FACTS

Here are some facts characters and NPCs might know about Helios if they succeed with an appropriate Skill Roll:

N/R: Helios is an energy projector who’s one of Sunburst’s followers; his powers involve manipulation of heat and light.

K/R: His control over pure heat is subtle enough that he can melt objects, make metal items too hot to hold safely, and so on.

-2: Helios is always surrounded by a glowing energy field, making it impossible for him to be stealthy in most situations. On the other hand, he can intensify this field to protect himself, fly, or blind people near him.

-6: Helios is of Puerto Rican ancestry, based on his accent, speech patterns, and skin tone.

-10: His Secret Identity is Roberto Hernandez; he got his powers from a secret government program called Project Sunburst that was intended to test soldiers’ ability to survive a nuclear war.

HELIOS

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
24	DEX	28	14-	
23	CON	13	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 23 PD (15 rPD)
10	ED	8		Total: 35 ED (25 rED)
12	REC	8		
70	END	10		
13	BODY	3		
40	STUN	10		

Total Characteristics Cost: 184

Movement: Running: 12m
Flight: 40m

Cost Powers

Cost	Powers	END
75	Power Over Light And Heat: Multipower, 75-point reserve	
7f	1) Light Blast: Blast 12d6 Reduced Endurance (½ END; +¼)	3
7f	2) Laser Blast: RKA 4d6 Reduced Endurance (½ END; +¼)	3
7f	3) Withering Heat: Blast 6d6 NND (defense is Life Support [Safe Environment: Intense Heat] or fire/heat powers; +1), Reduced Endurance (½ END; +¼)	3
7f	4) Blinding Blast: Sight Group Flash 12d6 Reduced Endurance (½ END; +¼)	3
5f	5) Blinding Burst: Sight Group Flash 10d6 Area Of Effect (8m Radius; +½); No Range (-½)	7
7f	6) Flare Blast: Blast 10d6 plus Sight Group Flash 5d6	7
6f	7) Melting Beam: RKA 2d6 Constant (+½), Penetrating (+½)	6
1f	8) Heating Beam: RKA ½d6 Area Of Effect (Surface of any object up to human size; +¼), Constant (+½); Only Works On Metallic Objects (-½)	2
47	Lightfield: Darkness to Sight Group 8m radius Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½)	0
60	Energy Shield: Resistant Protection (15 PD/25 ED)	0
60	Energy Flight: Flight 40m Reduced Endurance (0 END; +½)	0
2	Irradiated Form: Life Support (Safe Environment: High Radiation)	0

END

3

3

3

3

7

7

6

2

0

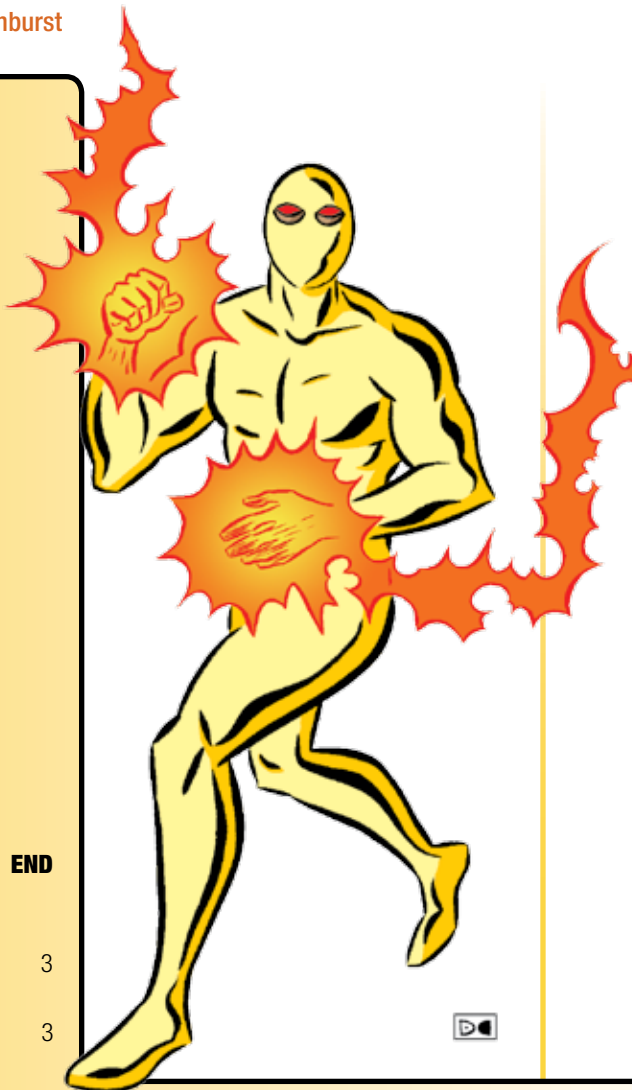
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Total Complications Points: 75

Experience Points: 99



Skills

20	+4 with Power Over Light And Heat Multipower
1	AK: Puerto Rico 8-
2	Language: English (fluent conversation; Spanish is Native)
1	PS: Soldier 8-
Total Powers & Skills Cost: 315	
Total Cost: 499	
400 Matching Complications (75)	
5	Distinctive Features: unique Geiger counter signature (Not Concealable, Noticed And Recognizable, Detectable Only By Unusual Senses)
10	Physical Complication: glows constantly, can't be stealthy in most situations (Infrequently, Slightly Impairing)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: US Government (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Loyal Follower Of Sunburst (Common, Strong)
15	Psychological Complication: Out For All He Can Get (Common, Strong)
15	Social Complication: Secret Identity (Roberto Hernandez) (Frequently, Major)

NUKE

Background/History: Roy Wilson was a top-notch football player in high school — top-notch for his hometown, that is. He was good enough to get a scholarship to a small university, but he didn't have what it took in the brain matter department to keep up his grades, and eventually he lost the scholarship and had to leave school. His dream of getting to the NFL was dashed... even if he'd really been good enough to play in the pros, which he had to admit to himself he wasn't.

After working some odd jobs, Roy joined the Army. In basic training he met a guy named Tim Colton, and the two became fast friends. When Colton signed up to participate in some “wargames” for extra pay, Roy did too. And just like Colton, Roy survived what turned out to be a covert experiment involving a nuclear explosion.

Over his years in the Crypt, Roy's body remained as radioactive as the day he was brought in — he had to have a specially-shielded room so he didn't contaminate the workers or the other “patients.” In fact, over time his radiation levels grew. When Sunburst awakened, he sensed this blossoming power and knew what it meant. He brought Roy Wilson back to the living and gave him a new purpose and new name: Nuke.

Personality/Motivation: Aside from his loyalty to the man who “rescued” him from a coma and the Crypt, Nuke's main motivation is to prove that he's “good enough.” He spent his early life striving to become a pro football player even though it eventually became apparent he didn't have what it took — subconsciously he refused to admit defeat and kept plugging away despite the fact that he knew in his heart of hearts it wouldn't work. He brings the same attitude to being a superhuman. He's not the biggest, toughest, or strongest “brick” in the Superhuman World, nor the most powerful energy projector, but he refuses to knuckle under or admit defeat. He'll keep trying to show that he's better than whoever he's fighting until he's stone cold unconscious.

NUKE FACTS

Here are some facts characters and NPCs might know about Nuke if they succeed with an appropriate Skill Roll:

N/R: Nuke has radiation powers and is also superhumanly strong.

K/R: Nuke's most devastating power is a “Nuke Blast” that inflicts tremendous damage over a large area.

-2: Nuke has a natural gift for tactics and often serves as Project Sunburst's “combat leader” in the field.

-10: His Secret Identity is Roy Wilson; he got his powers from a secret government program called Project Sunburst that was intended to test soldiers' ability to survive a nuclear war.

Quote: “I've got the power of a nuclear bomb packed inside me, pal — you think you can take it?”

Powers/Tactics: The Project Sunburst explosion somehow infused Nuke's body with radiation, making him superhumanly strong and tough. The radiation emitted by his body can also form a “shield” that protects him, and that he can “turn up” so that it's strong enough to injure living beings he comes into contact with. Either of these uses irradiates the local environment, sometimes making it easy to track him. Nuke can also project blasts of radiation intense enough to hurt people or destroy objects. His deadliest attack is his “Nuke Blast,” which creates a tremendous explosion... but it's so tiring he can only do it once in any given battle.

Nuke has proven to have a good head for small unit tactics, even though he has no formal training in that field; Sunburst has learned to defer to his tactical advice on most occasions. Nuke's found out he can to work particularly well with Phaze; the two of them often team up to take on a specific target.

Campaign Use: Nuke represents potential for growth, in two ways. First, his own powers haven't fully settled down; he could easily become much stronger and tougher, and perhaps develop other radiation projection powers as well. Second, “radiation accidents” caused by his powers could swell the ranks of Sunburst's followers to whatever you need them to be, or just spin off other villains for your campaign.

Nuke stays in touch with his old friend Tim Colton, who's now Gigaton — something neither Sunburst nor Dr. Destroyer is aware of.

Nuke's desire to prove that he's “the best” makes him a good candidate for a Rivalry with a PC, or perhaps even a Hunted. If you want this to be a serious competition, make sure he's a good match for the PC; if you want to play it for laughs, he should be significantly (if not ridiculously) underpowered compared to his Rival.

To make Nuke tougher, increase his STR to 60 and his CON to 40. Taking the Increased Endurance Cost off his Nuke Blast would allow him to use that more often, a significant increase in his power. To weaken him, reduce his STR to 40 and CON to 25.

Appearance: Nuke is a huge brute of a man, 6'4” tall and immensely muscled. He's totally bald, and there's a faint greenish glow around him from the radiation his body emits. His “costume” is a pair of military fatigue pants and combat boots; he goes shirtless and doesn't wear gloves or a mask.

NUKE

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
20	DEX	20	13-	
30	CON	20	15-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
20	PD	18		Total: 40 PD (20 rPD)
20	ED	18		Total: 40 ED (20 rED)
16	REC	12		
60	END	8		
20	BODY	10		
60	STUN	20		Total Characteristics Cost: 246

Movement: Running: 12m
Leaping: 40m

Cost Powers

Cost	Powers	END
48	Radiation Blast: Blast 12d6 Unified Power (-¼)	6
157	Nuke Blast: Blast 20d6 Area Of Effect (160m Radius Explosion; +1¼), Double Knockback (+½); Increased Endurance Cost (x2 END; -½), Unified Power (-¼)	54
34	Deadly Radiation: RKA 4d6 Only Works On Living Beings (-½), Unified Power (-¼)	6
36	Radiation Sickness: Drain CON and STUN 3d6 Expanded Effect (two Characteristic simultaneously; +½); Unified Power (-¼)	4
38	Radiation Field: RKA 1d6 NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1), Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Area Of Effect (1m Radius; +¼), Reduced Endurance (0 END; +½); Only Works On Living Beings (-½), Side Effects (irradiates environ- ment, always occurs; -0), Unified Power (-¼)	0
50	Radiation Shield: Resistant Protection (20 PD/20 ED/10 Power Defense) Costs Half Endurance (-¼), Side Effects (irradiates environment, always occurs; -0), Unified Power (-¼)	3
10	Strong Legs: Leaping +20m (40m forward, 20m upward)	1
2	Irradiated Form: Life Support (Safe Environment: High Radiation)	0

Perks

2 Contact: Gigaton 8- (significant Contacts of his own)

Skills

12	+4 with Radiation Blast, Deadly Radiation, and Radiation Sickness
16	+2 HTH
3	Climbing 13-
2	KS: Football 11-
2	PS: Play Football 11-
1	PS: Soldier 8-
1	Tactics 8-
3	Teamwork 13-

Total Powers & Skills Cost: 417

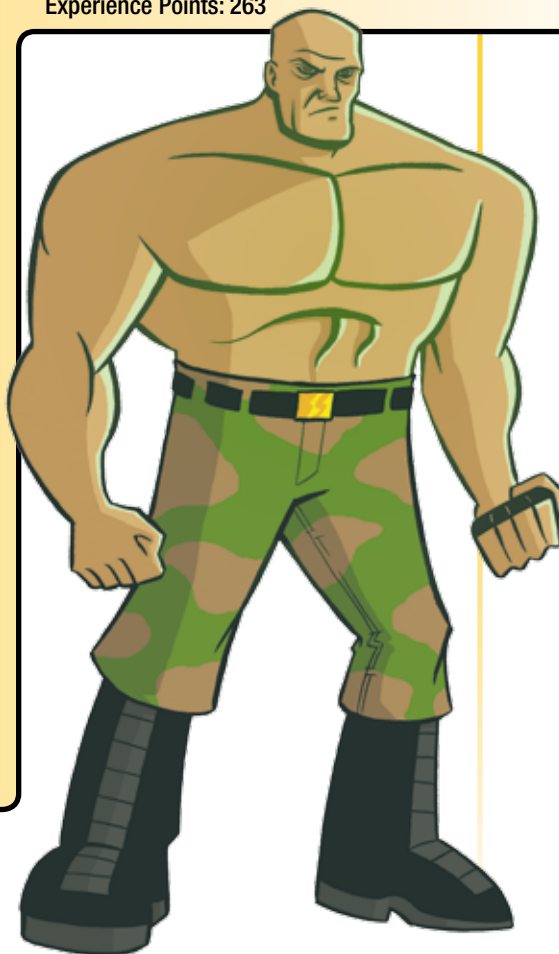
Total Cost: 663

400 Matching Complications (75)

5	Distinctive Features: unique Geiger counter signature (Not Concealable, Noticed And Recognizable, Detect- able Only By Unusual Senses)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: US Government (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Loyal Follower Of Sunburst (Common, Strong)
15	Psychological Complication: Out To Prove He's The Best (Common, Strong)
15	Social Complication: Secret Identity (Roy Wilson) (Frequently, Major)

Total Complications Points: 75

Experience Points: 263



PHAZE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
21	DEX	22	13-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	PD	8		Total: 10 PD (0 rPD)
10	ED	8		Total: 10 ED (0 rED)
7	REC	3		
40	END	4		
13	BODY	3		
32	STUN	6		Total Characteristics Cost: 147

Movement: Running: 12m

Cost Powers **END**

50	Personal Density Control Power: Endurance Reserve (160 END, 15 REC)	0
26	Heightened Density: Density Increase (25,000 kg mass, +40 STR, +8 PD/ED, -16m KB) Unified Power (-¼)	4
32	Intangibility: Desolidification (affected by force, gravitational, or magnetic attacks) Unified Power (-¼)	4
118	Personal Density Control Attacks: Multipower, 147-point reserve All Linked (-½)	
3f	1) Super-Dense Fists: HA +9d6 Hand-To-Hand Attack (-¼), Linked (to DI; -½)	4
8f	2) Disrupt Electronics: Dispel Electronic Device 14d6 14 Variable Effect (any Electronic Device power one at a time; +½), Affects Physical World (+2); No Range (-½), Linked (to Desolidification; -¼)	14
5f	3) Disrupt Biological Systems: Blast 4d6 8 NND (defense is PD Resistant Protection defined as a force-field or the like; +1), Affects Physical World (+2); No Range (-½), Linked (to Desolidification; -¼)	8
41	Crush You!: Blast 10d6 0 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½); Linked (to DI; -¼), Only To Inflict Crushing Damage (see text; -1½)	0
17	Intangible Form: Power Defense (25 points) 0 Linked (to Desolidification; -½)	0
17	Intangible Mind: Mental Defense (25 points) 0 Linked (to Desolidification; -½)	0
8	Walking On Air: Flight 12m (12 Active Points) 0 Linked (to Desolidification; -½)	0

PHAZE FACTS

Here are some facts characters and NPCs might know about Phaze if they succeed with an appropriate Skill Roll:

N/R: Phaze is one of Sunburst's followers; he has the power to control his own density.

K/R: Phaze's control over his own density is precise enough that he can "walk on air" or cause pain by passing his hand through a living being when intangible.

-4: Phaze has some scientific or technical training and serves as Sunburst's "technology specialist."

-10: His Secret Identity is Delon Russell; he got his powers from a secret government program called Project Sunburst that was intended to test soldiers' ability to survive a nuclear war.

11	Blink Intangibility: +6 DCV 3 Costs Endurance (-½), Does Not Work While Density Increase Or Desolidification Are Active (-1), Does Not Work Against Affects Desolidified Attacks (-¼)	3
2	Irradiated Form: Life Support (Safe Environment: High Radiation) 0	0
Skills		
3	Computer Programming 12-	
3	Electronics 12-	
1	SS: Biology 8-	
1	SS: Chemistry 8-	
2	SS: Physics 11-	
3	Stealth 13-	
3	Systems Operation 12-	
3	Teamwork 13-	
Total Powers & Skills Cost: 357		
Total Cost: 504		
400 Matching Complications (75)		
5	Distinctive Features: unique Geiger counter signature (Not Concealable, Noticed And Recognizable, Detectable Only By Unusual Senses)	
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)	
20	Hunted: US Government (Infrequently, Mo Pow, NCI, Capture)	
15	Psychological Complication: Loyal Follower Of Sunburst (Common, Strong)	
15	Psychological Complication: Wants To Make The World A Better Place (Common, Strong)	
15	Social Complication: Secret Identity (Delon Russell) (Frequently, Major)	
Total Complications Points: 75		
Experience Points: 104		

PHAZE

Background/History: Delon Russell grew up poor in the projects of Chicago, but that never stopped him. He had a sharp mind and a mother who cared, and as a result he did well in school despite the pressures of the world around him to give up, drop out, stop caring. He developed an interest in physics early on and decided to become a scientist. Since his family couldn't afford to pay for college and his scholarships only covered about half of his tuition, he joined ROTC so the military would cover the rest...

...but of course that meant going into the Army when he graduated. To his surprise he found he enjoyed it; the regimented nature of military life, even among the Army's research scientists, suited him. But then one day he found himself assigned to something called "Project Sunburst." When he realized what it was he raised repeated objections, but the commanders in charge of the work ignored his ethical concerns and ordered him to go on working.

Finally Russell couldn't take it anymore and threatened to blow the whistle if his commanders insisted on going ahead with the planned "wargames" they were using to test the Project's theories. In response the renegade generals in charge of the Project arranged to have him drugged, dressed as a soldier, and placed out on the field with the other "volunteers." Russell didn't even wake up to witness the nuclear blast.

To the generals' annoyance, Russell wasn't one of the Project's casualties. His body remained in the Crypt for years, comatose but never deteriorating. It sometimes underwent odd weight fluctuations that the personnel in charge of the Crypt couldn't explain. When Sunburst came back to life, he could sense the power flowing through the man he soon named *Phaze* and used his own power to awaken him and take him outside so they could begin the work of *truly* improving the world.

Personality/Motivation: Unlike Sunburst's other followers, Phaze genuinely believes in Sunburst's stated agenda of "we should make the world a better place." That's all Phaze has ever wanted to do, improve humanity's lot here on Planet Earth, and he's happy to have found someone who both shares his goal and has the power to do something about it. Only his overwhelming loyalty to Sunburst has blinded him to the fact that the group, overall, is *not* doing anything truly good for people, that it's *not* helping anyone... and that in fact it causes a lot of harm and that Sunburst himself is incredibly dangerous.

Quote: "Can't hurt what you can't touch!"

Powers/Tactics: Phaze has the power to control his body's density, making it anything from intangible to so massive he weighs 25 tons. Although he can deliver devastating punches with his super-dense fists, he tends to spend more time intangible because that (a) makes it much harder to hurt him (he has relatively low defenses, and no Resistant Defense), and (b) lets him use other powers, like the ability to disrupt electronic or biological systems by passing a semi-solid hand through them. While intangible he can also "fly" by walking on the air.

One of Phaze's favorite tactics is to become ultra-dense while standing on someone. This pins them (*i.e.*, it's a special effect of his *Grab Combat Maneuver*) and then lets him inflict crushing damage on each of his Phases. On the other hand, it leaves him vulnerable to counterattack, since he can't move or Desolidify.

Despite the fact that they don't have much in common, Phaze and Nuke get along well, both on and off the battlefield. In combat they fight together superbly; one of their favorite maneuvers is for Nuke to "fastball special" Phaze while he's at normal density, then just as he's about to hit the target Phaze ramps up his mass to superhuman levels.

Phaze serves as Sunburst's technology expert. He advises Sunburst on interesting new technologies, helps the group steal high-tech gadgets Sunburst thinks they need, and stockpiles tech that will one day help Sunburst transform the world. He stays on top of developments in fields like alternative energy research, robotics, and environmental engineering.

Campaign Use: Phaze is a weak link in the Sunburst organization. He's really of heroic rather than villainous bent, and whenever he finally realizes what Sunburst is really like he'll probably defect. He'd be far better suited to working at the Goodman Institute or as a member of a hero team than as one of Sunburst's lackeys.

To make Phaze tougher, give him more defensive powers Linked to both of his states of density — his lack of extra PD and ED, particularly Resistant, is a major Achilles's heel for him right now. You could give him a small Gadget VPP to represent his technical expertise, too (and perhaps let him build a force-field belt using that). To weaken him, reduce his SPD to 4 and trim his Power and Mental Defense down to about 10 points each.

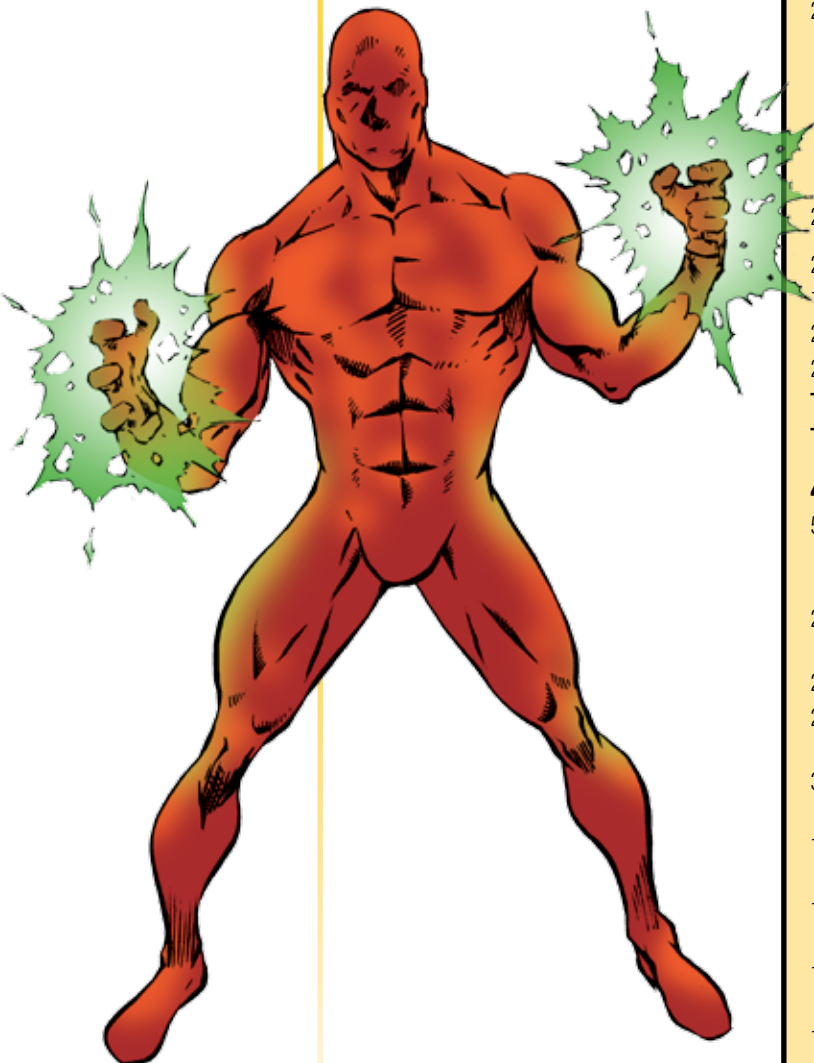
Appearance: Phaze is a 5'10" tall, athletic-looking black male with closely-trimmed hair. His costume is primarily dull purple, but has flared boots, flared gloves, wide belt, and shoulder flares in gold. His mask is dull purple; it's a piece of cloth that covers from his eyebrows down and is allowed to hang loose.



RADIUM

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
23	DEX	26	14-	
23	CON	13	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	PD	4		Total: 18 PD (12 rPD)
12	ED	10		Total: 24 ED (12 rED)
12	REC	8		
65	END	9		
10	BODY	0		
40	STUN	10		Total Characteristics Cost: 170

Movement: Running: 12m



Cost	Powers	END
60	Radiation Powers: Multipower, 60-point reserve	
6f	1) Radiation Blast I: Blast 12d6	6
5f	2) Radiation Blast II: Blast 8d6 plus: Drain CON 2d6 Linked (-½)	6
6f	3) Radiation Blast III: Blast 6d6 NND (defense is LS [Safe Environment: High Radiation]; +1)	6
6f	4) Withering Radiation: Drain CON 6d6	6
6	Heavy Radiation Blast: Blast +4d6 (adds to Radiation Blast I) Extra Time (Full Phase; -½), Increased Endurance Cost (x5 END; -2)	10
25	Intensely Radioactive: Drain CON 1d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼)	0
24	Armored Costume: Resistant Protection (12 PD/12 ED) 0 OIF (-½)	0
60	Quasi-Energy Form: Physical and Energy Damage Reduction, Resistant, 50%	0
23	Quasi-Energy Form: Life Support (Self-Contained Breathing, Diminished Eating: no need to eat, Diminished Sleep: only has to sleep eight hours per week, Safe Environments: High Radiation, High Pressure, Intense Cold, Intense Heat, Low Pressure/Vacuum)	0

Skills

20	+4 with Radiation Powers Multipower
2	KS: Movies 11-
1	KS: The Superhuman World 8-
2	KS: Television 11-
2	PS: US Soldier 11-

Total Powers & Skills Cost: 248

Total Cost: 418

400 Matching Complications (75)

5	Distinctive Features: unique Geiger counter signature (Not Concealable, Noticed And Recognizable, Detectable Only By Unusual Senses)
20	Enraged: if teased or taunted about his condition (Common), go 11-, recover 11-
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
30	Physical Complication: Mute (All The Time, Greatly Impairing)
15	Psychological Complication: Vindictive (Common, Strong)
10	Psychological Complication: Hates People Who Talk A Lot (Common, Moderate)
15	Social Complication: Secret Identity (Jason Matthews) (Frequently, Major)
10	Susceptibility: to taking BODY, 1d6 damage instantly (Common)

Total Complications Points: 75

Experience Points: 18

RADIUM

Background/History: In 1994, Jason Matthews, a private in the US Army, volunteered for a “wargame” called Project Sunburst so he could earn some extra pay. In fact, the unscrupulous generals running the “wargame” were actually conducting an experiment to evaluate the effects of nuclear war on the average soldier. Matthews lined up for the wargame preparations like everyone else, and suddenly saw a bright light off in the distance. As the light got closer, he passed out.

He woke up, days later, in a secured military hospital. Something had happened to him; he couldn’t talk! The doctors explained to him that he’d been subjected to a minor nuclear blast, and that the radiation had somehow burned out his vocal chords. They were conducting tests to find out if there were any other effects.

Matthews soon discovered he was one of the lucky ones. All around him, dozens of other Sunburst test subjects were slowly and painfully dying of radiation sickness. But he began to feel better and better — more energetic, more alive, than ever before. Then came the day when the doctors realized he was *emitting* radiation... enormous amounts of it, through some biologically-controlled process. To keep themselves safe from him, they designed a containment suit he had to wear night and day. He didn’t like that very much.

Further tests determined that he could actually project bursts of radiation on command, causing damage to both living and unliving matter. He kept practicing, and soon developed other abilities. Now he knew the Army would never let him go; it’d make him one of its pet superheroes. He liked that even less.

One night, Matthews was awakened by a strange figure in an armored costume. “Do you want to get out of here?” the person asked him.

Matthews frantically nodded his head and gestured toward the door.

“There’s a lot of security between here and the outside world. If I take a chance on you, will you work for me? I can design a better suit for you, help you cope with your condition — and make you rich.”

“Rich” sounded good. Rich he liked. He nodded again. A half an hour and a lot of glued-up soldiers later, Binder led him to a waiting vehicle and they sped off into the night. Soon Radium was a full-fledged member of the Ultimates.

Radium spent years with the Ultimates. It was a good life, but he was never entirely content. His condition isolated him from the rest of humanity, and that included his teammates. Plus, they all talked So. Damn. Much. But he felt he didn’t really have any other options, so he stuck with them...

...until the day in 2008 when Sunburst contacted him. Amazed to learn he wasn’t the only survivor of Project Sunburst, he was flattered by Sunburst’s offer to join his team and “make the world a better place while becoming rich and powerful,” but he was hesitant because of the genuine gratitude he felt to Binder for rescuing him. What clinched the deal was the realization that since all the other members of Project Sunburst were immune to radiation, *he didn’t have to wear his containment suit all the time*. That did the trick. Within a few days he was a part of Project Sunburst.

Personality/Motivation: Radium used to be very bitter and angry about his condition. The radiation he emitted was so dangerous to other people that he had to wear his containment suit nearly every minute of the day — even when he slept — and that effectively cut him off from normal human interaction with other people. And on top of that, he couldn’t even talk to them! The result was that Radium became vindictive and cruel, taking out his frustrations on other people at the slightest opportunity.

Since joining Project Sunburst, Radium has mellowed out a lot. As long as only his teammates are around and they’re at an isolated enough hideout that there’s no chance his unusual Geiger counter signature will somehow alert the authorities to their presence, Sunburst lets him take off the suit and wear normal clothes. After so many years in the suit, it’s a treat better than any amount of money.

Since he can’t talk himself, Radium despises people who talk too much, particularly if they don’t really have anything useful to say. He’ll gladly shut them up... permanently.

Although he’s glad to help out with Sunburst’s missions, beyond that Radium doesn’t have much ambition or drive. He spends most of his time watching TV and rented movies. Nuke, whose powers also set him apart from normal people to some degree, often joins him. Best of all, he keeps his mouth shut most of the time.

Quote: None. Radium cannot speak. He communicates through gestures, writing, and the occasional grunt.

Powers/Tactics: The Project Sunburst experiment bombarded Radium’s body with high-intensity radiation, which for unknown reasons his body somehow “metabolized.” Radium’s flesh is actually part-energy now, which makes him unusually resistant to energy damage and protects him from other forms of harm (he no longer needs to breathe or eat, for example). In addition to his body’s ambient radiation (which temporarily sickens anyone who touches him), he can emit destructive blasts of pure radioactive energy.

Radium has to wear his containment suit at all times. If his suit is removed or significantly damaged, increase his *Intensely Radioactive* power to a Drain CON 2d6, and make it affect a 4m radius around him, until he can replace the suit. Even worse, if he is reduced to 0 BODY by physical or energy attacks, there's a danger he will explode. For each Turn he's at 0 BODY, the GM should roll 11- on 3d6, with a -1 to the roll for every 2 BODY below zero. If the roll fails, Radium explodes, which kills him and inflicts an RKA 10d6, Explosion (-1 DC/8m) on the area around him.

In battle, Radium usually focuses on enemy energy projectors, since he has so much protection from energy damage. If his normal Radiation Blast won't work, he can vary it so it causes sickness and weakness, or temporarily boost its power.

Campaign Use: See introductory text for general information. If Radium is too strong for your campaign, reduce his Multipower to a 50 Active Point reserve, get rid of the Heavy Radiation Blast, and/or decrease his Damage Reduction to 25%. If he's not quite tough enough, boost the Multipower to a 75 Active Point reserve, improve his Damage Shield, and/or increase his Damage Reduction to 75%.

Radium doesn't Hunt heroes; he just doesn't care that much. He'll do his job, and follow any orders Binder gives him, but left to his own devices he'll just go back to watching television.

Associates, Allies, And Adversaries: Radium is saddened to some extent by the hostility between Project Sunburst and the Ultimates. He still considers the members of the Ultimates friends, in his own way, and wishes they could understand that Project Sunburst is simply better for him. Unfortunately his muteness prevents him from explaining it.

Appearance: Radium wears a featureless skintight red containment suit that covers his entire body. When he uses his powers, they manifest with a sickly green light phenomenon.

RADIUM FACTS

Here are some facts characters and NPCs might know about Radium if they succeed with an appropriate Skill Roll:

N/R: Radium has powers of radiation control; he can emit powerful radiation blasts, and just touching him can weaken and sicken someone.

K/R: Radium used to be a member of the Ultimates, but joined Sunburst in 2008 or 2009.

-1: Radium's "defection" from the Ultimates has led to bad blood between that team and Sunburst and his followers.

-2: Radium has never been heard to speak; it's possible he's mute.

-10: His Secret Identity is Jason Matthews; he got his powers from a secret government program called Project Sunburst that was intended to test soldiers' ability to survive a nuclear war.

TAKOFANES, THE UNDYING LORD

Background/History: Seventy thousand years ago, when the world was far different in form and nature than it is today, was the Turakian Age. The greatest of the evil wizards of that time, a son of demons and adherent of the darkest gods, was Kal-Turak, Ravager of Men, who shaped the very lands to his whim and gave his name to the era. The unquestioned ruler of much of the Turakian world, he held sway over his subjects through vast magical power, and his shadow loomed over even those lands he did not rule.

Not even his death freed the Turakians from his grasp, for he returned from the tomb a sere lich, steeped in necromancy, more powerful than ever. In this form he called himself by a new name, *Takofanes* (tuh-KOFF-uh-neeZ), meaning in tongues even more ancient “he who holds the power of life and death in his hands.” His subjects called him the Undying Lord, and the King of the Throne of Human Ivory, for his Seat of Power was crafted from the bones of those who dared oppose him.

In time, the peoples of the world rose against Takofanes, and after long and fearsome battle cast him down and humbled him. But so great was his power that they could not slay him, so with their own magics the leaders of the free peoples bound him and buried him in a crypt far beneath the surface of the earth, where no pathways led.

So terrible was the battle against Takofanes that the arcane forces unleashed by both sides reshaped the world, causing cataclysms in which continents fell and rose, mountains were reduced to plains, and seas shrank away to form new lands. But so deep was the Crypt of Undying Lord that he slumbered on, fettered by potent magics. Other cataclysms of the world the Crypt survived as well, but as the shape of the lands changed, it came closer, far closer, to the surface than those who crafted it ever intended.

In 1987, petroleum engineers in Oklahoma, drilling deep in search of oil, drilled through the Undying Lord’s Crypt, freeing him after tens of thousands of years. He awakened to a world far different from any he had ever known — one in which his powers, though strong, were weaker than once they had been. He slew his saviors with a casual gesture, then raised them up as the first of his servants in this new time. Sensing a great

concentration of power on the East Coast of the United States, he traveled that way by magic, killing all he encountered along the way. The first attempt America’s superheroes made to stop him led to the death of half a dozen of them; only a second, more concerted, effort stayed his march and drove him away. (See CU 115 for more information.) He vanished from the battlefield, only to reappear several times since in similar attempts to conquer or transform the world. His most recent attack, one of his most disturbing and devastating to date, was the 2009 “Blood Moon” incident in Millennium City, when he raised the spirits of the heroes slain in the Battle of Detroit to ravage the city, and simultaneously transformed many of the citizens into werewolves to serve him. The logic behind his actions remains inscrutable, but his aim — the conquest or destruction of mankind — is all too evident. No one knows where next he will appear, but only fools do not dread his coming.

Personality/Motivation: An undead necromancer and sorcerer of vast arcane power, Takofanes the Archlich cares only for the acquisition of power, both magical and temporal. People are little more to him than gnats to be swatted, or servants awaiting transformation into more worthy forms. If he were to succeed in conquering the world, the lot of humanity would be a vile and bitter one indeed. Moreso even than Dr. Destroyer, Dark Seraph, or Tyrannon, he represents pure, unalloyed Evil, with all that state entails.

Quote: “Thou and thy apeish kin will grovel at my feet, or be destroyed. So saith the Lord of the Throne and Crown, and so shall it be done.”

Powers/Tactics: Although the level of arcane energies in the modern world is less than it was during the Turakian Age, and so his spells are weaker too, Takofanes is still the most powerful wielder of magical energies in the world today, dwarfing even the likes of Dark Seraph or Dr. Yin Wu. With his magics he can devastate entire cities, slaughter armies, and raise the hosts of the dead to obey his every whim. His greatest powers lie in the arcana of Necromancy, but he can command virtually any type of magic imaginable.

In battle, the Undying Lord prefers to let his servants and pawns do all the work, taking a hand himself only if it's necessary or some foe threatens him directly. Then he strikes quickly and without mercy, using his powerful spells to strike his enemies down without a second thought. He often raises slain foes from the dead at once as a zombie or specter to serve his will — it is most fitting, after all, for those who dare to oppose him to strike back against their former comrades until the Archlich sees fit to slay them in turn.

Takofanes wields two powerful magic items, the Sceptre Of The Undying King (which his priests crafted for him back in Turakian times), and the Dragon Crown, forged by the demon-god Krim in ages ago. Both provide him with further magical abilities, or augment those he already possesses. Because the Crown is permanently attached to his head, and he can summon the Sceptre to himself with but a gesture, neither qualify as Foci. (For more on the Crown, see CU 115, 155-56.)



TAKOFANES THE ARCHLICH

Val Char Cost Roll Notes

30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	DEX	20	13-	
30	CON	20	15-	
30	INT	20	15-	PER Roll 15-
25	EGO	15	14-	
60	PRE	50	21-	PRE Attack: 12d6
10	OCV	35		
10	DCV	35		
10	OMCV	21		
10	DMCV	21		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
25	PD	23		Total: 25 PD (25 rPD)
25	ED	23		Total: 25 ED (25 rED)
20	REC	16		
80	END	12		
30	BODY	20		
80	STUN	30		

Total Characteristics Cost: 421

Movement:	Running:	12m
	Flight:	40m

Cost Powers

Cost	Powers	END
330	Darkest Sorcery: Variable Power Pool (Magic Pool), 150 Pool + 150 Control Cost Cosmic (+2); Only Magic (-¼)	var
317	Undead Creation: Summon up to 125 undead beings built on up to 800 Total Points each Expanded Class (any undead; +½), Slavishly Devoted (+1), Variable Summon (see Fantasy Hero, page 155; +¼), Reduced Endurance (0 END; +½); Extra Time (simple undead, like skeletons or zombies, require an ordinary Attack Action, more complex or powerful undead take longer; -0), Must Have Body Or Bones (-1)	0
125	Undead Command: Mind Control 20d6 Area Of Effect (20m Radius; +1), Reduced Endurance (0 END; +½); Only Versus Undead (-1)	0

125	The Sceptre Of The Undying King: Multipower, 125-point reserve	
12f	1) Hellfire Blast I: Blast 16d6 Reduced Endurance (0 END; +½)	0
12f	2) Hellfire Blast II: Blast 12d6 Area Of Effect (26m Radius Explosion; +½), Reduced Endurance (0 END; +½)	0
12f	3) Torments Of The Damned: Mental Blast 8d6 Reduced Endurance (0 END; +½)	0
12f	4) Thandaki's Spell Of Irresistible Paralysis: Entangle 5d6, 5 PD/5 ED Takes No Damage From Attacks (+1), Reduced Endurance (0 END; +½)	0
11f	5) Kal-Turak's Spell Of The Invisible Hand: Telekinesis (50 STR) Reduced Endurance (0 END; +½)	0
4f	6) Power Of Command: +60 PRE Only To Make Presence Attacks (-½)	0
30	The Dragon Crown: Aid Magic 6d6 Variable Effect (any one Magic power or spell at a time; +½), Delayed Return Rate (5 points per Minute; +1); Only Aid Self (-1), 4 Charges (-1)	[4]
25	Undying Form: Resistant (+½) for 25 PD/25 ED	0
120	Spells Of Protection: Physical and Energy Damage Reduction, Resistant, 75%	0
25	The Dragon Crown: Mental Defense (25 points)	0
20	Spells Of Protection: Power Defense (20 points)	0
60	Spells Of Protection: Knockback Resistance -60m	0
40	Undying Form: Life Support: Total (including Longevity: Immortality)	0
60	Spell Of Levitation: Flight 40m Reduced Endurance (0 END; +½)	0
47	Spell Of Awareness: Detect Physical Objects, Magic, and Living Souls 15- (no Sense Group), Discriminatory, Analyze, Range, Sense, Targeting	0

Perks

15	Money: Filthy Rich All the Followers, Vehicles, and Bases he could possibly need
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Talents

42	Danger Sense (sense, any area, any danger) 15-
20	Spell Of Comprehension: Universal Translator 15-

In battle, or when confronting others, Takofanes rarely moves or speaks. He simply hovers near the field of combat, or sits in his great Throne (which undead servitors often carry on a golden litter). Should he deign to raise a hand to oppose some hero, that would almost be a mark of favor, a sign that the Undying Lord must exert himself, however little, to defeat him.

The Archlich's magic is not like those of most other superpowered spellcasters. It's a darker and more primitive thing, born of ancient Turakian lore and his own pacts with demons and things still more foul — but no less powerful for its lack of flashiness or alliterative names.

Resources: Takofanes's resources are vast, though not technological like most other villains'. His servants are undead he has created, or demonic servitors summoned by his spells. They wield ancient weapons, sometimes enchanted, and ride in magical chariots pulled by beasts both strange and fell. When he must retreat, he uses

his magics to transport himself to pocket dimensions he created long ago, where none can find or harm him.

Campaign Use: Takofanes is the most powerful magical villain threatening the Champions Universe (save perhaps for Shadow Destroyer or Tyrannon the Conqueror). He's quite capable of conquering the world, and if he does so will reduce it to a place of darkness, misery, and torment where human beings are allowed to live only that they might breed more slaves for him.

Takofanes is still trying to grasp the nature of the modern world. It's very unlike the world he knew 70,000 years ago, and even in the days of the mightiest heroes of the Turakian Age he was never opposed by the likes of superhumans. His unfamiliarity with present-day Earth is one reason he's always suffered defeat. In time, as he adapts himself to the demands of the twenty-first century, he will become even more difficult to stop.

Skills

- 48 +4 Overall
- 2 Cryptography 15-; Translation Only (-½)
- 3 Deduction 15-
- 9 Inventor (Spell Research) 18-
- 33 Power: Magic 30-
- 4 WF: Common Melee Weapons, Common Missile Weapons
- 3 Scholar
- 12 1) KS: Arcane & Occult Lore 25-
- 12 2) KS: Demonology 25-
- 17 3) KS: Necromancy 30-
- 7 4) KS: Turakian Age History 20-
- 12 5) KS: Turakian Theurgy 25-

Total Powers & Skills Cost: 1,626

Total Cost: 2,047

400 Matching Complications (75)

- 25 **Distinctive Features:** Aura Of Utter Evil (Not Concealable; Causes Fear)
- 10 **Distinctive Features:** Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 **Hunted:** UNTIL (Frequently, As Pow, NCI, Capture/Kill)
- 0 **Hunted:** Trismegistus Council (Frequently, Less Pow, Watching)
- 25 **Psychological Complication:** Wishes To Kill Or Control Everyone On Earth (Very Common, Total)
- 30 **Susceptibility:** to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)
- 5 **Vulnerability:** 1½ x STUN from Holy attacks (Uncommon)

Total Complications Points: 75

Experience Points: 1,647



TAKOFANES FACTS

Here are some facts characters and NPCs might know about Takofanes if they succeed with an appropriate Skill Roll:

N/R: Takofanes is an immensely powerful undead sorcerer; his spells often involve death-magic or the creation of undead servants.

K/R: Takofanes first appeared in Oklahoma in 1987 and began moving eastward; he was eventually stopped, but at the cost of seven superheroes' lives. His attacks since then, up to and including the "Blood Moon" incident of Halloween 2009, have been similarly horrific, destructive, and deadly.

-1: While Takofanes's magic often involves Necromancy, there seems to be no limit to his arcane abilities, though he's never been known to cast spells involving "holy" or "light" magics.

-2: Takofanes wears the Dragon Crown, a malign artifact that may somehow be linked to, or associated with, the Crowns of Krim worn by Dark Seraph and his allies.

-6: Takofanes's unholy nature, form, and existence causes him to suffer pain when exposed to holy or sacred objects and places.

-10: Millennia ago, during an ancient, pre-cataclysmic era of Earth's history, Takofanes was an evil wizard who ruled the world for thousands of years.

If Takofanes needs to be more powerful to take on your group of PCs, increase his Characteristics (including SPD) appropriately, or give him more magic items or specific abilities outside his Darkest Sorcery VPP (e.g., a distinct demon-summoning power). To weaken him, reduce his Characteristics slightly, and replace his Variable Power Pool with a 120-point reserve Multipower that has ten or twelve slots.

Associates, Allies, And Adversaries: Takofanes has no interest in allying himself with anyone else; he stands alone, supreme, and all others must cower before him and worship him. Everyone in the world is but a servant, or a servant to be, and he makes no pacts with such worms.

Takofanes is particularly interested in the Crowns of Krim, the artifacts worn by Dark Seraph and his followers (see CV2). His Dragon Crown is the most powerful of the crowns created by the demon-god Krim, and will give him power over the other crowns if he performs certain lengthy rituals in their presence. Dark Seraph and his followers have been running from and opposing Takofanes for years; they neither want to lose their crowns nor come under the Undying Lord's control. They'd even assist heroes to fight Takofanes, though not openly unless they had no other alternative.

Appearance: The Undying Lord is a skeletal lich, with green flames burning in his eye sockets. He wears a scarlet kilt with a gold belt, and a scarlet cloak with a gold border on which are embroidered arcane runes in red; at times the runes seem to writhe, or change shape. On his head he wears the Dragon Crown, which looks like six golden dragons woven together to make a crown, with each of their upper bodies and heads standing up to form one of the tines. Each dragon has tiny rubies for eyes, and the one in front, much larger and more detailed than the others, holds a large emerald in its jaws.

EXAMPLE POWERS FOR DARKEST SORCERY VPP

Given the size and utility of Takofanes's VPP, you can easily create just about any magical power you can think of — often multiple ones simultaneously, without worrying about using a lot of Limitations. Here are a few example spells:

The Cantrip Of Gibbering Weakness: This spell weakens the target, both physically and mentally. Drain STR and INT 5d6, Expanded Effect (two Characteristics simultaneously; +½). Total cost: 75 points.

The Dark Lightnings Of Phaarkhem: This spell blasts an area with bolts of dark lightning. RKA 4d6, Area Of Effect (32m Radius; +1) (120 Active Points); Limited Range (60m; -¼). Total cost: 96 points.

The Invocation Of The Black Sun: With this spell, the Undying Lord can turn the sun black, plunging the whole world into gloom.

Change Environment, -4 to Sight Group PER Rolls, Area Of Effect (1m Radius; +¼), Difficult To Dispel (x4 Active Points; +½), MegaArea (Area covers the entire Earth; +2), Reduced Endurance (0 END; +½), Persistent (+¼) (54 Active Points); Extra Time (5 Minutes; -2). Total cost: 18 points.

Kal-Turak's Spell Of Soul-Reaving: One of the Undying Lord's favorites, this spell rips the soul from a living being, killing him and leaving the body intact for necromantic experimentation.

RKA 10d6 (150 Active Points); Only Works On Living Beings With Souls (-½), No Knockback (-¼). Total cost: 86 points.

Variant version: RKA 3d6+1, NND (defense is Life Support [Longevity] or not having a soul; +1), Does BODY (+1). Total cost: 150 points.

Kal-Turak's Spell Of The Fogged Mind: This spell places a fog into the victim's brain, blotting out his will so Takofanes may command him.

Mind Control 20d6; Reduced Endurance (0 END; +½). Total cost: 150 points.

Shattering-Spell: With this spell, Takofanes can break any physical object, from the smallest utensils up to large buildings.

RKA 10d6 (150 Active Points); Only Works On Unliving Objects (-½), No Knockback (-¼). Total cost: 86 points.

The Silvery Chains Of Shalgoth The Younger: This spell wraps the target in magical silver chains from which few victims can escape.

Entangle 10d6, 20 PD/20 ED. Total cost: 150 points.

The Sixth Slumbrous Charm Of Kaarthák: This spell lays a mantle of sleep upon the targets, plunging them into the land of dreams.

Mental Blast 8d6, Area Of Effect (16m Radius; +¾). Total cost: 140 points.

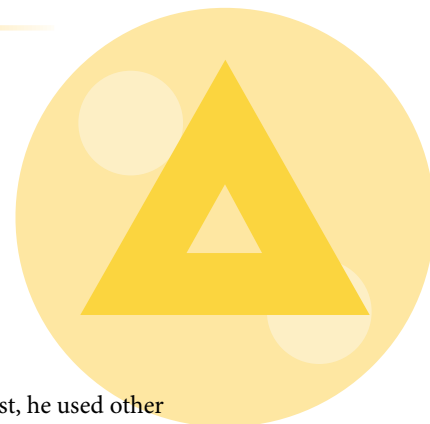
The Spell Of Lupine Transformation: Takofanes used a version of this spell during the "Blood Moon" attack.

Severe Transform 5d6 (human into werewolf, heals back through special arcane ritual) (75 Active Points); OAF (-1), Extra Time (Full Phase; -½), Limited Target (humans; -½), Limited Range (40m; -¼) (total cost: 23 points) plus Severe Transform 4d6 (become Takofanes's willing slave, heals back through special arcane ritual), Works Against EGO, Not BODY (+¼) (75 Active Points); +½; OAF (-1), Extra Time (Full Phase; -½), Limited Target (humans; -½), Limited Range (40m; -¼), Linked (-½) (total cost: 20 points). Total cost: 43 points.

The Spell Of Perfect Protection: Takofanes uses this spell to supplement his already potent defenses.

Barrier 12 PD/12 ED, 12 BODY (up to 4m long, 2m tall, and ½m thick), Non-Anchored, Dismissable (70 Active Points); Costs Endurance (to maintain; -½). Total cost: 47 points.

TELEIOS



Background/History: Jakob Stroessen, the child of Austrian parents who'd emigrated to Canada, was not a winner in the genetic lottery. Several negative factors combined to afflict him with neurological disorders and a small, stunted, easily broken body. But to counterbalance this, he was born with an amazing mind — one whose towering intellect had him enrolled in college when he was but twelve years old.

Stroessen focused his studies on biology and genetics. He was convinced the means existed to cure his diseases and conditions... all he had to do was find it. But even after he obtained his Ph.D with a brilliant thesis, his theories on eugenics, cloning, and other controversial subjects left him marginalized within the academic community and unable to find work.

Raging against the fools who impeded his progress, Stroessen used his inheritance to set up his own lab and continue experimenting. But still he got nowhere; though he was a genius, his genius could not overcome the intellectual roadblocks established by his demented dreams and strange scientific ideologies.

But then, one day, he fell into an exhausted sleep at his laboratory table after working for nearly three straight days without a break. When he awakened, he saw that a pad of paper on the table was covered with writing. As far as he could remember, it had been blank before, so he picked it up to look more closely.

The formulae and notes on that single piece of paper, written in a strong and confident hand, astonished him. He recognized their implications immediately. Contained amid those few letters and numbers were the keys to unlocking several genetic problems that had bedeviled him for years. A few weeks' worth of work allowed him to unlock many more by taking the notes to their logical scientific conclusions. In the space of a month, he'd gone from being a frustrated biochemist to one of the most knowledgeable geneticists — if not *the* most knowledgeable — in world history.

Stroessen didn't hesitate for a moment. Once he'd worked out the formulae thoroughly, he used them to build a new body for himself — a body representing the pinnacle of human physical and mental achievement, sublime in its biological perfection. He waited with barely-contained eagerness as the cloning chamber did its work.

When the body was ready at last, he used other technology, also suggested to him by the mysterious notes, to transfer his own consciousness into it. Able to move freely and without pain for the first time in his life, Stroessen revelled in his newfound abilities. He destroyed his old body, having no further use for it. Since he had been reborn, he chose a new name for himself as well: *Teleios*, from the Greek word for “perfection.”

Personality/Motivation: Driven in part by an unshakeable belief in his own mental (and now physical) superiority, and in part by years of built-up rage and scorn at a world that regarded him as nothing more than a deluded cripple, Teleios is convinced that he can arrange the world to suit himself: specifically, to create a situation where he has free rein to tinker with humanity as he chooses. Unlike most master villains he has no particular desire to rule the world; that would be too much work. He just wants to be able to use Earth as his own private biology laboratory.

Teleios has little, if any, emotional connection to the rest of humanity any more. Instead, he regards other people as glorified lab rats (or in his more poetic moments, as canvases upon which he works his art). All he cares about is their potential usefulness to his work. If he were to gaze upon the face of a gorgeous woman, he wouldn't think about her beauty at all, except in the abstract — he'd wonder at the combination of genetic factors that led to such an advantageous appearance. His cloned servants he has even less regard for. He thinks nothing of casually killing one that offends him; he creates an endless stream of tailored clone-women as his sex-slaves, callously tossing them, screaming, back into his work-vats when he tires of them.

Quote: “Perfection is not an unattainable goal. I achieve it every day in my laboratories. I am the living embodiment of it!”

Powers/Tactics: Teleios's abilities derive from two sources. The first is his body itself, which he planned and grew to be the acme of human potential. It is as strong, fast, and durable as a human body can be without verging into the superhuman, and possesses many other remarkable “gifts” (like a photographic memory and the ability to feign death). He maintains it that way not only through a careful regimen of biochemical treatments, but

TELEIOS FACTS

Here are some facts characters and NPCs might know about Teleios if they succeed with an appropriate Skill Roll:

N/R: Teleios, the self-described “Perfect Man,” is a villain who’s a master of the biological sciences. In his labs he can create clones, monsters, and even custom-designed superhumans!

K/R: The world first learned that Teleios existed in 1993, when Eurostar’s attempt to conquer Poland using his cloned soldiers failed.

-2: Teleios probably has a major base somewhere in Canada, and possibly another in Central America.

-6: Besides his Canadian headquarters, Teleios definitely has a major base in Central America, and also ones in central Africa and Oceania.

-10: His Secret Identity is Jakob Stroessen.

lots of exercise and training. He’s studied many martial arts and other combat disciplines, and is a lethal fighter. He can run as fast as an Olympic track star, climb like the best mountaineers, and read and process information at ten times a normal person’s rate.

The second source of his powers is his extensive knowledge and control of biological and biochemical processes. Using the equipment in his hidden laboratories around the world, he can create armies of clones, induce superpowers in test subjects, create duplicate bodies for himself in case he’s killed in battle, transfer consciousness from one body to another, breed dinosaurs and monsters, and develop potent biochemical weapons. In most cases, changing his VPP requires a lot of time (and, of course, a Biochemical Wizardry roll). However, depending on his location, the equipment available to him, and the nature of the abilities he wants to create, the GM may let him change the VPP in as little as a Full Phase. To properly simulate the range of Teleios’s powers, and his role as a master villain, the GM may need to let him buy things through his VPP — like cloned Followers — that might not otherwise be allowed.

Teleios’s VPP indicates the rough extent of the resources he can normally bring to bear during any given scenario and/or combat, but think of it as a guideline, not an absolute restriction. Master villains aren’t always subject to the same rules as other NPCs, after all.

Despite the fact that he could easily give himself superpowers (including non-visible ones, like damage-resistant skin) Teleios has persistently refused to do so. He seems to regard such things as beneath him — as a sully of his perfect body. Superpowers are for flunkies he controls, and for the fools who oppose him. All he needs is his matchless brain and body, and he can triumph over any obstacle. However, his encounters with superheroes over the years have taught him that discretion is often the better part of valor, so he added some simple powered armor components to his “costume” for enhanced personal protection. The pieces themselves only cover part of him (feet, lower arms, shoulders), but they generate a force-field that covers his entire body.

Resources: Teleios’s resources are vast. First, he possesses enormous wealth, most of it generated by hundreds of biological patents obtained and managed under an elaborate screen of false identities and corporate shells. Second, he has a network of hidden laboratories and bases throughout the world that’s second to none. His main facilities are located in northern Ontario, Nicaragua, Oceania, and the Democratic Republic of Congo, but he has literally dozens of lesser concealed labs/headquarters everywhere from Millennium City to Mongolia.

Through various covert investments and donations Teleios has access to, if not outright control of, various environmental groups, biological research companies, and other organizations related to his fields of interest. This allows him to

keep tabs on the latest developments in the life sciences, the discovery (or creation) of new life forms, and the like.

Campaign Use: Although not as personally powerful as Takofanes, Dr. Destroyer, Gravitator, or Mechanon, Teleios is still a major threat to the world. The danger he poses comes less from his personal plans than his willingness to work for (*i.e.*, supply cloned soldiers, monsters, and superhumans-on-demand to) various criminal organizations and villains, but given the right opportunity he might try conquest schemes such as unleashing a “mind control virus” into Earth’s atmosphere.

To this day Teleios remains unaware of who, if anyone, left him the notes with the scientific formulae that led to the breakthrough in his work. In fact, thanks to his academic vanity, he’s suppressed the incident altogether, and has convinced himself that it was all his own doing. If confronted with solid evidence to the contrary, he may snap under the strain of having his delusions so forcefully shattered.

Unlike the villains listed above, Teleios isn’t designed to take on a superteam of PCs in combat and defeat them. If he gets into a fight like that, he’ll almost certainly lose, and he knows it. He has cloned minions, vat-grown monstrosities, and other products of his biochemical wizardry to fight for him, and he’ll gladly let them. If a situation turns against him, he’ll flee, preferring to regroup and start the battle again later.

You can make Teleios more or less powerful, as appropriate for your campaign, by increasing or decreasing the size of the VPP. Don’t change Teleios’s Characteristics, or give him superpowers; that would violate his character concept too much.

Associates, Allies, And Adversaries: Teleios has provided his special services to nearly anyone who’s anyone in the Champions Universe at one time or another. He often grows cloned soldiers or other beings for various VIPER schemes, for example. Many master villains don’t see him as much of a threat to their plans since he’s never launched any schemes of world conquest; only time will tell whether they’ve underestimated him or gauged him correctly.

When Teleios creates soldiers, monsters, or other beings for an employer, he breeds into them at a deep genetic level loyalty to *himself* first and foremost, not to the being’s new “owner.” But he doesn’t take advantage of this unless a “client” turns on him (for example, refuses to pay him) or threatens him in some way.

Teleios has worked for ARGENT, but the two are rivals in some respects. ARGENT would love to get its hand on the Perfect Man’s notes, resources, and working materials, since it too provides “biological consulting services” to the underworld at times. If he felt seriously threatened by ARGENT, Teleios would try to replace some of its leading personnel with clones loyal to him and bring the whole organization down from the inside.



TELEIOS THE PERFECT MAN

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
30	DEX	40	15-	
30	CON	20	15-	
50	INT	40	19-	PER Roll 19-
30	EGO	20	15-	
30	PRE	20	15-	PRE Attack: 6d6

10	OCV	35		
10	DCV	35		
3	OMCV	0		
10	DMCV	21		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12

15	PD	13		Total: 33 PD (18 rPD)
15	ED	13		Total: 33 ED (18 rED)

12	REC	8		
60	END	8		
30	BODY	20		
60	STUN	20		

Total Characteristics Cost: 383

Movement:	Running:	24m
	Leaping:	14m
	Swimming:	14m

Cost	Powers	END
224	Biochemical Wizardry: Variable Power Pool (Biochemistry Pool), 160 Pool + 160 Control Cost var Biochemical Powers Only (-¼)	
20	Cloned Army: Summon 125 agents built on up to 220 Total Points each (see below), Slavishly Devoted (+1); OAF Immobile (cloning machines; -2), Extra Time (takes 1 Month to grow cloned army; -5)	
30	The Fighting Arts Of A Dozen Lands: Multipower, 30-point reserve	
2f	1) Strikes: HA +6d6; Hand-To-Hand Attack (-¼)	3
2f	2) Trained Strength: +30 STR; Only For Exert-Based Maneuvers (-¾)	3
30	Force-Field Generating Armor: Resistant Protection (15 PD/15 ED) OIF (-½)	0
12	Fleet-Footed: Running +12m (24m total)	1
1	Strong Leaper: Leaping +2m (14m total)	1
5	Strong Swimmer: Swimming +10m (14m total)	1

Perks
15 Money: Filthy Rich

Talents
6 Combat Luck (3 PD/3 ED)
4 Double-Jointed
5 Eidetic Memory
3 Lightsleep
3 Perfect Pitch
3 Resistance (3 points)
3 Simulate Death
4 Speed Reading (x10)

Skills

48	+6 with HTH Combat
3	Acrobatics 15-
3	Breakfall 15-
3	Climbing 15-
3	Computer Programming 19-
3	Contortionist 15-
3	Conversation 15-
3	Electronics 19-
3	Forensic Medicine 19-
3	High Society 15-
3	Inventor 19-
3	Mechanics 19-
3	Paramedics 19-
3	Persuasion 15-
15	Power: Biochemical Wizardry 25-
3	PS: Wargames 19-
3	Stealth 15-
6	TF: Common Motorized Ground Vehicles, Parachuting (Basic and Advanced), Snow Skiing, Small Planes
3	Scholar
2	1) KS: Art History 19-
2	2) KS: History 19-
2	3) KS: Literature 19-
2	4) KS: Music 19-
2	5) KS: The Superhuman World 19-
2	6) KS: Superpowers 19-
3	Scientist
2	1) SS: Anatomy 19-
2	2) SS: Biochemistry 19-
2	3) SS: Biology 19-
2	4) SS: Botany 19-
2	5) SS: Chemistry 19-
2	6) SS: Genetics 19-
2	7) SS: Medicine 19-
2	8) SS: Microbiology 19-
2	9) SS: Pharmacology/Toxicology 19-
2	10) SS: Physics 19-
2	11) SS: Virology 19-
2	12) SS: Zoology 19-

Total Powers & Skills Cost: 528

Total Cost: 911

400 Matching Complications (75)

15	Hunted: UNTIL (Frequently, As Pow, NCI, Capture)
10	Hunted: Dr. Destroyer (Infrequently, Mo Pow, NCI, Watching)
20	Psychological Complication: Megalomaniac (Common, Total)
20	Psychological Complication: Regards Humanity As Fodder For Experiments (Common, Total)
15	Social Complication: Secret Identity (Dr. Jakob Stroessen) (Frequently, Major)

Total Complications Points: 75

Experience Points: 511

Mechanon has a particularly intense hatred of Teleios because of his mastery of the biological sciences and ability to create new life forms; Teleios returns this dislike measure for measure. Before his “death,” Dr. Destroyer expressed some grudging admiration for Teleios’s abilities as a scientist, though he made it clear Teleios isn’t as skilled even in such matters as Destroyer himself.

Teleios has some lingering resentment toward Eurostar for exposing his existence to the world in 1993 due to its “incompetence,” but he’s not upset about it enough to take active steps against the organization.

Appearance: Earlier in his career Teleios, a stunningly handsome blonde-haired, blue-eyed, muscular white male, simply wore fine men’s clothes, usually covering them with a white labcoat while he worked. These days, after numerous encounters with superheroes, he’s adopted a sort of “uniform” consisting of a blue-grey tunic, dark grey pants, and super-tech boots, bracers, and pauldrons. There’s a hint of malevolence to his countenance and his glance that makes it clear he’s not just a harmless scientist, but something far more dangerous and evil.



EXAMPLE POWERS FOR BIOCHEMICAL WIZARDRY POWER POOL

Here are a few uses for Teleios’s Variable Power Pool:

Grow Superhuman: Teleios can clone a human being and induce mutations in it as it grows to give it just about any sort of superpowers he can think of.

Summon superpowered human built on up to 400 Total Points (Teleios chooses the powers to create when breeding the clone), Slavishly Devoted (+1) (160 Active Points); OAF Immobile (cloning machines; -1½), Extra Time (takes 1 Month to grow cloned army; -5). Total cost: 21 points.

Knockout Dust: Teleios can breed special microscopic spores that render organic beings unconscious, and then throw packets of the spores at his foes.

Blast 5d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (12m Radius; +¾), Personal Immunity (+¼) (75 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾). Total cost: 25 points.

Paralyzing Dust: Teleios can breed special microscopic spores that paralyze the muscles of organic beings, and then throw packets of the spores at his foes.

Entangle 5d6, 5 PD/5 ED, Area Of Effect (16m Radius; +¾), Takes No Damage From Attacks (+1), Personal Immunity (+¼) (150 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾). Total cost: 50 points.

Remove Superpowers: If he gets his hands on a troublesome superhero (say, one of the PCs...), Teleios can genetically “devolve” him or otherwise strip him of his innate superpowers.

Severe Transform 6d6 (superhuman to ordinary human, heals back through application of reversed process), Reduced Endurance (0 END; +½) (135 Active Points); OAF Immobile (biochemical manipulation equipment; -2), Limited Target (humans; -½), Extra Time (1 Day; -4). Total cost: 18 points.

CLONED SOLDIERS

Description: Teleios breeds these vat-grown mercenaries for whoever can afford them (past clients have included Eurostar, VIPER, and ARGENT). Their Skills and memories are implanted in them via a memory induction process and can be tailored to suit the customer’s taste. The owner supplies them with whatever weapons and equipment he chooses, as well as any additional training desired.

CLONED SOLDIER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	10	12-	
15	CON	5	12-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
4	DMCV	3		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (1 rPD)
5	ED	3		Total: 5 ED (1 rED)
6	REC	2		
30	END	2		
15	BODY	5		
32	STUN	6		Total Characteristics Cost: 84

Movement: Running: 14m

Cost Powers

60 Weapons, equipment, and gear

Martial Arts: Basic Fighting Techniques

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Dodge	—	+5	Dodge, Affects All Attacks, Abort
4 Punch	+0	+2	5d6 Strike
3 Throw	+0	+1	3d6 + v/10; Target Falls

1 **Tough Skin:** Resistant (+½) for 1 PD/1 ED 0

2 **Strong Legs:** Running +2m (14m total) 1

5 **Enhanced Nightsight:** Nightvision 0

6 **Enhanced Senses:** +2 PER with all Sense Groups 0

END

Talents

5 Resistance (5 points)

Skills

10 +1 with All Combat

2 KS: Owner's Combat Doctrines And Procedures 11-

3 Stealth 12-

3 Tactics 12-

1 Teamwork 8-

3 WF: Small Arms, Blades

20 **Choose 20 Character Points' worth of the following:**

Bugging, Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Concealment, Deduction, Demolitions, Electronics, Fast Draw, Interrogation, Lockpicking, Mechanics, Paramedics, Security Systems, Shadowing, Skill Levels, Systems Operation, Teamwork, any Background Skill

Total Powers & Skills Cost: 136

Total Cost: 220

275 Matching Complications (50)

5 **Distinctive Features:** barcode tattoo on forehead and shoulders (Easily Concealed; Noticed And Recognizable)

10 **Psychological Complication:** Loyal To Owner (Common, Moderate)

25 **Psychological Complication:** Loyal To Teleios (Very Common, Total)

Total Complications Points: 75

Experience Points: 0



TEZCATLIPOCA

Background/History: Tezcatlipoca (“Smoking Mirror”) was the Central American god of the night, sorcery, and calamity; according to legend, he was also the first sun-god. His titles included Master of Wizards and Lord of Misfortune. When the weather-god Quetzalcoatl knocked him out of the sky, the Smoking Mirror turned into a jaguar and devoured all of humanity. Tezcatlipoca was one of the five most important gods of the Aztecs, and his cult became notorious for the number of human sacrifices the god demanded. Shocked conquistadors found blood caked a foot thick on the walls of Tezcatlipoca’s temple. They destroyed it as a fane of the Devil.

Like the rest of the Aztec gods, Tezcatlipoca suffered a drastic reduction in power after the Spanish conquest. The Spanish ended the sacrifices that fed the gods’ power and forcibly converted the Mexicans who survived smallpox and other Old World plagues. Tezcatlipoca retained a small cult in Mexico, however, which continued to murder in the Lord of Misfortune’s name. That trickle of power enabled Tezcatlipoca to become the dominant god of the enervated pantheon.

For centuries, Tezcatlipoca couldn’t manifest on Earth. The Smoking Mirror depended on his nagual cultists (see below) and a few enchanted relics of his worship to work his will among mortals. Only sacrifice could bring him to Earth, and a few slaughtered mortals didn’t provide enough power for Tezcatlipoca to manifest for more than a few seconds. But when superbeings appeared, Tezcatlipoca realized they offered a new source of power. Quetzalcoatl sacrificed other gods to create the world; Tezcatlipoca vowed to sacrifice these new, mortal demigods to create a new world. *His* world, where the old gods would rule again — and he would rule the gods.

Personality/Motivation: The Smoking Mirror loathes the modern world and the Europeans who conquered his people. Tezcatlipoca believes humanity exists to feed the gods through sacrifice; the gods’ only obligation is to keep humans alive in sufficient numbers to provide lots of sacrifices. The Lord of Misfortune doesn’t care one way or another about technology or politics. He simply tries to terrify humans into worshipping him (and the other Aztec gods, as a way to avert their wrath).

Tezcatlipoca especially despises Christianity, which replaced his worship as the dominant faith in Mexico. He doesn’t hate Islam, Buddhism, and the other ethical religions quite as much, but only because he knows less about them. The Smoking Mirror thinks big: he hopes that by restoring the bloody worship of the Aztec gods, he can gain enough power to subjugate other pantheons within the Land of Legends — and ultimately make war upon Elysium to destroy the ethical religions at their source.

The Lord of Misfortune typically works only with Native Americans, or creatures from Native American mythology, but he’s pragmatic enough to exploit opportunities that Europeans or people from other parts of the world may offer him. Tezcatlipoca always regards such “foreigners” as expendable dupes, and usually plans to expend them quickly. He seeks worshippers regardless of race, though. Everyone’s blood is the same color.

Quote: “You can be my willing food, or my conquered prey.”

Powers/Tactics: Not only is Tezcatlipoca tremendously strong, tough, and quick, he has a wide variety of supernatural powers. In combat, he generally attacks with a club edged with razor-sharp obsidian, or fangs, claws, or whatever other natural weapons his form provides — for the Lord of Misfortune can assume any shape he pleases. If he prefers not to attack physically, he can use his mystic powers to stun and overwhelm his foes. Furthermore, as a god of darkness, he can blot out the sun and turn day into night over an area miles wide. He can appear and disappear in the night, cast zones of impenetrable darkness, and become a shadow himself.

Tezcatlipoca ingeniously combines his powers to cover his attacks and confuse his foes. For example, he may wrap shadow around himself while taunting a foe, then teleport away, leaving the darkness behind as a target. While his enemies waste their attacks, he moves through the ground using Desolidification, then rises up to strike from behind. Tezcatlipoca can also apply many different Advantages to his Darkness, such as making it Usable Simultaneously at Range by allies, or giving it Invisible Power Effects (those caught within it are blinded, but people outside cannot see what does it).

The Smoking Mirror also has a variety of miscellaneous powers related to his traditional attributes, such as cursing victims with madness or wasting sickness, or calling and commanding his totem animal, the jaguar. As a god (albeit a very weakened one), Tezcatlipoca can move through dimensions, understand all languages, and resist just about everything that harms mortals.

Most importantly, however, Tezcatlipoca wields black magic of incredible power. He can destroy cities and devastate small nations, grant superpowers to mortals, enchant items for his followers, or perform any other feat that strikes

your fancy. His spells typically manifest not as beams and spheres of colored light, but with a sort of “Aztec” motif: attack spells might be projected flint knives, razor-sharp winds, or summoned jaguars; a Mental Power might cause a mosaiced mask to appear over Tezcatlipoca’s face; and so on. Fortunately for the world, Tezcatlipoca’s most powerful spells always take at least five minutes to cast and require a suitably consecrated space for the ritual (which involves special tools and at least one sacrificial victim). Tezcatlipoca’s minions typically prepare the ritual implements, area, and sacrifice in advance, then call their god just long enough to cast the spell.

THE BAN

Long ago, gods and spirits walked the Earth freely. That started to change around 700 BC. Prophets like Zoroaster and the Buddha taught mortals to worship truth, virtue, and law instead of parochial gods with all-too-human failings. As the new “ethical religions” spread and multiplied, the gods found it harder to manifest on Earth. When a preacher in Judea declared that men need not sacrifice to gods because God would sacrifice himself for Man, the Ban locked shut completely. No god walked the Earth for almost 2,000 years. Gods recruited mortal worshippers through persuasion instead of displays of power. Even the lesser spirits found the mortal world turned deadly, and they kept their visits brief.

The Ban weakened in 1938 with the start of the Super-heroic Age, but gods still cannot visit the mortal world with ease. Most gods continue to guide or command their followers through dreams, the inner voices of conscience and temptation, or other subtle means. Gods who want to act more directly have several options.

Avatars: A god can materialize a body on Earth with a fraction of the god’s full divine power. (The character sheets for Tezcatlipoca and Kigatilik in this book represent avatars, not the actual gods, though Kigatilik is in some ways an unusual, atypical case.) The weaker the avatar, the longer the god can remain on Earth. An avatar of no greater power than a standard superbeing can typically stay in the mortal world indefinitely, though this depends on the nature of the god and the pantheon. More powerful avatars might vanish if they suffer unconsciousness or damage that would mortally wound a human; many of the “demon lords” encountered by mystic heroes are actually such projections. While his avatar is active on earth, a god’s true self remains in a trance — just like a mortal mystic during astral projection.

A god can send more of his power to Earth, and avoid the need for a trance, if he fuses his power to a mortal host. Such a deified mortal receives a weaker version of the god’s powers, perhaps along with some or all of the god’s personality traits. Some avatars overwhelm their mortal hosts, who think they actually become the god. Other gods simply grant some power and ask the mortal to act as their agent. Mortal avatars usually fall in the same power range as other superbeings.

Halfbreeds And Demigods: A more patient god can gain a divinely-powered agent in the person of a half-mortal child. Before the Ban, the Greek gods became notorious for their mortals by-blows, some of whom (e.g., Hercules) became gods themselves. But unless a mortal corporeally enters the

appropriate regions of Faerie, gods now have few opportunities to breed with mortals. A male god’s projected avatar can father a child who may develop superpowers, but a male human needs to supply mortal seed as well. The greatest and ghestliest attempt to breed half-divine children was the 1979 “Zodiac Working” of the master wizard Archimago (see CU 65).

The Ban also applies only to full-powered gods. Since the Ban closed, some gods had children of considerably lesser power. These demigods can live on Earth as long as they want.

Sacrifice: A sacrifice of sufficiently great spiritual energy enables a god to enter the mortal world for a few minutes and wield its full power. (In some cases, such as Tezcatlipoca and many other Mesoamerican gods, a sacrifice may be *required*.) The death of hundreds of ordinary humans can supply the necessary force to defy the Ban; so can the ritual murder of a superbeing. The ceremonial destruction of a powerful magic item may suffice as well. Of course, powerful magic items are exceedingly rare, and only the most evil gods bid their followers to arrange a mass human sacrifice.

Nexus Points And Gates: Some locations naturally intersect with Faerie (or other planes where gods dwell), and powerful mystics can create such portals between worlds. A god can stand in such a portal and use his full power on nearby areas, because he hasn’t left his own realm. When the portal closes, the god remains in his own realm.

Divine Relics: Before the Ban closed, a few gods created enchanted items to channel their power. In some cases, a god can act in the mortal world as long as he stays near his relic. Relics usually need some extra source of power to activate them, such as the death of mortals or lesser spirits, or being struck by powerful magical attacks. Experienced sorcerers tell their apprentices to cast their spells cautiously around a god’s relic, or they may receive a very powerful visitor.

Massive Magic: Other sorts of very powerful magic may grant a god free access to a limited territory. For instance, with the help of his cultists Tezcatlipoca once transformed a Mexican village to its appearance/state in pre-Columbian times. The people believed they lived under Aztec rule, and worshipped Tezcatlipoca as he dwelled among them. When a group of Mexican heroes convinced the people of the truth, Tezcatlipoca’s spell broke and he vanished. Few creatures except a god can work magic on such a large scale, though.

TEZCATLIPOCA

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 102.4 T; 12d6 HTH damage [6]
30	DEX	40	15-	
30	CON	20	15-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
40	PRE	30	17-	PRE Attack: 8d6
10	OCV	35		
10	DCV	35		
9	OMCV	18		
9	DMCV	18		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
35	PD	33		Total: 35 PD (30 rPD)
35	ED	33		Total: 35 ED (30 rED)
20	REC	16		
60	END	8		
25	BODY	15		
70	STUN	25		

Total Characteristics Cost: 436

Movement: Running: 34m
Flight: 34m



Cost	Powers	END
300	Divine Magic: Variable Power Pool, 120 Pool + 120 Control Cost Cosmic (+2)	var
204	Sacrificial Magic: Variable Power Pool, +200 Pool + +50 Control Cost OAF Bulky Expendable (human sacrifices and ritual tools; -2), Extra Time (5 Minutes; -2), May Only Create One Power At A Time (-1)	var
176	Turn Day Into Night: Darkness to Sight Group 16m radius MegaScale (1m = 1 km; +1), Personal Immunity (+¼), Reduced Endurance (0 END; +½); Unified Power (-¼)	0
184	Master Of Darkness: Darkness to Sight Group 8m radius Affects Physical World (+2), Personal Immunity (+¼), Variable Advantage (+1 Advantages; +2), Reduced Endurance (0 END; +½); Unified Power (-¼)	0
75	Assorted Divine Powers: Multipower, 75-point reserve	
4f	1) Claw, Bite, Or Weapon: HKA 1½d6 (5½d6 with STR) 0 Variable Special Effects (obsidian weapons, or anything suitable to character's form; +¼), Reduced Endurance (0 END; +½)	
5f	2) Slumbrous Touch: Drain STUN 6d6 Reduced Endurance (½ END; +¼); No Range (-½)	3
4f	3) Deathly Touch: Drain BODY 6d6 Reduced Endurance (½ END; +¼); No Range (-½), Only Works Once Per Victim Per Combat (-½)	3
2f	4) Inflict Wasting Sickness: Drain BODY 1d6 Delayed Return Rate (points fade at the rate of 5 per Day; +2¼), NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); Damage Over Time (four increments, one per 6 Hours for one Day, defenses only apply once, cannot use power on same target until all increments accrue; -2½)	0
4f	5) Soul Strike: HA +5d6 AVAD (defense is Mental Defense, +1), Reduced Endurance (½ END; +¼); Hand-To-Hand Attack (-¼)	2
7f	6) Know The Minds of Men: Telepathy 15d6	7
4f	7) Inflict Madness: Severe Transform 2d6 (person to person with a Psychological Complication reflecting the type of insanity inflicted, heals back normally) Improved Results Group (any insanity; +¼), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼); Limited Target (sentient beings; -¼)	7
3f	8) Stalk The Spirit Realms: Extra-Dimensional Movement (any physical location in the Inner Planes)	3

94	Command Jaguars: Mind Control 12d6 (Animal class of minds)	16
	Telepathic (+¼), Area Of Effect (8m Radius; +½), MegaScale (1m = 1 km; +1); Only Affects Jaguars And Undead (-¾)	
81	Call The Night's Hunters: Summon up to 16 jaguars built on 170 Total Points	8
	Loyal (+½)	
50	Seek Naguals: Mind Scan 10d6	7
	Transdimensional (Earth's dimension; +½); Only To Find The Minds Of Believers And People Touched By Tezcatlipoca's Power (-½)	
30	Divine Invulnerability: Resistant (+½) for 30 PD/30 ED	0
60	Divine Toughness: Physical and Energy Damage Reduction, Resistant, 50%	0
10	Eyes That Watch The Sun: Sight Group Flash Defense (10 points)	
10	A God Stands His Ground: Knockback Resistance -10m	0
20	No One Attacks A God's Mind: Mental Defense (20 points)	0
20	A God Sneers At Mortal Magic: Power Defense (20 points)	0
40	Nothing Harms A God: Life Support: Total (including Longevity: Immortality)	0
22	Jaguar's Speed: Running +22m (34m total)	3
42	Run Through The Air: Flight 34m	4
	No Turn Mode (+¼)	
20	Astral Awareness: Dimensional (Astral Plane) for Sight and Hearing Groups	0
5	Jaguar's Eyes: Nightvision	0
10	Jaguar's Nose: Tracking for Smell/Taste Group	0
17	Sense The Supernatural: Detect Magic 13- (no Sense Group), Discriminatory, Range, Sense	0
54	Take Any Form: Shape Shift (Sight, Hearing, and Touch Groups, any shape), Imitation, Instant Change	4
	Costs Endurance Only to Change Shape (+¼)	
60	Shadow Form: Desolidification (affected by Light powers)	0
	Reduced Endurance (0 END; +½)	
20	The God Commands: Mind Link, any single person touched by the god's power, any distance, any dimension	0
Perks		
30	Fringe Benefit: Deity (greater god of the Aztec pantheon, but only worshipped by a small cult in the present day)	
Talents		
10	Speaks All Languages: Universal Translator 13-; Only Speech (-1)	

Skills	
36	+3 Overall
20	+10 OMCV with Mind Scan
3	Acrobatics 15-
3	Analyze Magic 13-
3	Breakfall 15-
3	Climbing 15-
3	Concealment 13-
3	Deduction 13-
3	AK: Mexico And Central America 13-
3	AK: Faerie 13-
3	KS: Central American Magic 13-
3	KS: Central American Mythic World 13-
2	KS: Other Pantheons 11-
2	Language: Literacy with Aztec and Mayan writing
3	Mimicry 13-
3	Navigation (Astral, Dimensional) 13-
3	Oratory 17-
17	Power: Thaumaturgy 20-
2	PS: Poet 11-
7	Shadowing 15-
3	Stealth 15-
2	Survival (Tropical) 13-
3	Tracking 13-
2	WF: Common Central American Weapons
Total Powers & Skills Cost: 1,812	
Total Cost: 2,248	

400 Matching Complications (75)	
20	Enraged: by insults (Very Common), go 11-, recover 14-
10	Hunted: Quetzalcoatl and other "good" Aztec gods (Infrequently, As Pow, "Kill")
10	Hunted: Central American superheroes (Infrequently, As Pow, "Kill")
15	Hunted: various gods of other pantheons (Frequently, As Pow, Capture/Kill)
25	Physical Complication: Cannot come to Earth without sacrifice (Frequently, Fully Impairing)
25	Psychological Complication: Hatred Of The Modern World (Very Common, Total)
20	Psychological Complication: Enthusiastic Killer (Very Common, Strong)
15	Psychological Complication: Religious Fanatic (Common, Strong)
10	Vulnerability: 1½ x STUN from Blessed Weapons (Common)
10	Vulnerability: 1½ x BODY from Blessed Weapons (Common)

Total Complications Points: 75
Experience Points: 1,848

TEZCATLIPOCA FACTS

Here are some facts characters and NPCs might know about Tezcatlipoca if they succeed with an appropriate Skill Roll:

N/R: Tezcatlipoca is an ancient Aztec deity, a god of darkness and magic. He often manifests in the form of a jaguar.

K/R: His name means “Smoking Mirror.” His deadliest attack was in 2007, when he appeared on Earth with the help of his cultists and attacked cities and towns in Texas; it took several mystic heroes and villains working in concert to drive him back to the Land of Legends.

-1: In addition to a broad array of divine powers, Tezcatlipoca is a master of shadows, able to create areas of impenetrable darkness at will.

-2: Tezcatlipoca is also known for his shape-changing powers; he can appear as virtually any sort of person, animal, or even object.

-4: Weapons blessed by priests of “ethical religions” such as Christianity or Islam inflict greater than normal harm against Tezcatlipoca.

Tezcatlipoca’s greatest limitation is that he cannot stay on Earth for very long. Simply remaining on earth for five minutes requires that his *nagual* priests rip the heart from at least a low-powered superbeing (one built on 250 Total Points or so). The sacrifice of a superbeing of standard power (at least 400 Total Points) enables the Lord of Misfortune to remain on Earth for 20 minutes. Every additional 50 Character Points in the sacrificial victim grants Tezcatlipoca another five minutes. At the end of that time, he must vanish back to Faerie. (You define what constitutes a “superbeing” for purposes of this restriction.)

It’s important to remember that this character sheet represents the “avatar” that Tezcatlipoca can project to Earth to work his will. If the Ban (see text box) were lifted and he could come here bodily, he would be much, much more powerful, with far fewer (if any) restrictions on his powers. Similarly, if the characters journey to Faerie to confront him in his personal domain there, they must face him at full strength.

Resources: As a god who hasn’t been actively worshipped by large numbers of humans for centuries, Tezcatlipoca’s resources on Earth are limited, and mainly consist of his *nagual* cult. Most of the cultists live in Mexico or the southwestern United States; they include one of the most prominent Mexican druglords, a Mexican senator, a famous Mexican actress, and a prominent Phoenix, Arizona businessman.

Campaign Use: The Lord of Misfortune makes a good mastermind or arch-nemesis for teams of heroes who lack the power for toe-to-toe battles with Takofanes, Tyrannon, or other mystical master villains. More likely, Tezcatlipoca serves as a threatened consequence for failure: the heroes try to stop cultists from summoning the Lord of Misfortune, or strive to find and defeat Tezcatlipoca before he can unleash some horrible devastation.

If you need to make Tezcatlipoca more powerful to provide a suitably formidable challenge, increase his Characteristics, defenses, or his principle attacks (this means increasing his Multi-power reserve). If Tezcatlipoca is too powerful for your campaign, reduce his defenses, STR, and Multipower attacks. He should be a major challenge, but not one the heroes have no hopes of overcoming.

Associates, Allies, And Adversaries: Tezcatlipoca doesn’t interact with the Superhuman World and has no particular allies or enemies in it for the most part. His relationships are more among other gods, particularly Mesoamerican ones; for example, wise Quetzalcoatl has thwarted his schemes on many occasions, whereas the violent Huitzilopochtli, god of war, is more sympathetic to the Smoking Mirror’s methods and goals. Some deities in other pantheons are eager to see Tezcatlipoca succeed, thinking that will open the way for them to become more powerful on Earth; others fear he wishes to sacrifice them, too, on his bloody altars.

That being said, Tezcatlipoca has a long memory for those who do him ill. Superheroes such as Witchcraft who’ve opposed him in the past have discovered that revenge against them has become a minor, if immensely enjoyable to him, part of his overall plans.

Appearance: Tezcatlipoca’s natural form is that of a young Native American man with jet-black skin, dressed as a warrior and with white stripes painted across his face. He customarily appears as a jaguar, though. The Aztecs also described the Lord of Misfortune appearing as a cloud of ash, a shrouded corpse, or a beheaded man with his chest and belly split open, but Tezcatlipoca can appear in any form he wants, including impersonating other gods or mortals.

EXAMPLE POWERS FOR DIVINE MAGIC POWER POOL

Flame Jaguars: Tezcatlipoca combines his power with that of Huehuateotl, the god of fire, to evoke five jaguars of magical flame. The jaguars run through an area, leaving a trail of flame behind them and setting fire to whatever they encounter. The effect is a line of flame (representing the jaguar’s movement in a single Phase). The flames burn for one Turn, but anything set on fire may burn indefinitely (hence the *Sticky Advantage*). The jaguars cannot actually be slain because they are just clots of magical energy, but they can be destroyed by filling the area they’re in with water, Halon, or some other fire suppressant.

RKA 2½d6, Area Of Effect (120m Line; +1) (total cost: 80 points) plus Sticky (only affects flammables; +¼), Uncontrolled (power ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½) (30 “Active Points”); Only Works On Flammable Objects (-0) (total cost: 30 points). Total cost: 110 points.

Hurricane: Tezcatlipoca calls on the power of Quetzalcoatl, god of wind and weather, to create a hurricane from nowhere. The hurricane lasts a full day and moves to sweep through a wide area before dissipating. Any region in its path can expect at least five hours of winds strong enough to lift people off their feet, torrential rain, and flooding.

Change Environment (create storm), +/-5 points of Telekinesis STR, Varying Combat Effects, Area Of Effect (8m Radius; +½), MegaScale (1m = 1 km broad, wide, and deep; +1), 1 Continuing Charge lasting 1 Day (+¼) (96 Active Points); No Range (-½). Total cost: 64 points.

Empower Divine Avatar: The Smoking Mirror can grant mortals the powers of other Aztec gods. This enables the other gods to work their will in the mortal world. Mortal avatars retain their free will, but they genuinely believe they are the gods and share their outlooks and goals. Only Tezcatlipoca can offer the other Central American gods this favor, and he uses it to buy access to their powers. Avatars start off well-disposed to Tezcatlipoca, but in time they may rediscover their former, human personalities and turn against the Smoking Mirror’s goals.

Empowerment by Tezcatlipoca is represented as a Summon rather than a Transform because it's not truly reversible and the former person no longer exists. Even a Dispel strong enough to undo the Summon effect merely suppresses the victim's superpowers and divine personality. Later circumstances may reactivate the avatar's divine aspect.

Tezcatlipoca may use this spell to empower a willing mortal servant, but he may also empower a mortal his servants grab at random, or a person whose skills or personality already connect him to a particular god. For instance, Tezcatlipoca might turn a meteorologist into an avatar of the rain-god Tlaloc, or a soldier into an avatar of the war-god Huitzilopochtli.

Summon one 400-point Divine Avatar; Expanded Class (any Aztec god other than Tezcatlipoca; +¼), Friendly (+¼) (120 Active Points); OAF Bulky Expendable (human sacrifices and ritual tools; -2), Extra Time (5 Minutes; -2). Total cost: 24 points.

Restore The Aztec World: If Tezcatlipoca can remain on Earth for half an hour, and has at least 50 human sacrifices, he can transform an area eight kilometers wide into a re-creation of Aztec society. A small town would become a complete Aztec community; the center of a major city would become an Aztec ritual center, with palaces and pyramid temples. The people caught in the area transform too, so they fully believe they are subjects of the Aztec Empire and worshippers of the Aztec gods.

From Tezcatlipoca's point of view, this spell is especially valuable because he can remain on Earth indefinitely as long as he stays within the Transformed zone. The Transform reverses itself if someone can defeat the Smoking Mirror and force him to retreat to Faerie.

Severe Transform 1d6 (objects and locations to Aztec analogues, heals back by forcing Tezcatlipoca to retreat to Faerie), Area Of Effect (8m Radius; +½), Constant (+½), MegaScale (1m = 1 km wide, broad, and deep; +1) (45 Active Points); OAF Bulky Expendable (human sacrifices and ritual tools; -2), Extra Time (5 Minutes; -2), No Range (-½) (total cost: 8 points) plus Severe Transform 1d6 (contemporary people to Aztec versions of themselves), Area Of Effect (8m Radius; +½), Constant (+½), MegaScale (1m = 1 km wide, broad, and deep; +1), Works Against EGO, Not BODY (+¼) (49 Active Points); OAF Bulky Expendable (human sacrifices and ritual tools; -2), Extra Time (5 Minutes; -2), Linked (-¼), No Range (-½) (total cost: 8 points). Total cost: 16 points.

TEZCATLIPOCA'S MINIONS

In addition to his *nagual* cultists, the Smoking Mirror is served by one superpowered follower, the mighty El Jaguar.

EL JAGUAR

Background/History: Miguel Delgado grew up poor in northern Mexico. Anyone who saw him as a kid — always in trouble, rarely in school, committing petty crimes by his early teens — would've figured he was destined to live a short, pointless, and wasted life. But fate had other things in store for him.

One day the Aztec god Tezcatlipoca, ever in search of cat's-paws to carry out his plans on Earth, chanced to notice Miguel. Maybe Miguel had in him the blood of the Lord of Misfortune's ancient priests. Perhaps he reminded Tezcatlipoca of one of the *ixiptla*, or personifications-to-be-sacrificed, who were chosen to represent him on Earth every year by the Aztecs centuries ago. Or maybe some spark of evil in Miguel's heart simply spoke to the god. No man shall ever know. But what men do know is that Tezcatlipoca gifted Miguel with power. He made him strong and swift, with the ability to change shape into either a jaguar (Tezcatlipoca's totem animal) or a man-jaguar hybrid. Since then Miguel has served the Smoking Mirror as *El Jaguar*, his chief follower on Earth.

Personality/Motivation: Since receiving his powers from Tezcatlipoca, El Jaguar has been a devoted servant of the god. Although not formally a participant in or leader of Tezcatlipoca's secret cult, El Jaguar is recognized by the cultists as the most favored servant of the Lord of Misfortune. He retains his greedy, criminal nature, and his powers have made him arrogant and cruel when dealing with "mere mortals"... but neither attitude is a sin in the eyes of Tezcatlipoca.

Quote: "I am the son of the Lord of Jaguars, and in his name I shall destroy you."

Powers/Tactics: Tezcatlipoca's spells augmented El Jaguar's Characteristics and other attributes to superhuman levels — he's fast, can lift 25 tons, is phenomenally accurate, very difficult to hit, and shrugs off damage that would kill an ordinary person. But the most astounding ability the god granted him was to change his shape into either a man-jaguar or a true jaguar. (For El Jaguar's man-jaguar form, use the Weretiger from HSB 179, but with Characteristics upgraded to match his true form's, no Multiform power of its own, no Lycanthrope's Bite, and other appropriate changes. For his jaguar form, use the Leopard from HSB 438, with appropriate changes to its INT and the like.) For times when El Jaguar prefers to fight in his human form, Tezcatlipoca has given him an enchanted flint knife (*tecpatl*) made of stone from Mictlan (land of the dead) that can cut nearly anything.

A**EL JAGUAR**

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
25	DEX	30	14-	
30	CON	20	15-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6
12	OCV	45		
12	DCV	45		
3	OMCV	0		
8	DMCV	15		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
20	PD	18		Total: 20 PD (20 rPD)
20	ED	18		Total: 20 ED (20 rED)
15	REC	11		
60	END	8		
20	BODY	10		
80	STUN	30		

Total Characteristics Cost: 370**Movement:** Running: 24m**Cost Powers** **END**

27	Enchanted Flint Knife: HKA 1d6+1 (2½d6 with STR)	0
	+2 Increased STUN Multiplier (+½), Penetrating (x2; +1), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼)	
20	Tezcatlipoca's Protection: Resistant (+½) for 20 PD/20 ED	0
60	Tezcatlipoca's Protection: Damage Negation (-6 DCs Physical and Energy)	0
12	Swift: Running +12m (24m total)	1
110	Werejaguar Forms: Multiform (assume jaguar or man-jaguar form built on up to 500 Total Points; see text), Instant Change	0

Perks

6	Contact: Tezcatlipoca 8- (extremely useful Skills/resources, access to major institutions, significant Contacts of his own)
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Talents

3	Lightsleep
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Skills

32	+4 HTH
3	Climbing 14-
3	Concealment 13-
3	AK: Mexico 13-
3	AK: Southwestern US 13-
3	CK: Mexico City 13-
3	KS: Aztec History, Culture, And Mythology 13-
5	KS: Tezcatlipoca Cult Doctrine And Practices 15-
2	Language: English (fluent conversation; Spanish is Native)
2	Language: Nahuatl (fluent conversation)
1	Sleight Of Hand 8-
3	Stealth 14-
3	Streetwise 15-
2	Survival (Desert) 13-
3	Tracking 13-

Total Powers & Skills Cost: 309**Total Cost: 679****400 Matching Complications (75)**

10	Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Hunted: Los Angeles de la Guarda (Infrequently, Mo Pow, Capture)
25	Psychological Complication: Devoted Servant Of Tezcatlipoca (Very Common, Total)
15	Psychological Complication: Greedy And Cruel (Common, Strong)
15	Social Complication: Secret Identity (Miguel Delgado) (Frequently, Major)

Total Complications Points: 75**Experience Points: 279**

Campaign Use: El Jaguar could show up in the campaign in many ways. He might simply be a mercenary villain, working with other villains to enrich himself in the absence of any orders from Tezcatlipoca. Or he could spearhead one of the god's schemes, leading troops of Nagual cultists, undead Aztec sorcerers, obsidian spirits, and other terrors on behalf of the Lord of Misfortune. Most of his crimes and activities take place in Mexico City, northern Mexico, or the southwestern US, but he could appear anywhere Tezcatlipoca needs him to.

Ideally El Jaguar should be tough enough to take on two or three PCs at once and give them a good fight (if not win), but not sufficiently powerful to stand against an entire team of superhumans. If you want to make El Jaguar tougher, you have several options. First, you could increase his Characteristics and Running to make him both more brick-like and more speedster-like. Second, you could give him more enchanted weapons, such as a *macahuatl* (obsidian-edged war club) or obsidian-tipped spear. Third, you could draw on Tezcatlipoca's aspect as god of sorcerers and give El Jaguar magic spells, or even a Variable Power Pool for magic. (See CU 66-68 or HSG for plenty of sample spells he could cast; just change the special effects to make them look "Aztec.") To weaken him, reduce his Characteristics (especially STR, DEX, and SPD) and/or make it harder for him to change shape (add Extra Time, Concentration, or Side Effects to his Multiform).

Appearance: El Jaguar is a tall, muscular, handsome man of Mexican Indian ancestry; he has dark eyes and black hair simply cut. As El Jaguar he wears brown boots and pants, a broad black belt with a silver buckle shaped like a jaguar's head, no shirt, and a vest and bracers made of jaguar fur. He carries his enchanted flint dagger, with a hilt in the shape of a crouching Aztec warrior, thrust into his belt.

NAGUAL CULTISTS

Description: This character sheet represents one of Tezcatlipoca's cultists. The cultist can project his astral body as a *nagual*, an animal-shaped spirit that combines aspects of vampire, lycanthrope, ghost, and witch in Mexican folklore. Tezcatlipoca's naguals manifest in the form of jaguars. They hunt victims from the Astral Plane. Ordinary people can see a nagual only when it attacks or deliberately chooses to manifest.

In human form, a nagual cultist has no special powers except the ability to see astral creatures and contact Tezcatlipoca in dreams. However, his *nagual* astral form has several abilities. Projecting it takes at least five minutes of meditation. It can only remain separate from the cultist for 24 hours at most; more than that and the cultist dies.

The cultist's body becomes comatose while his nagual is outside it; damage to either the body or the nagual affects the overall character (hence the *Feedback* Limitation). The *OIAID* Limitation represents powers only the nagual astral form has.

Nagual cultists operate most effectively in teams where some cultists stay in mortal form while others operate astrally. The astral cultists can scout and spy on targets, while the corporeal cultists wield mundane weapons and deal with mortal authorities. For instance, if naguals wanted to kidnap a victim from within a locked home, two spirit-jaguars would slip inside to knock out the target and open a door (which requires a DEX Roll, because of the lack of fine manipulation), and then two corporeal cultists would carry out the victim and re-lock the door behind them.

OTHER AZTEC GODS

If Tezcatlipoca becomes an important part of your campaign, chances are that other Aztec gods may as well. Aztec religion and mythology is fascinating, and often somewhat strange compared to the more familiar Greek and Norse myths. Some of the main gods include:

Quetzalcoatl ("Feathered Serpent"): Often considered the "leader" of the Aztec pantheon and Tezcatlipoca's enemy, Quetzalcoatl is variously depicted as a wind-god, a knowledge and culture-god (the giver of arts and crafts to the Aztecs), and the god of the morning star (Venus). He's sometimes depicted with black skin, a beard, a red bird mask with serpent's fangs, a conical cap and breastpiece made of ocelot skin and shells, and the *ehcailacacózcotl* ("breastplate of the wind"), a pectoral-like breastplate made from a cross-section of a large shell.

Chalchiuhtlicue ("Our Lady of the Jade Skirt"): Tlaloc's sister (or wife, depending on the legend) and the goddess of water, the sea, and those who make their livings on or from the water.

Huitzilopochtli ("Blue Hummingbird of the South"): The god of war, and to some extent fire and the sun as well. He was the "national god" of the Aztecs who led them to their home in the Valley of Mexico. He wears elaborate Aztec war-gear and wields a *macahuatl*, or obsidian-bladed wooden "sword." Sometimes he opposes Tezcatlipoca as the god of darkness and night; in modern times he's been more supportive of the Smoking Mirror's goals.

Mictlantecuhtli ("Lord of Mictlan"): The ruler of Mictlan, the land of the dead, which the departed could only reach after successfully passing through nine dangerous areas and trials. He wears armor-like garments made of human bone and a mask resembling a human skull. The owl (a bird of great ill omen), bat, and spider are his creatures.

Tlaloc ("He Who Makes Things Grow"): The god of rain and storms, one of the most important deities of the pantheon. Depending on his mood and whether he'd been properly propitiated with sacrifices, he could send life-giving rains or destroy the crops. He's usually depicted with a monstrous blue face (or mask) and goggle eyes; his skin is black.

Xipe Totec ("Our Lord the Flayed One"): The god of springtime and jewelers. Sacrifices to him were flayed alive, and he's usually depicted wearing a victim's skin. In other respects he looks much like Tezcatlipoca, but in the color red rather than black.

NAGUAL CULTIST

Val Char Cost Roll Notes

13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
14	DEX	8	12-	
15	CON	5	12-	
10	INT	0	11-	PER Roll 11-
11	EGO	1	11-	
15	PRE	5	12-	PRE Attack: 3d6

5 OCV 10

5 DCV 10

3 OMCV 0

4 DMCV 3

3 SPD 10 Phases: 4, 8, 12

8 PD 6 Total: 8 PD (0 rPD)

8 ED 6 Total: 8 ED (0 rED)

6 REC 2

30 END 2

10 BODY 0

26 STUN 3 Total Characteristics Cost: 74

Movement: Running: 16m

Cost Powers

END

8 **Nagual Projection:** Extra-Dimensional Movement (any physical location in the Astral Plane corresponding to cultist's physical location in Earth's dimension) 0

Reduced Endurance (0 END; +½); Extra Time (5 Minutes to activate; -1), Leaves Helpless Physical Body Beyond And Will Die If Does Not Rejoin It Within 24 Hours (-1), Feedback (-1)

29 **Astral Claws And Fangs:** Multipower, 36-point reserve All OIAID (-¼)

2f **1) Exert Physical Force:** 18 STR4

Indirect (enables Transdimensional; +½), Transdimensional (Earth's dimension; +½); OIAID (-¼), Does Not Add To Base STR (-½), Can Only Be Used While Cultist Uses His Nagual Apparition Power (-¼)

1f **2) Claw/Bite Astral Targets:** HKA 1d6 (1½d6 with STR) 1 OIAID (-¼)

2f **3) Claw/Bite Earthly Targets:** HKA 1d6 (1½d6 with STR) 3

Indirect (enables Transdimensional; +½), Transdimensional (Earth's dimension; +½); OIAID (-¼), Can Only Be Used While Cultist Uses His Nagual Apparition Power (-¼)

24 **Nagual Apparition:** Sight, Hearing, and Touch Group Images, +2 to PER Rolls 0

Indirect (enables Transdimensional; +½), Transdimensional (Earth's dimension; +½), Reduced Endurance (0 END; +½); OIAID (-¼), No Range (-½), Set Effect (nagual form; -1)

4 **Jaguar Speed:** Running +4m (16m total) 1 OIAID (-¼)

5 **Jaguar Senses:** +2 PER with all Sense Groups 0 OIAID (-¼)

4 **Jaguar Eyes:** Nightvision 0 OIAID (-¼)

10 **Astral Awareness:** Dimensional (Astral Plane) for Sight Group 0

10 **Astral Awareness:** Dimensional (Astral Plane) for Hearing Group 0

5 **Divine Dreams:** Mind Link to Tezcatlipoca, Psychic Bond, any dimension 0 No Conscious Control (-2)

Skills

6 +2 with Astral Claws And Fangs Multipower

3 Climbing 12-

5 Concealment 12-

2 Navigation (Astral) 11-

3 Stealth 12-

2 KS: Tezcatlipoca Cult Doctrine And Practices 11-

3 Choose one of the following: Breakfall, Bribery, Interrogation, Language [English or Native American language], Paramedics, Security Systems, Streetwise, Tactics, Tracking, WF: Blades and Small Arms.

Total Powers & Skills Cost: 128

Total Cost: 202

275 Matching Complications (50)

10 **Hunted:** Tezcatlipoca (Frequently, Mo Pow, Watching)

15 **Hunted:** Roman Catholic Church (Infrequently, Mo Pow, NCI, Limited Geographic Area [Mexico], Capture/Kill)

15 **Physical Complication:** Jaguar Form Has No Fine Manipulation (Frequently, Greatly Impairing)

20 **Psychological Complication:** Fanatic Worshipper Of Tezcatlipoca (Very Common, Strong)

15 **Susceptibility:** to traditional charms against naguals, 1d6 damage per Phase spent within 2m of such charms (Uncommon)

10 **Susceptibility:** to Tezcatlipoca's displeasure, 2d6 damage, Instant (Uncommon)

Total Complications Points: 75

Experience Points: 0

ENCHANTED ITEMS

In addition to sending minions, avatars, and visions, gods can affect earthly events through magic items. The Jaguar Talisman and the Smoking Mirror are typical examples of divine artifacts. They enable their owners to wield a bit of Tezcatlipoca's power — at the price of placing themselves within that power.

Jaguar Talisman: This magic item consists of a stylized jaguar carved from black jade, 6 inches long by 3 inches high and half an inch thick. Bits of turquoise form the eyes. A person who holds the talisman while meditating can project his astral body as a nagual. (Indeed, this could happen spontaneously, if the person falls asleep while holding the talisman). Repeated use turns the person into a nagual, so he no longer needs the Talisman — but also taints the user's soul and warps his mind, making him a loyal servant of Tezcatlipoca. The god's cult uses the Jaguar Talisman to turn recruits into loyal naguals.

Cost Power

- 7 **Nagual Projection:** Extra-Dimensional Movement (any physical location in the Astral Plane corresponding to cultist's physical location in Earth's dimension), Reduced Endurance (0 END; +½); IAF (-½), Extra Time (1 Minute to activate; -¾), Leaves Helpless Physical Body Beyond And Will Die If Does Not Rejoin It Within 24 Hours (-1), Feedback (-1), Side Effects (Severe Transform 1d6 to nagual cultist, as above, always occurs; -½)
- 20 **Astral Claws And Fangs:** Multipower, 36-point reserve
All IAF (-½), OIAID (-¼)
- 1f **1) Exert Physical Force:** 18 STR
Indirect (enables Transdimensional; +½), Transdimensional (Earth's dimension; +½); IAF (-½), OIAID (-¼), Does Not Add To Base STR (-½), Can Only Be Used While Cultist Uses His Nagual Apparition Power (-¼)
- 1f **2) Claw/Bite Astral Targets:** HKA 1d6 (1½d6 with STR)
IAF (-½), OIAID (-¼)
- 2f **3) Claw/Bite Earthly Targets:** HKA 1d6 (1½d6 with STR)
Indirect (enables Transdimensional; +½), Transdimensional (Earth's dimension; +½); IAF (-½), OIAID (-¼), Can Only Be Used While Cultist Uses His Nagual Apparition Power (-¼)
- 20 **Nagual Apparition:** Sight, Hearing, and Touch Group Images, +2 to PER Rolls
Indirect (enables Transdimensional; +½), Transdimensional (Earth's dimension; +½), Reduced Endurance (0 END; +½); IAF (-½), OIAID (-¼), No Range (-½), Set Effect (nagual form; -1)

Total cost: 51 points.

Smoking Mirror: This disk of carved obsidian enables a mortal to imitate Tezcatlipoca's power to curse people with bad luck. The foot-wide disk is flat and polished on one side, with a narrow border carved with skulls and jaguars. The other side bears a large carved jaguar surrounded by a border of people who are obviously dying in pain.

The mirror's user needs a bit of hair, a nail clipping, blood, photograph, clothing or something else that came from his desired victim. He burns the body relic on the Mirror while concentrating upon his hatred for the victim. The Mirror absorbs the smoke, which swirls within the black glass surface. If the Mirror works properly, the smoke parts at the moment the user names his victim, and the Mirror reflects the victim's image. Some time within the next 24 hours, the victim suffers a potentially deadly episode of bad luck — he has a terrible auto accident, something heavy falls on him, or the like.

Each murder performed using the Smoking Mirror is a sacrifice to Tezcatlipoca, forging a bond between the god and the mortal world. After five such murders, the Lord of Misfortune can come to Earth and stay as long as he wants — but he must stay within 50 feet of the Smoking Mirror. Tezcatlipoca vanishes back to the Land Of Legends if he moves beyond that limit.

Cost Power

- 23 **Locate Victim:** Mind Scan 20d6, Invisible Power Effects (effects of power invisible to target; +½); OAF (-1), Extra Time (5 Minutes; -2), Sympathetic Link Required (see text; -½), 1 Charge (-2)
- 15 **Locate Victim:** +15 OMCV with Locate Victim Mind Scan; OAF (-1)
- 27 **Inflict Misfortune:** RKA 3d6, ACV (uses OMCV against DMCV; +¼), Area Of Effect (1m Radius Accurate; +½), MegaScale (area is the size of Earth; +2), Variable Special Effects (any plausible accident; +¼); OAF (-1), Extra Time (5 Minutes; -2), Damage Is Inflicted At A Random Time Over The Next 24 Hours (-0), Perceivable (sensitive people dream of Tezcatlipoca's coming; -¼), Sympathetic Link Required (see text; -½), 1 Charge (-2)
- 141 **Summon Tezcatlipoca:** Summon 2,248-point Tezcatlipoca, Specific Being (+1), Reduced Endurance (0 END; +½); OAF (-1), Extra Time (Five Minutes; -2), Only Works After User Commits Five Murders Using The Mirror As A Sacrificial Altar (-1), Summoner Has No Control Over Tezcatlipoca Whatsoever (-1), 1 Charge (-2)

Total cost: 206 points.



TYRANNON THE CONQUEROR

Background/History: Throughout the Outer Planes, mages and spirits fear the name of Tyrannon. The Thousand-Headed God, mystics call him, and Sunmaker — or the Cosmic Cancer, or the Eater of Souls. Tyrannon's most common epithet, however, is the title he chose for himself: the Conqueror. Tyrannon inspires such terror because he does not merely exile, enslave, or kill mystical foes. He *eats* them, and resurrects them as new incarnations of himself. The Greatest Power to arise in the Multiverse lives in hundreds of bodies at once.

The trillions who suffer under Tyrannon's rule do not know this, but Tyrannon began as a mortal mage just five centuries ago. He was born on a world called Thulkos. Mystics now use that name for the entire plane. Although matter in this dimension collected in circular loops rather than spheres, Thulkos resembled Earth in many ways. Life appeared on Thulkos billions of years ago and eventually evolved into a sentient race very much like Earth-humans. Unlike Earth, however, this dimension's supernatural energies could act only through matter. Mystics practiced various sorts of alchemy or crafted magic items.

The supernatural energies of the plane spontaneously generated a thousand or so "gods." These elemental spirits remained formless and mindless, though they showed affinities for different types of matter or living creatures. Sometimes a god infused itself into matter for a brief incarnation. The Thulkosians regarded their mindless "gods" as natural disasters. Only the most powerful mystics could influence them.

Tyrannon became a spell-smith in an age of industrial magic. (Old Thulkosian technomagic bore some similarities to the forge-alchemy of the Lemurians; the resemblance is probably coincidental.) He wasn't the most brilliant or powerful magus of his time, but he had enough skill to participate in his civilization's most ambitious project. Dozens of spell-smiths and hundreds of their followers set out to merge themselves with Thulkos's elemental gods. They hoped to free their world from mindless divine rampages. They expected to become powerful, but not so mighty that Thulkosian spell-weapons could not defeat them. The spell-smiths crafted mighty talismans and rituals. Each participant fused with a god: spirits of fire and water, wood and earth, light and life, and many more.

The mage Tyrannon merged with one of the most powerful gods. His strong will enabled him to master his powers quickly. Tyrannon liked his power, and wanted more. He attacked a weaker mage-god, killed him, and stole his power and his soul. Now Tyrannon had even greater power, and a will strengthened by the subsumed spirit of his victim — and he wanted still more. He attacked a second weak mage-god and subsumed him as well. The more Tyrannon defeated and devoured, the more he hungered, until Tyrannon devoured most of the incarnate gods. Each spirit he consumed, however, eroded a bit more of Tyrannon's own personality. Tyrannon the mage became Tyrannon the Conqueror.

The nations of Thulkos had prepared for several hundred man-gods with their own varied interests and loyalties. They were not ready for one creature with the power of several hundred gods. The Thulkosians and the remaining man-gods united to destroy Tyrannon... and failed. The Conqueror slaughtered billions in his conquest; he forced the survivors to worship him through more death and blood. The gods whom Tyrannon could not devour, he imprisoned, exiled to other planes, or drove into the far reaches of the Thulkosian universe.

Worship and sacrifice gave Tyrannon enough power to change reality itself. One world didn't satisfy Tyrannon any more than one god's power had. He warped Thulkos's dimension to bring other inhabited worlds within his reach. The Conqueror spent a century reshaping and mastering his universe. He broke Thulkos's ring-shaped star and reshaped the fragments into a new shape — spheres — that he used as shining prisons for eight defeated gods.

When Tyrannon ran out of worlds to conquer in his own universe, he turned his gaze on other dimensions. He learned to open gates to other planes and sent some of his bodies to conquer their inhabitants. Once he ruled another dimension, Tyrannon gathered all his many bodies into one form of incredible power. He ripped wide the barriers between realities and merged the other plane with Thulkos. The laws of Thulkos overwhelmed the natural laws of the other spaces, and their environments became copies of Thulkos's own.

Eventually, Tyrannon encountered beings comparable to himself who could fight back. Some were other conquerors and would-be conquerors. Others were merely powerful mystics determined to protect their homeworlds. No one, however, can block Tyrannon from every possible universe. The Conqueror seeks dimensions with high populations to worship him, preferably ones rich in magic but with few powerful mystics to oppose him. In his endless search through the Multiverse, Tyrannon recently discovered a plane that seems ideal:

Earth's.

Personality/Motivation: The Conqueror wants more power so he can conquer even more of the Multiverse and gain still more power. He seeks to merge all the dimensions into one, and make himself the sole ruler — indeed, to absorb the Multiverse into himself so that nothing exists but him.

Tyrannon possesses the knowledge of every soul he conquered and devoured. In theory, this makes Tyrannon extremely knowledgeable. In practice, Tyrannon has a bad memory. None of Tyrannon's forms carries all his knowledge, and only his greatest forms have significant access to the memories of devoured victims. Tyrannon's KS: Knowledge From Consumed Spirits is a plot device for him to know whatever he needs for the sake of an adventure, without giving Tyrannon any broader information about a subject.

The Conqueror lacks the patience for devious scheming. His deceptions seldom become more complex than disguising a Viceroy as some other creature, handing a magical superweapon to an ambitious but gullible mystic, or promising someone that he can rule the world in Tyrannon's name if he helps the Conqueror. Such promises are worthless: the Conqueror never shares power, and an erstwhile ally merely becomes a slightly more favored slave. Tyrannon considers his directness a sign of his superiority: "Knowledge? Cunning? Tyrannon does not need such things. Tyrannon rules by power alone!"

Quote: "Understand, mortals: Tyrannon is no creature like yourselves. Tyrannon is an incarnation of the infinite and ultimate. In Tyrannon do all things reach their completion. The storm, the sea, the circling suns of your galaxy — they are nothing in comparison. Now see the power of Tyrannon... and tremble."

Powers/Tactics: Tyrannon's greatest power consists of his legion of selves (Duplicates). The Conqueror normally lives in 888 bodies at once, scattered through multiple dimensions, in constant communication through psychic links. This makes it nearly impossible to kill or imprison Tyrannon: as long as one Duplicate remains free, the Conqueror might regain his power.

The Conqueror's bodies vary in power. The eight *Throne* forms wield the power of whole armies. Each Throne represents a class of life or matter: elemental earth, fire, and fluid, plus

tree-like, insectoid, octopoid, reptilian, and avian Throne forms. The most powerful form, the Tree Throne, rules the densely-populated core of Thulkos itself. The seven lesser Thrones oversee provinces of Thulkos's dimension or conquered planes not yet merged with Thulkos. Each Throne personally guards some location of great strategic importance, such as concentrations of magical energy Tyrannon can exploit.

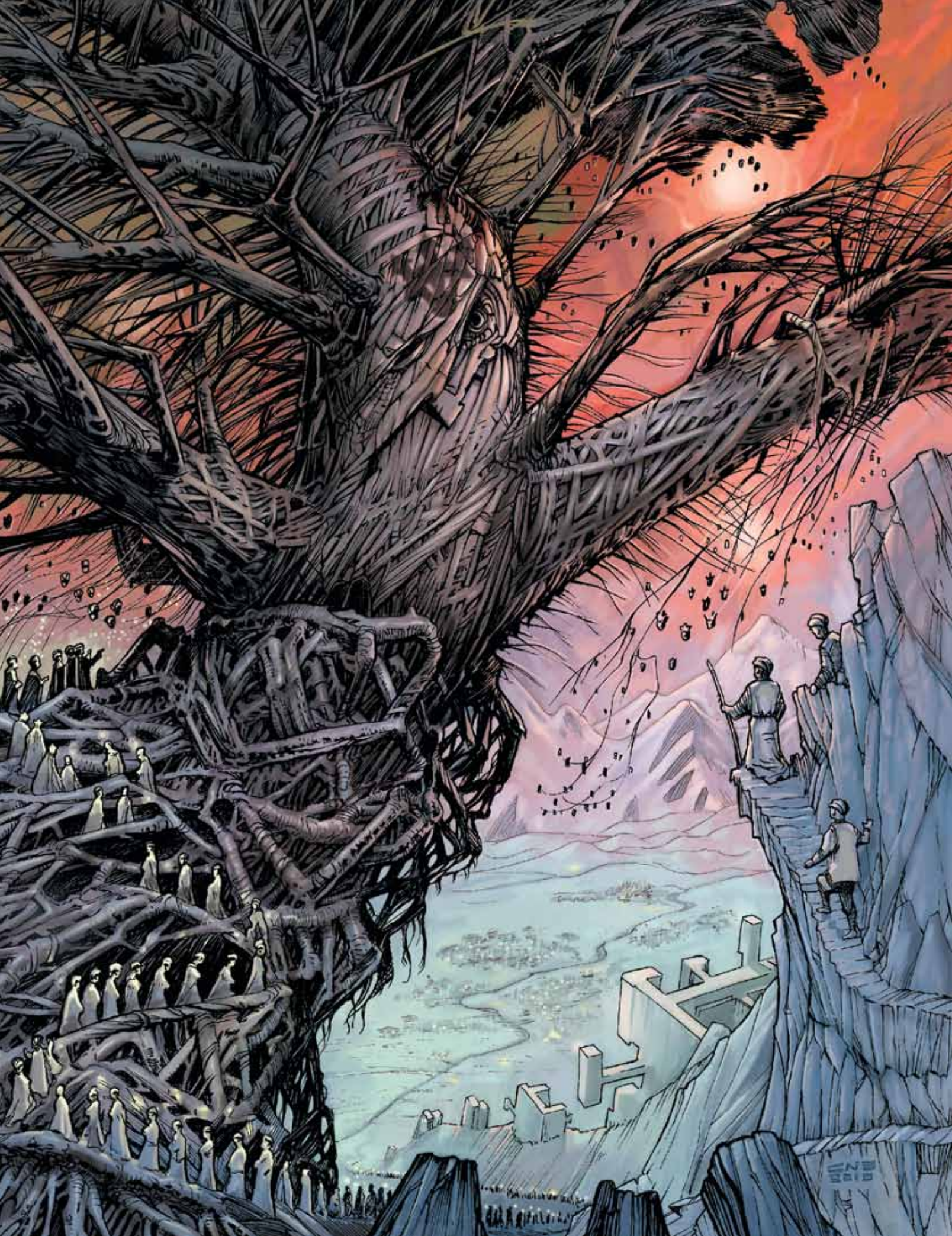
Each Throne controls ten *Viceroy*s, who serve as principle enforcers of Tyrannon's will. Some Viceroy's make war upon other dimensions. Tyrannon posts others to guard strategic resources and locations, or to teach obedience to conquered populations. Still other Viceroy's serve as roving troubleshooters who punish those who fail to serve Tyrannon to his satisfaction.

Each Viceroy, in turn, creates ten *Emissaries*, the least powerful of Tyrannon's forms. Emissaries scout new worlds for conquest and police the Conqueror's far-flung demesnes. When an Emissary sees something Tyrannon doesn't like, he sends a Viceroy to deliver the appropriate correction. Emissaries wield power comparable to a typical super-mystic. A team of heroes can defeat an Emissary with ease — but as soon as one of Tyrannon's forms comes under attack, his other selves know almost instantly. Other Emissaries... or a Viceroy... or maybe even a Throne soon appear to join the fight.

Each of Tyrannon's forms has a psychic link to several other Duplicates. Emissaries are linked only to their parent Viceroy. Each Viceroy has a link to all ten of its subject Emissaries, to its parent Throne, and to five other Viceroy's from that Throne. Thrones have links to all ten of their Viceroy's, to the other seven Thrones, and to fifteen of their subject Emissaries. Information rapidly passes up and down the chains of psychic links, with the Thrones as coordinators.

Fortunately for everyone else, Tyrannon cannot concentrate many of his forms in one place — especially the Viceroy's and Thrones. If more than 3,000 Character Points' worth of Duplicates spend more than a Turn within 16m of each other, the less powerful Duplicates merge with the more powerful forms. For instance, Tyrannon might commit a Viceroy and four Emissaries to a fight. Let a fifth Emissary join the crew, however, and the Viceroy must absorb one Emissary. If seven Emissaries gather in one place, they fuse and are replaced by one Viceroy, summoned from elsewhere in the Multiverse. Likewise, four Viceroy's would merge and be replaced by one Throne. Necessarily, Thrones never associate or fight alongside more than one Viceroy, or together — the Throne would absorb one of the Viceroy's, or one Throne would absorb the other. Tyrannon doesn't want to reduce the number of his Duplicates in this way. On the other hand, Tyrannon can cycle through Duplicates, bringing new bodies to a fight while others retreat and recover.

Sometimes, however, the Conqueror deliberately merges his many selves to work his most awesome feats of magic, such as fusing



dimensions. Tyrannon can do this safely only at special alignments of Thulkos's eight suns, because only then can Tyrannon emanate his Duplicates again. When Tyrannon occupies just one body, he becomes far more vulnerable to attack despite the vast power of his combined self. These crucial alignments do not happen very often, and they last for less than an hour; they impose significant restrictions on the Conqueror's plans.

Each of Tyrannon's 888 forms can cast a variety of mystic bolts and evoke magical shields. These spells remain nearly the same for all of Tyrannon's forms, except for their power level, though Thrones and Viceroys know a few more spells than Emissaries. Tyrannon's forms are also physically strong and tough.

Tyrannon's eight "elemental" classes of forms possess a few special powers based on their physical forms or a particular sort of magical or natural phenomenon. For instance, the Fire Throne and its emanations all have Damage Shields because their bodies are indeed made of flame. The Reptile Throne and its emanations can bite, but the Throne and Viceroys also wield magic of time and probability because the primal Thulkosian gods of these phenomena felt an affinity to reptiles for some reason. Each class of Tyrannon's bodies also suffers one or two special weaknesses based on its substance or the form's favored class of magic.

The *Deadly Wrath Of Tyrannon* deserves a special mention. Mechanically, this spell works the same for every form: it's a Constant RKA that bypasses every defense except Resistant forms of Mental Defense. The special effect of the spell, however, varies for each elemental class of forms. For example, a fire form makes the victim combust from the inside out, while a time-controlling reptilian form can age a victim to death.

The eight Thrones draw additional power from the worship and sacrifice by Tyrannon's subjects. The Conqueror can use this power, represented as a Variable Power Pool, to do almost anything he can imagine. Tyrannon usually ties up a Throne's Power Pool in some special magical feat intended to conquer a dimension at a stroke. Forcing Tyrannon to use his Power Pool in combat may thwart his plans. Fortunately, Tyrannon cannot use his Power Pools to increase the power of his spells, augment his Characteristics, or add Advantages to any of his Powers. The Conqueror also does not like to use Limitations, so a Throne will not use them to buy more Powers from the Pool. Still, the Power Pool enables a Throne to tailor attacks against a foe or create defenses, movement modes, or other powers to counter an enemy's strengths.

In combat, Tyrannon trusts in his mystic shields and innate toughness to protect him while he blasts away. He may use the *Hand Of Tyrannon* to throw one opponent at another, or hold a foe that he then bludgeons with raw strength. The *Deadly Wrath Of Tyrannon* works better as a threat than as an attack against a group of heroes:

Tyrannon may use it to torture a bystander until the heroes submit or retreat to save the innocent's life. Against single foes who lack suitable defenses, however, the *Deadly Wrath* becomes Tyrannon's single favorite attack.

Thulkos's primal gods were powerfully bound to the physical substance of that dimension, and Tyrannon absorbed that connection along with the gods' power. The Conqueror's greater forms cannot spend much time away from Thulkos without suffering damage. Tyrannon can work around this weakness by relying on Emissaries or staying near an active Gate to Thulkos. Thrones and Viceroys cannot move more than one mile from such a Gate without suffering this Dependency. Tyrannon's first act in invading a dimension, therefore, is usually to build a stable *Dimensional Bridge* between the target plane and Thulkos. A world's defenders can force a temporary retreat by finding and destroying the special disk or pylons that sustain the Gate.

Tyrannon's arrogance offers heroes their greatest advantage over the Thousand-Headed God. He may agree to limit his own power in battle, to make his victory that much more glorious. For instance, Tyrannon likes to believe he doesn't really need his worshippers, and so a Throne might forego the use of its Power Pool in combat. Heroes might also challenge Tyrannon to fight them without cycling through multiple forms, or to accept some other restriction. Tyrannon isn't vain and stupid enough to accept blatantly self-defeating conditions, but heroes can play on his egotism to make a fight more fair.

No promise binds Tyrannon for long. The Conqueror might wager an entire invasion on a duel between one Emissary and one hero, but he only risks *one* invasion. If Tyrannon loses the duel, he withdraws to Thulkos, ponders how the heroes defeated him, then tries again once he can allocate Duplicates to the attack.

Resources: Tyrannon rules multiple dimensions, with a total population in the uncounted trillions. Some of the worlds in his empire are larger and more populous than Earth. Tyrannon commands an army of billions of soldiers, though most of this force is tied up fighting the Conqueror's rivals or pacifying newly-conquered regions. Tyrannon commits his armies only after he personally destroys a world's most powerful defenders.

Not all of Tyrannon's resources are magical. Some conquered worlds retain technology comparable to Earth's, though technology stops working once a dimension fully merges with Thulkos. Tyrannon dislikes nuclear weapons and other technological devices, but his satraps may use such weapons in attempts to please him.

Campaign Use: Tyrannon is the definitive dimensional conqueror. He works well as the main villain of a campaign devoted to defending Earth against invaders from beyond. He can bully lesser dimension lords and tempt evil mystics with greater power, offering further story options while keeping Tyrannon as the prime mover of most adventures.

**ASSOCIATES,
ALLIES, AND
ADVERSARIES**

Tyrannon has no allies, only dupes and slaves. Dupes do not stay dupes very long: Tyrannon destroys them if they fail, or enslaves them if they succeed.

The Conqueror counts Istvatha V'han as his greatest enemy; Skarn the Shaper is his second most powerful foe. The Multiverse's more mysterious cosmic evils, such as the Kings of Edom, either do not know about Tyrannon or view him as a rival who could interfere with their own plans. Tyrannon, for his part, thinks he can conquer or exploit any other cosmic power, and this may lead him to free a King or unleash other powers he cannot control. Tyrannon does not know about Takofanes, the Dragon, or any of Earth's other powerful entities (and so far, they know nothing of him).

In all his forms, Tyrannon is a blowhard's blowhard. He cannot actually hold a conversation. Sometimes Tyrannon's pompous, bragging soliloquy has something to do with what another person said; sometimes not.

The GM can play Tyrannon as campy, but you can easily present him as a deadly serious, terrifying threat to humanity and reality itself. Heroes have almost no way to remove his menace once and for all. At most, the Sunmaker gives Earth a respite while he conquers other worlds. Months, years, or decades later, the Conqueror *will try again*. Heroes who want to stop Tyrannon for good must engage in a long campaign to destroy his Duplicates one by one, or seek magical powers as dark and deadly as Tyrannon himself.

To make Tyrannon more powerful, increase the number of Duplicates he can bring to a fight, or increase the power of his innate magic. Reduce his power by reducing his innate magic, his defenses, or his SPD. An Emissary's attacks and defenses should fall in the same range as a starting superhero, with Viceroy's attacks about 20 Active Points greater and Thrones' attacks 10 to 15 Active Points beyond that.

In his own mind, at least, Tyrannon Hunts anyone who thwarts his plans — no exceptions. Tyrannon seldom Hunts anyone at more than 8- frequency, though. He has so *many* enemies that even with 888 bodies, he can't find time to Hunt them all at once. Tyrannon may increase his Hunting to 11- if a character emerges as his most determined foe.

Appearance: None of Tyrannon's forms looks exactly alike. Thrones look partly humanoid; at least some Viceroy's look humanoid; and Emissaries look like smaller versions of their controlling Viceroy. See the character sheets for further details about Tyrannon's forms.

All of Tyrannon's bodies bear his sigil, a sort of three-pointed arrowhead crossed by a crescent, unless they Shape Shift to conceal this mark. The sigil usually appears on the forehead (if a form has a recognizable head, of course).

Tyrannon's Duplicates also share a "distinctive feature" not visible to the eye. The Conqueror's power is so vast that magical senses become MegaScaled for detecting his presence. The range increments for sensing an Emissary increase from meters to kilometers; to tens of kilometers for Viceroy's; and to hundreds of kilometers for Thrones. Psychically sensitive people also dream about Tyrannon when one of his bodies enters a world, while actual precognitives suffer horrifying nightmares about the devastation he'll inflict. Such dreams may provide clues to Tyrannon's location and plans, but they're always vague, symbolic, and uncontrollable — a way for the GM to alert PCs that a menace needs stopping, not provide instructions about how to do it.

**EXAMPLE POWERS FOR TYRANNON'S
FULL GODLY MIGHT POWER POOL**

Reshape Galaxies: At his full power, Tyrannon can change the architecture of an entire galaxy, or at least a major portion of one. The Sunmaker reshaped most of Thulkos's cosmos using powers like this, collapsing it to a fraction of its former size. If Tyrannon annexes a world like Earth, he uses a variation on this Power to spin it into a ring-shaped world like Thulkos.

Severe Transform 1d6 (change location and form of stars, planets, and space itself; heals back if Tree Throne destroyed within 1 month of change), Area Of Effect (32m Radius; +1), Constant (+½), Difficult to Dispel (x2 Active Points; +¼), Indirect (affects interior of buildings, stellar bodies, and the like without diminishment of effect; +1), MegaScale (1m = 10,000 light-years wide and deep; +5¼), Reduced Endurance (½ END; +¼). Total cost: 139 points.

Cosmic Fusion: Tyrannon establishes his rule using *Dimensional Bridges* no larger than a small office building. Once he controls a world and secures the worship of its people, he creates a world-sized dimensional bridge to fuse the other plane to Thulkos. The natural and magical laws of Thulkos eventually overwhelm and reshape the other dimension, if Tyrannon doesn't speed the process using his own power.

Like all Tyrannon's Gates, *Cosmic Fusion* requires a Focus to stabilize it. In this case, the Focus consists of hollow statues representing Tyrannon's eight Throne forms, cast in pure diamond and filled with the blood of sacrificed mortals. Tyrannon sets the eight statues spinning in a ring and creates the vast Gate between them. The spell consumes the statues, however; a *Cosmic Fusion* can be broken only by creating another Gate within it (or, at the GM's option, attacking it with other dimension-warping powers). The collapsing of a Gate is a great excuse to send heroes into some weird dimension.

Extra-Dimensional Movement (to a single location in any conquered dimension), Area Of Effect (1m Radius; +¼), Constant (+½), MegaScale (1m = 10,000 km wide, broad, and deep; +2), Reduced Endurance (0 END; +½), Uncontrolled (lasts until another Gate is created within it, or some similar form of dimension-warping attack is used against it; +½), Usable By Other (any one person or object per Phase of up to 25,000 kg mass; +2¼) (140 Active Points); OAF Immobile Expendable (Very Difficult to replace; -2½), Extra Time (5 Minutes to activate; -1). Total cost: 31 points.

THE TREE THRONE

Background/History: The Tree Throne is Tyrannon's most powerful form. It is the "real" Tyrannon, insofar as Tyrannon's other forms converge on the Tree Throne when he gathers his power for his mightiest feats of magic. The Tree Throne has to be the focus of Tyrannon's power because it cannot move. If someone destroyed the Tree Throne, another Throne form would eventually take its place as Tyrannon's center.

The Tree Throne dwells at the center of Thulkos. Tyrannon's subjects worship the Tree Throne as the god of agriculture and the cycle of life and death.

Personality/Motivation: Tyrannon takes special care to protect the Tree Throne because of its role as his central form and executor of his greatest magic. Here, alone, Tyrannon might bargain with enemies to save one of his lives. By the same token, the Tree Throne is least likely to accept self-defeating conditions on a fight.

Quote: "You have found the heart of Tyrannon. You have found your doom!"

Powers/Tactics: The Tree Throne possesses the greatest physical strength and toughness of any of Tyrannon's forms. Tyrannon can crush just about anything, matter or spirit, that comes within reach of the Tree Throne's enormous arms. He can also clutch at opponents with the smaller branches and roots that radiate from his body. Although the roots and branches are defined as Extra Limbs, Tyrannon has so many of them that breaking one limb inflicts no meaningful harm on him. (And of course, he can always use his spells to Heal himself.)

Tyrannon can gather all his Duplicates into the Tree Throne at any time (this is represented by the *Gathering Of The Forms* power). When Tyrannon does this, the Tree Throne doubles in size and its Variable Power Pool increases in power. But while the Conqueror can gather his forms at any time, he can Duplicate himself only when the eight suns of Thulkos form certain conjunctions or alignments. Even then, restoring his multiplicity takes Tyrannon twelve seconds. During this time, the Duplicates grow like fruit on the Tree Throne's branches. Once the Duplicates grow and separate themselves, they must immediately move away from the Tree Throne or be absorbed again.

Tyrannon's mightiest form can consume and reincarnate other souls or spirits. This is the fate of defeated dimension lords and mystics who dare to oppose the Conqueror (this is mostly a "plot device" ability, so it's not represented in *HERO System* terms). Devoured souls can fuel the re-creation of destroyed Duplicates, or Tyrannon can resurrect slain foes as fanatically loyal slaves.

Indeed, Tyrannon could turn a consumed spirit into a new Duplicate outside the eight normal classes of Thrones, Viceroys, and Emissaries by paying Character Points to add more Duplicates. The GM can use these "extra" Duplicates to surprise heroes who think they know the Conqueror's limits.

The Tree Throne is rooted to the spot. If the Tree Throne wants to move, Tyrannon must use a *Dimensional Bridge* or teleport using its Power Pool (and take a large volume of soil with himself). This is also the only Throne that cannot disguise itself through Shape Shifting.

The Tree Throne possesses a few special spells for transforming and affecting plant life. This form also has a special aptitude for magic related to plants, birth, growth, death, and necromancy.

Campaign Use: Meeting the Tree Throne is a pivotal event in an adventure. Either the heroes launched a daring attack at the heart of Tyrannon's power — or they are captured and about to die, if they cannot escape quickly.

On the other hand, the Tree Throne offers heroes their best chance to destroy Tyrannon. When the Conqueror gathers himself together, the heroes have a short period of time in which to kill or imprison him before he re-grows his Duplicates and becomes the Thousand-Headed God once more. Simply destroying the Tree Throne would greatly weaken Tyrannon for months, until another Throne took over its role and Tyrannon defeated and devoured a spirit powerful enough to metabolize into a new Throne form.

Appearance: This form of Tyrannon looks like a gigantic tree 200 feet (60m) tall. A thick trunk rises from a welter of roots that spread out over and under the ground. Two powerful, branch-like limbs sprout from the trunk, while ridges and gashes in the trunk form a gnarled face. Hundreds of smaller branches sprout from the tree-trunk. The Tree Throne's form and foliage slowly changes: sometimes it looks like an oak, sometimes a pine, a willow, or any other sort of tree, including trees never seen on Earth. Dozens of heads, Thulkosian and otherwise, grow like fruit on the branches, giving the Throne the power to see all around itself. Sometimes Tyrannon speaks from the Throne's main face; sometimes all the heads speak in unison.

When the Tree Throne absorbs Tyrannon's other forms, it swells to twice its normal height and girth. The Throne also looks more humanoid: Its trunk reshapes into a humanoid torso, with a crested Thulkosian head instead of a face within the trunk. The Tree Throne's skin remains furrowed bark, however, while branches bearing foliage and smaller heads still sprout from the torso and the pair of great arms — though the branches look much smaller in comparison to Tyrannon's colossal body.

160	Tyrannon's Many Forms: Duplication (create up to 888 Duplicates built on up to 1,517 Total Points each), Easy Recombination (Zero-Phase Action at full DCV)	0
	Altered Duplicate (25%; +¼); Extra Time (1 Turn to initiate; -¾), May Only Activate During Alignments Of The Kae Linn (-½), May Only Have 3,000 Character Points' Worth Of Duplicates In One Location At The Same Time (see text; -½)	
1,365	The Gathering Of The Forms: Ranged Recombination (+½) for Duplication	0
	Armor Piercing (+¼), Indirect (enables Transdimensional; +½), MegaScale (1m of range = 1 light-year, or 73 LY; +4¼), Transdimensional (any dimension; +1), Reduced Endurance (0 END; +½)	
63	Tyrannon Grasps The Spirit World: Affects Desolidified (+½) for 85 STR	0
	Reduced Endurance (0 END; +½)	
6	A Thousand Clutching Roots And Branches:	0
	Extra Limbs (thousands)	
	Inherent (+¼)	
25	A Thousand Clutching Roots And Branches:	0
	Reach +25m	
	Only With Extra Limbs (-0)	
15	Tyrannon's Toughness: Hardened (+¼)	0
	for 30 PD/30 ED	
15	Tyrannon's Toughness: Impenetrable (+¼)	0
	for 30 PD/30 ED	
45	Tyrannon's Toughness: Resistant (+½)	0
	for 30 PD/30 ED	
	Hardened (+¼), Impenetrable (+¼)	
49	First Shield Of Tyrannon: Resistant Protection (10 PD/10 ED/6 Power Defense)	0
	Hardened (+¼)	
10	Tyrannon's Pitiless Gaze: Sight Group Flash Defense (10 points)	0
	Hardened (+¼)	
31	Tyrannon's Invincible Ego: Mental Defense (25 points)	0
	Hardened (+¼)	
5	Tyrannon's Invincible Ego: Resistant (+½)	0
	for 10 Mental Defense	
19	Tyrannon's Mystic Fortitude:	0
	Power Defense (15 points)	
	Hardened (+¼)	
20	Second Shield Of Tyrannon: Deflection	2
80	Tyrannon's Godhood: Life Support (Total, including full Immunity to all poisons, diseases, and the like throughout Reality, and Longevity: Immortality)	0
10	Astral Awareness: Dimensional (Astral Plane) for Sight Group	0
10	Astral Awareness: Dimensional (Astral Plane) for Hearing Group	0
10	Mystic Awareness: Detect Magic 13- (Sight Group), Discriminatory	0
10	A Thousand Eyes: Increased Arc Of Perception (360 Degrees) for Sight Group	0
25	One Will In Many Bodies: Mind Link, specific group of up to 32 forms of Tyrannon, any distance, any dimension, Psychic Bond	0
	Only With Others Who Have Mind Link (-1)	

-12	Rooted To The Ground: Running -12m (0m total)	0
-2	Rooted To The Ground: Leaping -4m (0m total)	0
-2	Rooted To The Ground: Swimming -4m (0m total)	0

Perks

50	Fringe Benefit: Deity	
	All the Bases, Vehicles or Followers that he wants	

Talents

18	Lightning Reflexes: +18 to act first with All Actions	
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Skills

3	Interrogation 19-	
3	AK: Domains Of Tyrannon 13-	
3	KS: Knowledge From Consumed Spirits 13-	
3	KS: Blood Image Magic 13-	
3	KS: Dimension Lords 13-	
2	KS: Fertility Magic 11-	
2	KS: Magic Styles 11-	
2	KS: Necromancy 11-	
2	KS: Old Thulkosian Forge Alchemy 11-	
3	KS: Outer Planes 13-	
5	KS: Plans Of Tyrannon 14-	
3	KS: Plant Magic 13-	
4	Navigation (Dimensional) 14-	
3	Oratory 19-	
17	Power: Thaumaturgy 20-	
3	SS: Botany 13-	
3	Teamwork 15-	

Total Powers & Skills Cost: 2,786

Total Cost: 3,314

400 Matching Complications (75)

30	Dependence: must remain in Thulkos (or near a worm-hole to it) or suffer 3d6 damage per Minute (Very Common)	
35	Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-	
10	Hunted: Istvatha V'han (Infrequently, As Pow, Kill)	
10	Hunted: Skarn the Shaper (Infrequently, As Pow, Kill)	
5	Hunted: assorted cosmic entities and dimension lords (Frequently, As Pow, Watching)	
15	Physical Complication: Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Slightly Impairing)	
25	Physical Complication: Gargantuan (64m long; +10 OCV for others to hit, +10 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)	
10	Physical Complication: Rooted To The Spot (no innate movement modes; cannot use any possible movement except Teleportation and Extra-Dimensional Movement, both with lots of Increased Mass for a suitable quantity of soil) (Infrequently, Slightly Impairing)	
25	Psychological Complication: Driven To Dominate All The Multiverse (Very Common, Total)	
25	Psychological Complication: Convinced Of His Utter Superiority (Very Common, Total)	
20	Susceptibility and/or Vulnerability based on form (see pages 251-54)	

Total Complications Points: 75

Experience Points: 2,914

LESSER THRONE

Val Char Cost Roll Notes

60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
28	DEX	36	15-	
40	CON	30	17-	
18	INT	8	13-	PER Roll 13-
28	EGO	18	15-	
50	PRE	40	19-	PRE Attack: 10d6
9	OCV	30		
9	DCV	30		
9	OMCV	18		
9	DMCV	18		
8	SPD	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12
30	PD	28		Total: 30 PD (30 rPD)
30	ED	28		Total: 30 ED (30 rED)
25	REC	21		
100	END	16		
30	BODY	20		
80	STUN	30		Total Characteristics Cost: 481

Movement:	Running:	12m
	Flight:	10m
	Teleportation:	30m

Cost Powers

207	Divine Power: Variable Power Pool, 100 Pool + 100 Control Cost	var
	Cannot Add To Or Modify Other Powers Or Characteristics Powers (-¼)	
	plus: Cosmic (+2)	
	Only When In Thulkos (-¼), Cannot Add To Or Modify Other Powers Or Characteristics Powers (-¼)	
140	Tyrannon's Mighty Magic: Multipower, 140-point reserve	
12f	1) Power Of Tyrannon: Blast 20d6	5
	Reduced Endurance (½ END; +¼)	
12f	2) Ire Of Tyrannon: Mental Blast 10d6	5
	Reduced Endurance (½ END; +¼)	
13f	3) Hand Of Tyrannon: Telekinesis (50 STR)	5
	ACV (uses OMCV against DCV; +0), Line Of Sight (+½), Reduced Endurance (½ END; +¼)	
12f	4) Might Of Tyrannon: Blast 16d6	12
	Affects Desolidified (+½)	
10f	5) Bonds Of Tyrannon: Entangle 5d6, 5 PD/5 ED	4
	Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼), Reduced Endurance (½ END; +¼)	
13f	6) Curse Of Tyrannon: Dispel Magic 30d6	13
	Variable Effect (any one Magic power or spell at a time; +½)	
8f	7) Deadly Wrath Of Tyrannon: RKA 1d6+1	3
	ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +1), Does BODY (+1), Constant (+½), +2 Increased STUN Multiplier (+½), Line Of Sight (+½), Reduced Endurance (½ END; +¼)	
11f	8) Tyrannon Is Legion: Summon four Emissaries built on 489 Total Points	11

6f	9) Quelling Will Of Tyrannon: Suppress Magic Powers 6d6	9
	Variable Effect (any one Magic power or spell at a time; +½); Costs Endurance (to maintain, see 6E1 196; -½)	
5f	10) Tyrannon Goes Where He Wills: Extra-Dimensional Movement (any location in any dimension), Increased Mass (200 kg)	5
4f	11) Astral Phasing: Desolidification (affected by spirit magic)	4
4f	12) Astral Leap: Teleportation 30m	4
	Armor Piercing (+¼)	
9f	13) Fury Of Tyrannon: Blast 11d6	14
	Area Of Effect (16m Radius; +¾), Double Knockback (+½), Personal Immunity (+¼); No Range (-½)	
5f	14) Dimensional Bridge: Extra-Dimensional Movement (any physical location in any dimension)	0
	Constant (+½), Uncontrolled (until Lesser Throne loses consciousness; +½), Reduced Endurance (0 END; +½), Usable By Other (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	
11	Dimensional Bridge Anchor: Area Of Effect (30m Radius; +1) for the Dimensional Bridge power	0
	OAF Immobile (circle of pylons inlaid with images of Tyrannon; -2); Extra Time (5 Minutes to activate; -1)	
15	Tyrannon's Toughness: Hardened (+¼)	0
	for 30 PD/30 ED	
15	Tyrannon's Toughness: Impenetrable (+¼)	0
	for 30 PD/30 ED	
45	Tyrannon's Toughness: Resistant (+½)	0
	for 30 PD/30 ED	
	Hardened (+¼), Impenetrable (+¼)	
49	First Shield Of Tyrannon: Resistant Protection (10 PD/10 ED/6 Power Defense)	0
	Hardened (+¼)	
10	Tyrannon's Pitiless Gaze: Sight Group Flash Defense (10 points)	0
25	Tyrannon's Invincible Ego: Mental Defense (25 points)	0
5	Tyrannon's Invincible Ego: Resistant (+½) for 10 Mental Defense	0
15	Tyrannon's Mystic Fortitude: Power Defense (15 points)	0
20	Second Shield Of Tyrannon: Deflection	2
80	Tyrannon's Godhood: Life Support (Total, including full Immunity to all poisons, diseases, and the like throughout Reality, and Longevity: Immortality)	0
17	Tyrannon Ignores Gravity: Flight 10m	0
	Reduced Endurance (0 END; +½), Persistent (+¼)	
10	Mystic Awareness: Detect Magic 13- (Sight Group), Discriminatory	0
25	One Will In Many Bodies: Mind Link, specific group of up to 32 forms of Tyrannon, any distance, any dimension, Psychic Bond	0
	Only With Others Who Have Mind Link (-1)	
125	Special Powers based on Throne's form (see pages 251-54)	

LESSER THRONE

Background/History: Each lesser Throne claims jurisdiction over an area and population larger than the Earth. They are Tyrannon's ultimate weapon: when he sends one of his greatest selves into war, he intends death and destruction on a scale of nations, if not continents. Tyrannon's subjects know the power of his Thrones very well indeed. When a Throne appears in a region apart from a scheduled state visit, they know someone has displeased their god and they shall soon face his awful and inescapable wrath.

Perks

- 50 Fringe Benefit: Deity
All the Bases, Vehicles or Followers that he wants

Skills

- 3 Interrogation 19-
3 AK: Domains Of Tyrannon 13-
3 KS: Blood Image Magic 13-
3 KS: Dimension Lords 13-
3 KS: Knowledge From Consumed Spirits 13-
2 KS: Magic Styles 11-
2 KS: Old Thulkosian Forge Alchemy 11-
3 KS: Outer Planes 13-
3 KS: Plans Of Tyrannon 13-
4 Navigation (Dimensional) 14-
3 Oratory 19-
13 Power: Thaumaturgy 18-
3 Teamwork 15-

Total Powers & Skills Cost: 1,036

Total Cost: 1,517

400 Matching Complications (75)

- 30 **Dependence:** must remain in Thulkos (or near a worm-hole to it) or suffer 3d6 damage per Minute (Very Common)
- 35 **Enraged:** Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 **Hunted:** Istvatha V'han (Infrequently, As Pow)
- 10 **Hunted:** Skarn the Shaper (Infrequently, As Pow)
- 5 **Hunted:** assorted cosmic entities and dimension lords (Frequently, As Pow, Watching)
- 15 **Physical Complication:** Enormous (+4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
- 15 **Physical Complication:** Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Slightly Impairing)
- 25 **Psychological Complication:** Driven To Dominate All The Multiverse (Very Common, Total)
- 25 **Psychological Complication:** Convinced Of His Utter Superiority (Very Common, Total)
- 20 **Susceptibility and/or Vulnerability** based on Throne form (see pages 251-54)

Total Complications Points: 75

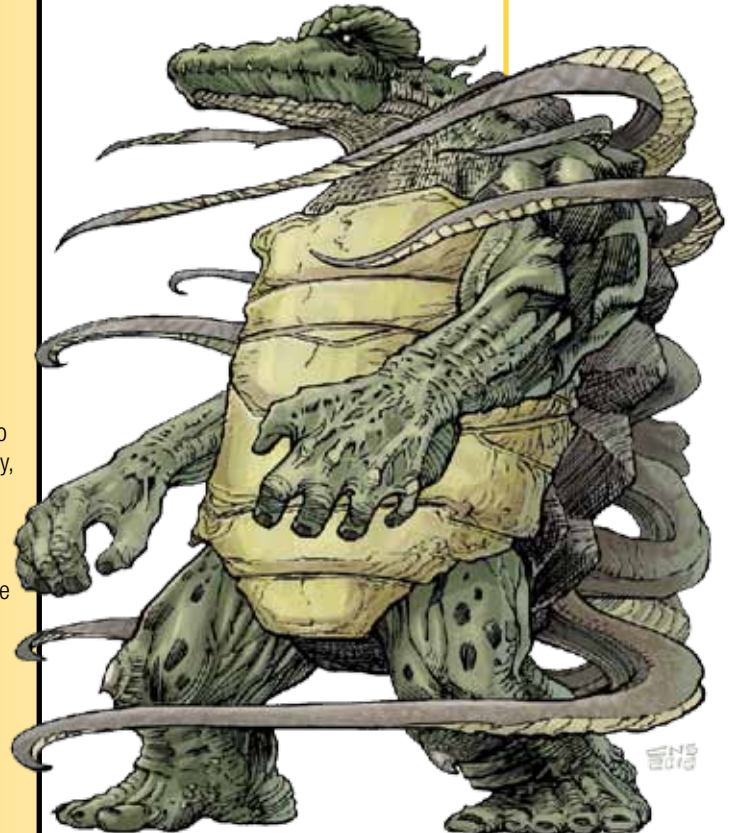
Experience Points: 1,117

Personality/Motivation: The Lesser Thrones show Tyrannon's arrogance and will to power in full measure. Unfortunately, they also have the power to back up their boasts. Tyrannon expects his Throne forms to crush any opposition.

Quote: "Know, insolent worms, that at last you face the full power of Tyrannon. Take pride in this honor... in the few moments before you die."

Powers/Tactics: Lesser Thrones combine awesome physical power with nigh-limitless magical ability. In addition to innate spells of formidable power, each Lesser Throne has a hefty Variable Power Pool. When a Throne assaults a world, it often generates MegaScaled attacks to devastate wide regions and incapacitate or kill entire populations.

Their Variable Power Pools give Thrones diverse options in personal combat, and they're smart enough to use their powers efficiently. For instance, a Throne could make itself Invisible to almost every sense imaginable, fly in, start Entangling enemies, and then reveal itself to gloat a while. If Tyrannon discovers a foe's weakness, he'll certainly tailor an attack to exploit it. On the other hand, the Conqueror enjoys making a Throne invulnerable to anything the heroes can throw at it, then laughing as he blasts away with his innate spells... though heroes may surprise Tyrannon with a power he didn't anticipate and can't defend against right away.



Campaign Use: If heroes encounter a Lesser Throne, either they went looking for trouble, or they made Tyrannon very angry. Tyrannon doesn't send Thrones into action for any mission less important than conquering a world, defeating an army — or destroying his most persistent foes. Player Characters should encounter a Lesser Throne only after clashes with Emissaries and Viceroy's so they appreciate the menace of Tyrannon's greatest incarnations.

See the introductory section for details about making Tyrannon's various forms more or less powerful. Tyrannon commits a Lesser Throne to Hunting characters only if they've blocked several of his attempts at conquest.

Appearance: Lesser Thrones are each about the size of an elephant (unless a Throne uses its Variable Power Pool to change its size). Each Throne combines different aspects of its class of creature or matter in an ever-changing fusion. For instance, the Reptilian Throne might have the body of a huge turtle, a long, snakey tail, scaled but humanoid arms and legs, and the head of a crocodile, while the Earth Throne is veined and layered with different metals and minerals. A Throne's appearance changes from hour to hour, or Turn to Turn in combat, as body parts change their form or substance. A Lesser Throne always includes some humanoid element, and its head always bears the three crests typical of a Thulkosian. A Lesser Throne may Shape Shift to look like anything it wants, but Tyrannon always resumes his true form in combat so his enemies will know who destroyed them.

EXAMPLE POWERS FOR DIVINE POWER POWER POOL

Dimensional Surveillance: For all his arrogance, Tyrannon still appreciates the value of spying on his enemies. A Lesser Throne can whip up a spell to scry across dimensions to Earth — one lesser mystic has little chance to detect.

Clairsentience (Sight, Hearing, and Magic Sense Groups), Dimensional (Earth), Invisible to Magic Sense Group (+½). Total cost: 75 points.

Hole In The World: The Earth Throne can command the ground to split — all the way down into a planet's mantle. Within an hour, this creates a volcano that erupts for the next several million years until it's the size of, say, Hawaii. A group of heroes must act quickly to find a way to plug the hole before the volcano buries a city.

Tunneling 2m through 8 PD material, MegaScale (1m = 100 km; +1½), Usable As Attack (+1¼). Total cost: 67 points.

Infantilized Population: The Reptile Throne can use its mastery of time to reverse aging, rapidly Transforming everyone within hundreds of miles into small children. They shall grow up again learning to worship Tyrannon as their terrible Divine Father.

Severe Transform 1d6+1 (adult sentients to children; reversed by killing/dispelling the Reptile Throne), Area Of Effect (16m Radius; +¾), Constant (+½), MegaScale (1m = 100 km wide, broad, and deep; +1½). Total cost: 75 points.

Tailored Attack: If Tyrannon recognizes that a particular enemy lacks a particular defense, he can design an attack to exploit that deficiency. He could also tailor attacks to exploit known Vulnerabilities or Susceptibilities. (Is this fair or game balanced? Of course not. Tyrannon is a cosmic entity who doesn't have to play by the same rules as the PCs.)

Blast 6d6, Area Of Effect (1m Radius Accurate; +½), NND (defense is something he knows the target doesn't have; +1). Total cost: 75 points.

VICEROY

Background/History: Each Throne form emanates ten Viceroy's. These are smaller, less powerful versions of the Throne. If Lesser Thrones fill the role of ICBMs, submarines, and other strategic weapons in Tyrannon's military plans, Viceroy's are field artillery and attack aircraft: they deliver a lot of damage on a smaller scale, and they are hard for a small group of fighters to defeat without special weapons. A few Viceroy's can conquer, pacify, or destroy a city or a small dimension.

VICEROY

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
24	DEX	28	14-	
30	CON	20	15-	
13	INT	3	12-	PER Roll 12-
24	EGO	14	14-	
35	PRE	25	16-	PRE Attack: 7d6
8	OCV	25		
8	DCV	25		
8	OMCV	15		
8	DMCV	15		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
30	PD	28		Total: 30 PD (20 rPD)
30	ED	28		Total: 30 ED (20 rED)
20	REC	16		
100	END	16		
20	BODY	10		
60	STUN	20		
				Total Characteristics Cost: 368

Movement: Running: 12m
Flight: 10m
Teleportation: 26m

Cost Powers**END**

110	Tyrannon's Mighty Magic: Multipower, 110-point reserve	
9f	1) Power Of Tyrannon: Blast 14d6 Reduced Endurance (½ END; +¼)	3
9f	2) Ire Of Tyrannon: Mental Blast 7d6 Reduced Endurance (½ END; +¼)	3
10f	3) Hand Of Tyrannon: Telekinesis (40 STR) ACV (uses OMCV against DCV; +0), Line Of Sight (+½), Reduced Endurance (½ END; +¼)	4
9u	4) Might Of Tyrannon: Blast 12d6 Affects Desolidified (+½)	9
8f	5) Bonds Of Tyrannon: Entangle 4d6, 4 PD/4 ED Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼), Reduced Endurance (½ END; +¼)	3
11f	6) Curse Of Tyrannon: Dispel Magic 24d6 Variable Effect (any one Magic power or spell at a time; +½)	11
8f	7) Deadly Wrath Of Tyrannon: RKA 1d6+1 ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +1), Does BODY (+1), Constant (+½), +2 Increased STUN Multiplier (+½), Line Of Sight (+½), Reduced Endurance (½ END; +¼)	3
4f	8) Tyrannon Is Legion: Summon one Emissary built on 489 Total Points Extra Time (One Turn; -1¼)	10
6f	9) Quelling Will Of Tyrannon: Suppress Magic Powers 6d6 Variable Effect (any one Magic power or spell at a time; +½); Costs Endurance (to maintain, see 6E1 196; -½)	9
4f	10) Tyrannon Goes Where He Wills: Extra-Dimensional Movement (any physical location in any dimension)	4
4f	11) Astral Phasing: Desolidification (affected by spirit magic)	4
3f	12) Astral Leap: Teleportation 26m Armor Piercing (+¼)	4
5f	13) Fury Of Tyrannon: Blast 6d6 Area Of Effect (16m Radius; +¾), Double Knockback (+½), Personal Immunity (+¼); No Range (-½)	7
4f	14) Dimensional Bridge: Extra-Dimensional Movement (any physical location in any dimension) Constant (+½), Reduced Endurance (0 END; +½), Usable By Other (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	0
9	Dimensional Bridge Anchor: Uncontrolled (until anchor-disk broken; +½) for the Dimensional Bridge power OAF Bulky (disk inlaid with images of Tyrannon; -1½)	0
20	Tyrannon's Toughness: Resistant (+½) for 20 PD/20 ED	0
33	First Shield Of Tyrannon: Resistant Protection (10 PD/10 ED/6 Power Defense) Hardened (+¼); Costs Endurance (-½)	5
5	Tyrannon's Pitiless Gaze: Sight Group Flash Defense (5 points)	0
20	Tyrannon's Invincible Ego: Mental Defense (20 points)	0
15	Tyrannon's Mystic Fortitude: Power Defense (15 points)	0

20	Second Shield Of Tyrannon: Deflection	2
80	Tyrannon's Godhood: Life Support (Total, including full Immunity to all poisons, diseases, and the like throughout Reality, and Longevity: Immortality)	0
10	Mystic Awareness: Detect Magic 12- (Sight Group), Discriminatory	0
22	One Will In Many Bodies: Mind Link, specific group of up to 16 forms of Tyrannon, any distance, any dimension, Psychic Bond Only With Others Who Have Mind Link (-1)	0
22	Tyrannon's Malleable Form: Shape Shift (Sight and Touch Groups, any shapes of that Viceroy's class) Costs END Only to Change Shape (+¼)	2
17	Tyrannon Ignores Gravity: Flight 10m Reduced Endurance (0 END; +½), Persistent (+¼)	0
75	Special Powers based on Viceroy's form (see pages 251-54)	

Perks

30	150 points for Bases and Followers
10	Fringe Benefit: Head of State

Skills

3	Interrogation 16-
3	AK: Domains Of Tyrannon 12-
2	KS: Blood Image Magic 11-
3	KS: Magic Styles 12-
3	KS: Outer Planes 12-
3	KS: Plans Of Tyrannon 12-
4	Navigation (Dimensional) 13-
3	Oratory 16-
7	Power: Thaumaturgy 14-
3	Teamwork 14-

Total Powers & Skills Cost: 626**Total Cost: 994****400 Matching Complications (75)**

25	Dependence: must remain in Thulkos (or near a worm-hole to it) or suffer 3d6 damage per 5 Minutes (Very Common)
35	Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
10	Hunted: Istvatha V'han (Infrequently, As Pow)
10	Hunted: Skarn the Shaper (Infrequently, As Pow)
5	Hunted: assorted cosmic entities and dimension lords (Frequently, As Pow, Watching)
15	Physical Complication: Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Slightly Impairing)
25	Psychological Complication: Driven To Dominate All The Multiverse (Very Common, Total)
25	Psychological Complication: Convinced Of His Utter Superiority (Very Common, Total)
20	Susceptibility and/or Vulnerability based on Viceroy form

Total Complications Points: 75**Experience Points: 594**

Personality/Motivation: Viceroy's display Tyrannon's self-absorbed megalomania in full measure. They have enough power to fight and win against many foes, but are not as omnipotent as Tyrannon thinks. Viceroy's are also less intelligent than Thrones, and less skilled overall. Viceroy's are not actually stupid, but Tyrannon tends to overestimate the skills of his Viceroy's as well as their power.

Quote: "You thought you knew the measure of Tyrannon. Now learn the depth of your mistake... for Tyrannon is legion!"

Powers/Tactics: A Viceroy has a good selection of attack spells (though they lack the Variable Power Pool that gives the Thrones such combat flexibility). Viceroy's also have strength and toughness comparable to a typical "brick," and a variety of spells for perception and movement.

Viceroy's keep a stable baseline form, but can use magic to alter their shape into anything within their particular class of life or matter: thus, a Fluid Viceroy can look like anything — but it's still made of some sort of liquid. An Insectoid Viceroy can look like any sort of insect, though it keeps its huge size.

Tyrannon's Viceroy's usually engage in straight-up battles. A Viceroy's favorite strategy is simply to keep its Resistant Protection up and blast away. If Tyrannon finds a Viceroy outmatched, however, he may employ basic deceptions such as pretending to retreat (using Desolidification or Teleportation) while actually finding a place to spy on his enemy from a distance and waiting for a chance to take him by surprise.

A Viceroy may possess a Base or Vehicle, possibly including a magical superweapon. The Base or Vehicle probably includes a stabilized

Dimensional Bridge, since Viceroy's wither and die without such a contact to Thulkos (or some other world where the people worship Tyrannon). Lesser Thrones have Bases too, but they keep them back in Thulkos or subject dimensions; Viceroy's may possess field Bases built by Emissaries and enslaved local labor.

Campaign Use: Tyrannon usually relies on his Viceroy's to fight hero teams. One Viceroy gives a hero team a good fight, but a team can beat it; two Viceroy's, or a Viceroy and a few Emissaries, have a good chance to defeat a team of typical superheroes who don't fight strategically. Viceroy's show that Tyrannon is a force that surpasses the PCs, but not hopelessly so.

See the introduction for suggestions about making Tyrannon's forms more or less powerful. When Tyrannon Hunts his enemies, he uses Viceroy's for straightforward assaults upon them.

Appearance: Just as each Throne presents a hybrid or generic form of a state of life or matter, each Viceroy looks like a specific type within that class. For instance, the Reptile Throne has Viceroy's shaped like a lizard, a crocodile, a snake, a turtle, various sorts of dinosaurs, and so on. The Earth Throne has Viceroy's look like misshapen, humanoid lumps of different metals and minerals. Fire Viceroy's range from slender gas-jet flames to masses of hot ash and coals. Each set of ten Viceroy's includes one that looks like a Thulkosian, shaped from the appropriate substance or given a suitable integument. One Reptile Viceroy is a scale-covered humanoid; the humanoid Earth Viceroy looks like a living marble statue. Viceroy's are generally 12 to 13 feet tall or long.

EMISSARY

Background/History: Each Viceroy of Tyrannon emanates ten Emissaries, the weakest of the Conqueror's forms. They form Tyrannon's heavy infantry as well as his messengers and recruiters. As the most numerous class of Tyrannon's forms, they're also the aspect of the Conqueror that his enemies encounter most often.

Emissaries aren't immortal or resistant to environmental effects. Of all Tyrannon's forms, they're most often absorbed and re-created; none of them exist long enough for natural aging to become an issue. Normally, Duplicates would age (or not) along with the original character. In this case, however, the GM can ignore such details in the interest of dramatic sense.

Personality/Motivation: Emissaries are just as overbearing as Tyrannon's greater forms. They are also less intelligent than the Conqueror's other forms. An Emissary can carry out complex tasks under the guidance of a Viceroy or Throne, but Tyrannon's Emissaries don't adapt to surprises very well. When an Emissary encounters something it finds confusing or surprising, it calls its parent Viceroy to investigate.



EMISSARY

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
20	DEX	20	13-	
23	CON	13	14-	
10	INT	0	11-	PER Roll 11-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
7	OMCV	12		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12
25	PD	23		Total: 25 PD (10 rPD)
25	ED	23		Total: 25 ED (10 rED)
15	REC	11		
45	END	5		
10	BODY	0		
40	STUN	10		

Total Characteristics Cost: 244

Movement: Running: 12m
Flight: 20m

Cost Powers

Cost	Powers	END
67	Tyrannon's Mighty Magic: Multipower, 67-point reserve	
6f	1) Power Of Tyrannon: Blast 12d6	6
6f	2) Ire Of Tyrannon: Mental Blast 5d6 Reduced Endurance (½ END; +¼)	2
5f	3) Hand Of Tyrannon: Telekinesis (20 STR) ACV (uses OMCV against DCV; +0), Line Of Sight (+½), Reduced Endurance (½ END; +¼)	2
6f	4) Deadly Wrath Of Tyrannon: RKA 1d6 ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +1), Does BODY (+1), Constant (+½), Reduced Endurance (½ END; +¼)	3
7f	5) Banishment Of Tyrannon: Dispel Magic 15d6 Variable Effect (any one Magic power or spell at a time; +½)	7
6f	6) Tyrannon Goes Where He Wills: Extra-Dimensional Movement (any physical location, any dimension), x16 Increased Mass	6
2f	7) Astral Leap: Teleport 20m Armor Piercing (+¼)	2

10	Spiritual Substance: Resistant (+½) for 10 PD/10 ED	0
30	First Shield Of Tyrannon: Resistant Protection (8 PD/8 ED/4 Power Defense) Hardened (+¼); Costs Half Endurance (-¼)	2
20	Second Shield Of Tyrannon: Deflection	0
15	Mighty Will: Mental Defense (15 points)	0
5	Mystic Defense: Power Defense (5 points)	0
5	Mystic Awareness: Detect Magic 11- (Touch Group)	0
10	One Will In Many Bodies: Mind Link to parent Viceroy, any distance, any dimension, Psychic Bond Only With Others Who Have Mind Link (-1)	0
30	Special Powers based on the Emissary's form (see pages 251-54)	

Perks

10	Fringe Benefit: Head of State
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Skills

3	Interrogation 13-
2	KS: The Plans of Tyrannon 11-
3	Oratory 13-

Total Powers & Skills Cost: 248

Total Cost: 492

400 Matching Complications (75)

35	Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
10	Hunted: Istvatha V'han (Infrequently, As Pow)
10	Hunted: Skarn the Shaper (Infrequently, As Pow)
5	Hunted: assorted cosmic entities and dimension lords (Frequently, As Pow, Watching)
25	Physical Complication: Dispelled When Knocked Out (Frequently, Fully Impairing)
15	Physical Complication: Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Slightly Impairing)
25	Psychological Complication: Driven to Dominate All the Multiverse (Very Common, Total)
25	Psychological Complication: Convinced of His Utter Superiority (Very Common, Total)
20	Susceptibility and/or Vulnerability based on Emissary form

Total Complications Points: 75

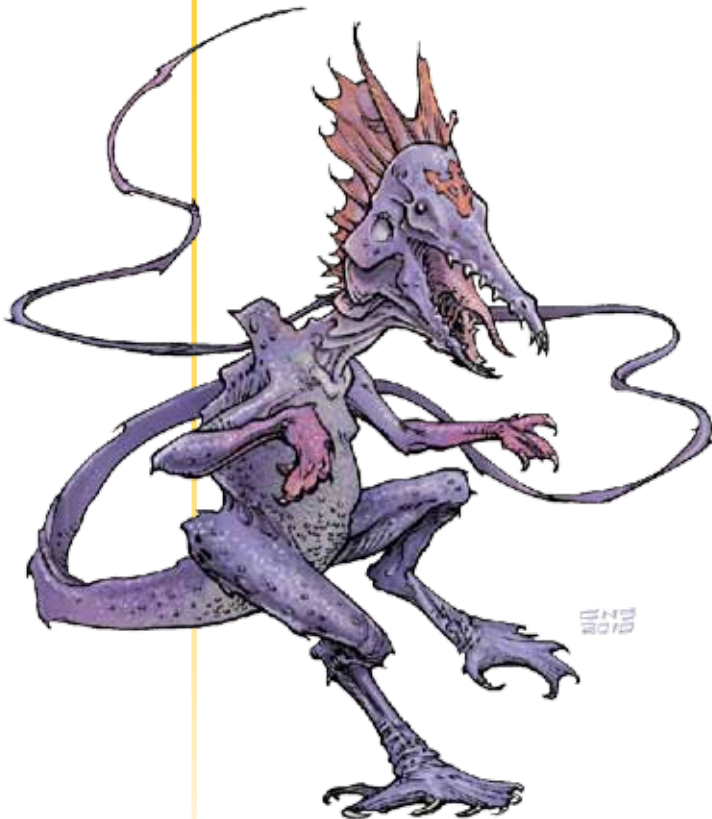
Experience Points: 92

Quote: “Fools! You face but the tiniest fraction of Tyrannon’s power. Surrender now, and spare yourselves the pain and humiliation of defeat!”

Powers/Tactics: Tyrannon’s weakest forms aren’t much more powerful than a typical starting superhero. Emissaries have a limited selection of spells, but are physically tougher than the average mystic. Their greatest strength is that they lack the greater forms’ Dependence on planes where people worship Tyrannon: Emissaries can go to any dimension and stay as long as they want.

Instead, Emissaries suffer a more ambiguous weakness. An unconscious Emissary vanishes and returns to Thulkos, just as many spirits are dispelled by “killing” or knocking out their corporeal form. On the one hand, Emissaries seldom truly die in combat. On the other hand, once an Emissary drops to negative STUN, it’s gone from the fight and has no chance to Recover.

Emissaries often scout a world before Tyrannon invades in force. They learn about the people and the world’s defenses, and may enlist fifth columnists through promises of favor under Tyrannon’s rule. Most importantly, Emissaries can prepare the disks and pylons needed to stabilize a *Dimensional Bridge*. This requires the use of local artisans, since Tyrannon lacks the skills to build anything himself. An Emissary simply bullies or bribes local people into making the basic Foci, then consecrates the disks and pylons through human sacrifice.



Campaign Use: A group of Emissaries can function like a supervillain team. Emissaries can also serve as field agents for a Viceroy that fills the role of a mastermind villain — though of course, Viceroy and Emissaries are really all the same character. That may not be obvious the first time heroes encounter Tyrannon, if the Viceroy and Emissaries come from different classes of Tyrannon’s bodies. The Conqueror may also use Emissaries for relatively stealthy missions, such as recruiting gullible natives as lackeys to prepare the way for an invasion.

See the introduction for notes about increasing or decreasing the power of Tyrannon’s forms. Tyrannon uses Emissaries to Hunt PCs in hit-and-run attacks, since he can most easily spare them from other duties. Once Tyrannon knows an enemy’s location, Emissaries Gate in and attack.

Appearance: Emissaries look like smaller forms of their controlling Viceroy. A typical Emissary stands five feet tall, though some are slightly larger or smaller. Each one of an Viceroy’s Emissaries has a different color: red, orange, yellow, green, blue, purple, black, white, grey, and brown.

TYRANNON'S VARIED POWERS

Here are the 125-, 75-, and 30-point “Templates” of powers and abilities, and the related Complication(s), for the Lesser Throne, Viceroy, and Emissary forms based on type.

DEADLY WRATH OF TYRANNON SPECIAL EFFECTS

Avian: Victim shakes and vibrates, tearing himself apart.

Earth: Stone needles erupt from the victim’s flesh.

Fire: Target catches fire and burns from the inside out.

Fluid: Victim’s body dissolves into water or some other fluid.

Insect: Victim glows and gradually dissolves into luminous vapor.

Octopoid: Victim perceives an attack by whatever he most fears.

Reptile: Victim withers and ages to death.

Tree: Vines, mushrooms, or other plants sprout from and consume the victim’s body.

AVIAN FORMS

Cost	Throne Powers and Skills	END
45	Wings: Flight 40m, x4 Noncombat Reduced Endurance (0 END; +½); Restrainable (-½)	0
Additional Multipower Slots:		
10f	15) Tornado: Blast 14d6 Area Of Effect (16m Radius; +¾); Does Not Work Underwater Or In A Vacuum (-¼), Random Knockback (-0)	12
8f	16) Wind Blast: Blast 14d6 Double Knockback (+½); Does Not Work Underwater Or In A Vacuum (-¼)	10
12f	17) Suffocation: Blast 10d6 NND (defense is Life Support [Self-Contained Breathing]; +1), Constant (+½)	12
13f	18) Airborne Supremacy: Suppress Flight 6d6 Area Of Effect (16m Radius; +¾), Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	6
8f	19) Weather Control: Change Environment (alter the weather), +/-8 Temperature Levels, Varying Combat Effects Area Of Effect (16m Radius; +¾), MegaArea (1m = 1 km broad, wide, and deep; +1), Varying Effect (+½), Reduced Endurance (½ END; +¼); No Range (-½)	5
3	Bump of Direction	
17	Power: Wind/Weather Tricks 20-	
4	KS: Air Magic 14-	
3	KS: Dimensional Magic 13-	
2	Navigation (Air; adds to Dimensional) 14-	
Total Cost: +125 points		

Cost	Viceroy Powers and Skills	END
41	Wings: Flight 36m, x4 Noncombat Reduced Endurance (0 END; +½); Restrainable (-½)	0
Additional Multipower Slots:		
8f	15) Tornado: Blast 12d6 Area Of Effect (16m Radius; +¾); Does Not Work Underwater Or In A Vacuum (-¼), Random Knockback (-0)	10
7f	16) Wind Blast: Blast 12d6 Double Knockback (+½); Does Not Work Underwater Or In A Vacuum (-¼)	9
6f	17) Weather Control: Change Environment (alter the weather), +/-6 Temperature Levels, Varying Combat Effects Area Of Effect (16m Radius; +¾), MegaArea (1m = 1 km broad, wide, and deep; +1), Varying Effect (+½), Reduced Endurance (½ END; +¼); No Range (-½)	4
3	Bump of Direction	
5	Power: Wind/Weather Tricks 13-	
3	KS: Air Magic 12-	
2	Navigation (Air; adds to Dimensional) 13-	
Total Cost: +75 points		

Cost	Emissary Powers and Skills	END
29	Wings: Flight 30m, x4 Noncombat Movement Reduced Endurance (½ END; +¼); Restrainable (-½)	1
1	KS: Air Magic 8-	
Total Cost: +30 points		

Val	Avian Form Complication
20	Susceptibility: to Entangles, Grab, or other restraints, 1d6 damage per Phase of restraint (Common)

EARTH FORMS

Cost	Throne Powers and Skills	END
60	Earth Passage: Tunneling 14m through PD 7 material, Fill In, x8 Noncombat Reduced Endurance (½ END; +¼)	2
11	Stone Body: Resistant Protection (6 PD) Hardened (+¼)	0
Additional Multipower Slots:		
6f	15) Earth Barriers: Barrier 6 PD/10 ED, 11 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (Sight Group)	6
6f	16) Earthmoving: Telekinesis (50 STR) Reduced Endurance (½ END; +¼); Only Versus Earth/Rock (-½)	3
7f	17) Tremors: Blast 14d6 Area Of Effect (30m Radius Explosion; +½), Personal Immunity (+¼); No Range (-½), Only Affects Targets On The Ground (-¼), Only Does Knockdown, Not Knockback (-0)	12
6f	18) Earth Lance: Blast 8d6 Indirect (Source Point and Path can differ from use to use; +1); Target Must Be On/Near Earth Or Rock (within 16m; -¼)	8
8f	19) Augment Earth: Succor Earth Powers 8d6 Variable Effect (any one Earth/Stone power at a time; +½), Ranged (+½); Costs Half Endurance (-¼)	5
10f	20) Quell Earth: Drain Earth Powers 6d6 Variable Effect (any one Earth/Stone power at a time; +½), Reduced Endurance (½ END; +¼)	4
6f	21) Stony Prison: Entangle 7d6, 7 PD/7 ED Only Affects Targets On The Ground (-¼)	7
3	Power: Earth Powers Tricks 13-	
2	SS: Geology 11-	
Total Cost: +125 points		

Cost	Viceroy Powers and Skills	END
38	Earth Passage: Tunneling 14m through PD 7 material, Fill In	4
7	Stone Body: Resistant Protection (4 PD) Hardened (+¼)	0
Additional Multipower Slots:		
6f	15) Earth Barriers: Barrier 6 PD/10 ED, 11 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (Sight Group)	6
5f	16) Earthmoving: Telekinesis (40 STR) Reduced Endurance (½ END; +¼); Only Versus Earth/Rock (-½)	3
5f	17) Tremors: Blast 10d6 Area Of Effect (30m Radius Explosion; +½), Personal Immunity (+¼); No Range (-½), Only Affects Targets On The Ground (-¼), Only Does Knockdown, Not Knockback (-0)	9
6f	18) Earth Lance: Blast 7d6 Indirect (Source Point and Path can differ from use to use; +1); Target Must Be On/Near Earth Or Rock (within 16m; -¼)	7
3f	19) Quell Earth: Drain Earth Powers 2d6 Variable Effect (any one Earth/Stone power at a time; +½)	3
3	Power: Mineral Tricks 12-	
2	SS: Geology 11-	
Total Cost: +75 points		

Cost	Emissary Powers and Skills	END
25	Earth Passage: Tunneling 13m through PD 6 material	3
3	Power: Mineral Tricks 12-	
2	SS: Geology 11-	
Total Cost: +30 points		

Val	Earth Form Complications
10	Vulnerability: 2 x STUN from Sonic/Vibration Attacks (Uncommon)
10	Vulnerability: 2 x BODY from Sonic/Vibration Attacks (Uncommon)

FIRE FORMS

Cost	Throne Powers and Skills	END
56	Flaming Body: RKA 3d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼); Always On (-½), No Range (-½)	0
35	Flaming Flight: Flight +20m (30m total) Additional Multipower Slots:	0
9f	15) Fire Blast: RKA 5d6 Reduced Endurance (½ END; +¼)	3
8f	16) Augment Flames: Succor Fire Powers 8d6 Variable Effect (any one Fire power at a time; +½), Ranged (+½); Costs Half Endurance (to maintain; -¼)	5
10f	17) Quell Flames: Drain Fire Powers 6d6 Variable Effect (any one Fire power at a time; +½), Reduced Endurance (½ END; +¼)	4
7	Power: Flame Tricks 15-	
Total Cost: +125 points		

Cost	Viceroy Powers and Skills	END
37	Flaming Body: RKA 2d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼); Always On (-½), No Range (-½)	0
26	Flaming Flight: Flight +15m (25m total) Added Multipower Slot:	0
9f	1) Fire Blast: RKA 4½d6 Reduced Endurance (½ END; +¼)	3
3	Power: Flame Tricks 12-	
Total Cost: +75 points		

Cost	Emissary Powers and Skills	END
25	Flaming Body: RKA 1d6+1 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼); Always On (-½), No Range (-½)	0
Additional Multipower Slot:		
5f	8) Fire Blast: RKA 3d6+1	5
Total Cost: +30 points		

Val	Fire Form Complication
10	Susceptibility: to being in vacuum, underwater, or in other fire-suppressant environments, 1d6 damage per Turn character is in such an environment (Uncommon)
5	Vulnerability: 1½ x STUN from Water Attacks (Uncommon)
5	Vulnerability: 1½ x BODY from Water Attacks (Uncommon)

OCTOPOID TRANSFORMATIONS (SEE PAGE 253)

Enslaving Touch: Target gains the Psychological Complication Believes He's Part Of Tyrannon [Very Common, Total]; heals back through another application of this or a similar power.

Psonian Surgery: Remove or change a target's memories of events within the past year, heals back normally.

FLUID FORMS

Cost	Throne Powers and Skills	END
40	Fluid Body: Desolidification (affected by cold, heat, or fire attacks) Reduced Endurance (0 END; +½), Cannot Pass Through Solid Objects (-½)	0
40	Fluid Movement: Swimming +54m (58m total), x4 Noncombat Reduced Endurance (½ END; +¼)	1
4	At Home In The Water: Environmental Movement: Aquatic Movement (no penalties in water)	0
5	Watery Tentacles: Extra Limbs (as many as Throne wants)	0
Additional Multipower Slots:		
8f	15) Dehydrate: Blast 6d6 NND (defense is Power Defense or a body that lacks liquids; +1), Affects Physical World (+2), Reduced Endurance (½ END; +¼); Victims At Least 50% Immersed In Water Get A Free Recovery Of This Damage Each Phase (-½)	6
9f	16) Fluid Shaping: Telekinesis (20 STR), Affects Porous Area Of Effect (250 2m Areas; +2), Reduced Endurance (0 END; +½); Only Affects Fluids (-½)	0
13f	17) Fluid Blast: Blast 8d6 Affects Physical World (+2), Reduced Endurance (0 END; +½)	6
3	AK: Thulkosian Seas And Oceans 13-	
3	KS: Physical Transformations 13-	
Total Cost: +125 points		

Cost	Viceroy Powers and Skills	END
40	Fluid Body: Desolidification (affected by cold, heat, or fire attacks) Reduced Endurance (0 END; +½), Cannot Pass Through Solid Objects (-½)	0
4	At Home In The Water: Environmental Movement: Aquatic Movement (no penalties in water)	0
Additional Multipower Slots:		
6f	15) Dehydrate: Blast 4d6 NND (defense is Power Defense or a body that lacks liquids; +1), Affects Physical World (+2), Reduced Endurance (½ END; +¼); Victims At Least 50% Immersed In Water Get A Free Recovery Of This Damage Each Phase (-½)	4
5f	16) Fluid Shaping: Telekinesis (18 STR), Affects Porous Area Of Effect (16 2m Areas; +1), Reduced Endurance (½ END; +¼); Only Affects Fluids (-½)	0
4f	17) Fluid Movement: Swimming +54m (58m total), x4 Noncombat Reduced Endurance (½ END; +¼)	1
10	18) Fluid Blast: Blast 6d6 Affects Physical World (+2), Reduced Endurance (0 END; +½)	0
3	AK: Thulkosian Seas And Oceans 13-	
3	KS: Physical Transformations 13-	
Total Cost: +75 points		

Cost	Emissary Powers and Skills	END
27	Fluid Body: Desolidification (affected by cold, heat, or fire attacks) Cannot Pass Through Solid Objects (-½)	4
Additional Multipower Slot:		
3f	1) Fluid Movement: Swimming +40m (44m total), x4 Noncombat Reduced Endurance (½ END; +¼)	1
Total Cost: +30 points		

Val	Fluid Form Complication
10	Vulnerability: 1½ x STUN from Heat/Fire Attacks (Common)
10	Vulnerability: 1½ x BODY from Heat/Fire Attacks (Common)

INSECT FORMS

Cost	Throne Powers and Skills	END
60	Wings: Flight 60m Reduced Endurance (0 END; +½); Restrainable (-½)	0
10	Sticky Feet: Clinging (normal STR)	0
5	Light-Adjusted Eyes: Sight Group Flash Defense (+5 points; 15 points)	0
5	Master Of Mystic Defense: Power Defense (+5 points; 20 points)	0
Additional Multipower Slots:		
9f	1) Wizardbane Web: Major Transform 11d6 (remove ability to cast one spell, heals through another application of this spell or the death of the Throne) Improved Results Group (remove any one spell; +¼); Limited Target (spellcasters; -½)	14
9f	2) Ward-Crushing Blast: Blast 12d6 NND (defense is Power Defense; +½)	9
9f	3) Solar Burst: Sight Group Flash 8d6 Area Of Effect (30m Radius; +1), Reduced Endurance (½ END; +¼)	4
8	+4 with Flight	
3	Analyze Magic 13-	
4	KS: Magic Item Enchantment 14-	
3	KS: Metamagic 13-	
Total Cost: +125 points		

Cost	Viceroy Powers and Skills	END
28	Wings: Flight 28m Reduced Endurance (0 END; +½); Restrainable (-½)	0
10	Sticky Feet: Clinging (normal STR)	0
5	Light-Adjusted Eyes: Sight Group Flash Defense (+5 points; 10 points)	0
5	Master Of Mystic Defense: Power Defense (+5 points; 20 points)	0
Additional Multipower Slots:		
7f	1) Enchantment: Major Transform 5d6 (give items magical powers, heals back through any successful application of a Dispel, the death of the Viceroy, or another use of this power) Improved Results Group (any typical magical powers; +¼), Reduced Endurance (½ END; +¼); Limited Target (mundane items; -0)	3
7f	2) Ward-Crushing Blast: Blast 10d6 NND (defense is Power Defense; +½)	7
7f	3) Solar Burst: Sight Group Flash 7d6 Area Of Effect (16m Radius; +¾), Reduced Endurance (½ END; +¼)	3
3	Analyze Magic 12-	
3	KS: Magic Item Enchantment 12-	
Total Cost: +75 points		

Cost	Emissary Powers and Skills	END
20	Wings: Flight 20m Reduced Endurance (0 END; +½); Restrainable (-½)	0
10	Sticky Feet: Clinging (normal STR)	0
Total Cost: +30 points		

Val	Insect Form Complication
20	Susceptibility: to Sight Group Darkness fields, 1d6 STUN per Phase Viceroy is within such area (Common)

OCTOPOID FORMS

Cost	Throne Powers and Skills	END
5	Many Tentacles: Extra Limbs (6)	0
20	Many Tentacles: +2 SPD	0
4	Long Tentacles: Reach +4m	0
8	Many Tentacles: +1 HTH	0
4	Aquatic Movement: Swimming +8m (12m total)	1
4	At Home In The Water: Environmental Movement: Aquatic Movement (no penalties in water)	0
22	Mental Sense: Detect Minds 13- (no Sense Group), Discriminatory, Targeting, Sense	0
Additional Multipower Slots:		
7f	15) Enslaving Touch: Severe Transform 6d6 (see page 252) ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼); Limited Target (mental "objects" in the minds of sentient beings; -½), No Range (-½)	13
9f	16) Psionic Surgery: Major Transform 7d6 (see page 252) ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Line Of Sight (+½), Works Against EGO, Not BODY (+¼); Limited Target (memories in the minds of sentient beings; -½)	14
9f	17) Tyrannon Commands The Senses: Mental Illusions 18d6	9
9f	18) Tyrannon Commands The Will: Mind Control 18d6	9
9f	19) Tyrannon Knows Your Inmost Thoughts: Telepathy 18d6	9
9f	20) Tyrannon Assaults Your Mind: Mental Blast 6d6 Constant (+½)	9
3	KS: Mental Magic 13-	
3	PS: Psionic Surgeon 13-	
Total Cost: 125 points		

Cost	Viceroy Powers and Skills	END
5	Many Tentacles: Extra Limbs (6)	0
20	Many Tentacles: +2 SPD	0
3	Long Tentacles: Reach +3m	0
2	Aquatic Movement: Swimming +4m (8m total)	1
4	At Home In The Water: Environmental Movement: Aquatic Movement (no penalties in water)	0
3	Mental Monitor: Mind Link increased to any mind	0
Additional Multipower Slots:		
4f	15) Enslaving Touch: Severe Transform 4d6 (see page 252) ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼); Limited Target (mental "objects" in the minds of sentient beings; -½), No Range (-½)	9
8f	16) Tyrannon Commands The Senses: Mental Illusions 16d6	8
8f	17) Tyrannon Commands The Will: Mind Control 16d6	8
8f	18) Tyrannon Knows Your Inmost Thoughts: Telepathy 16d6	8
7f	19) Tyrannon Assaults Your Mind: Mental Blast 5d6 Constant (+½)	7
3	KS: Mental Magic 12-	
Total Cost: +75 points		

Cost	Emissary Powers and Skills	END
5	Many Tentacles: Extra Limbs (6)	0
20	Many Tentacles: +2 SPD	0
1	Aquatic Movement: Swimming +2m (6m total)	1
4	At Home In The Water: Environmental Movement: Aquatic Movement (no penalties in water)	0
Total Cost: +30 points		

Val	Octopoid Form Complication
10	Vulnerability: 1½ x STUN from Area Energy Attacks (Common)
10	Vulnerability: 1½ x BODY from Area Energy Attacks (Common)

REPTILE FORMS

Cost	Throne Powers and Skills	END
37	Bite: HKA 2d6 (6d6 with STR) Reduced Endurance (½ END; +¼)	1
18	Scaly Skin: Resistant Protection (6 PD/6 ED)	0
	Additional Multipower Slots:	
7f	1) Slow Time: Drain SPD 6d6 Reduced Endurance (½ END; +¼)	3
5f	2) Fast Time: Aid SPD 5d6 Ranged (+½), Reduced Endurance (½ END; +¼)	2
9f	3) Age Change: Major Transform 7d6 (any being or object into older/younger version of itself; heals via the application of any chrontal manipulation power) Improved Result Group (+¼)	9
6f	4) Time Sight: Clairsentience (Sight Group, Normal Hearing, and Mystic Awareness), Precognition, Retrocognition Reduced Endurance (½ END; +¼); Precognition and Retrocognition Only (-½)	3
3	Absolute Time Sense	
31	Danger Sense (immediate vicinity, out of combat, Sense) 17-	
6	Lightning Reflexes: +6 DEX to act first with All Actions	
3	KS: Time Magic 13-	
Total Cost: +125 points		

Cost	Viceroy Powers and Skills	END
31	Bite: HKA 1½d6 (5d6 with STR) Reduced Endurance (½ END; +¼)	1
	Additional Multipower Slots:	
6f	1) Slow Time: Drain SPD 5d6 Reduced Endurance (½ END; +¼)	2
6f	2) Age Change: Major Transform 5d6 (any being or object into older/younger version of itself; heals via the application of any chrontal manipulation power) Improved Result Group (+¼)	6
5f	3) Time Sight: Clairsentience (Sight Group and Mystic Awareness), Precognition, Retrocognition Reduced Endurance (½ END; +¼); Precognition and Retrocognition Only (-½)	3
3	Absolute Time Sense	
20	Danger Sense (self only, out of combat) 12-	
4	KS: Time Magic 13-	
Total Cost: +75 points		

Cost	Emissary Powers and Skills	END
25	Bite: HKA 1½d6 (4d6 with STR)	2
	Additional Multipower Slot:	
5f	1) Slow Time: Drain SPD 4d6 Reduced Endurance (½ END; +¼)	2
Total Cost: +30 points		

Val	Reptile Form Complication
10	Susceptibility: to environments colder than 40 degrees Fahrenheit, Drain DEX 1d6 per Turn (Uncommon)
5	Vulnerability: 1½ x STUN from Ice/Cold attacks (Uncommon)
5	Vulnerability: 1½ x BODY from Ice/Cold attacks (Uncommon)

TREE FORMS

Cost	Viceroy Powers and Skills	END
37	Tropisms: Spatial Awareness (no Sense Group), Range	0
6	Grow Branches, Roots, And Vines: Extra Limbs (thousands) Inherent (+¼)	0
5	Extend Branches, Roots, And Vines: Reach +5m Only With Extra Limbs (-0) Additional Multipower Slots:	0
5f	15) Animate Plants: Telekinesis (20 STR) Area Of Effect (32m Radius Selective; +1¼), Reduced Endurance (½ END; +¼); OIF (sufficient quantity and type of plants of opportunity; -½)	3
5f	16) Command Plants: Mind Control 8d6 (Plant group of minds) Reduced Endurance (½ END; +¼)	2
4	Thicketmaster: Environmental Movement: no penalties to combat or movement from dense vegetation	
4	KS: Plant Magic 14-	
4	SS: Botany 14-	
5	Stealth 16- Only In Forests/Dense Vegetation (-½)	
Total Cost: +75 points		

Cost	Emissary Powers and Skills	END
5	Strength Of Roots: +5 STR	1
2	Rooted: Knockback Resistance -2m	0
6	Grow Branches, Roots, And Vines: Extra Limbs (thousands) Inherent (+¼)	0
4	Extend Branches, Roots, And Vines: Reach +4m Only With Extra Limbs (-0)	0
4	Thicketmaster: Environmental Movement: no penalties to combat or movement from dense vegetation	
2	KS: Plant Magic 11-	
2	SS: Botany 11-	
5	Stealth 15- Only In Forests/Dense Vegetation (-½)	
Total Cost: +30 points		

Val	Tree Form Complication
10	Susceptibility: to herbicides, 1d6 damage per Turn of exposure (Uncommon)
5	Vulnerability: 1½ x STUN from Death/Disease-based Attacks (Uncommon)
5	Vulnerability: 1½ x BODY from Death/Disease-based Attacks (Uncommon)

TYRANNON'S MINIONS

Tyrannon doesn't rely exclusively on his own power to conquer and rule other dimensions. His demesnes spread so far that even the Thousand-Headed God can't oversee them all. Reluctantly, Tyrannon must delegate authority and recruit minions.

The Sunmaker's army consists of Competent Normal or Heroic-level people armed with minor magical weapons or innate mystical abilities. Tyrannon recruits his armies from throughout his demesnes, so his soldiers possess a wide range of abilities. The GM can use Skarn's All-Purpose Petty Obstacle Warrior (page 188) to represent the warriors in the Legions of Tyrannon.

Tyrannon foists the administration of conquered territories onto satraps brought from Thulkos or elevated from the native population. Satraps seldom wield significant personal powers — Tyrannon permits no potential rivals — but they can command large military forces in the Conqueror's name, build their own superweapons, and launch their own assaults.

Satraps gain little joy from their positions. Tyrannon permits them any personal luxury or abuse of the subject population... but a satrap must fulfill any command the Conqueror places upon him, no matter how unreasonable or impossible. Failure means death, unless a satrap can persuade Tyrannon that someone else caused the failure (and even that doesn't work all the time).

TYRANNIST MAGIC

Just as Western sorcery uses the elements, the planets, or the sephiroth of Kabbalism to classify and control all phenomena, Tyrannon's sorcerer-priests use his throne forms as the categories of existence. Each throne represents a collection of concepts and powers, as well as a type of life or matter:

Form	Concepts And Powers
Avian	Air, Space, Motion, Sound
Earth	Minerals, Permanence, Restraint, Darkness
Fire	Fire, Destruction, Mastery, Order
Fluid	Water, Matter, Transformation, Artifice
Insectoid	Energy, Light, Spirit, Metamagic
Octopoid	Mind, Emotion, Sensation, Illusion, Chaos
Reptile	Time, Destiny, Chance, Luck
Tree	Life, Death, Fertility, Nature

Priests buy magic from Tyrannon through their sacrifices. A Tyrannist sorcerer carries finger-sized idols of the thrones. When he invokes that throne's power in a spell, he pierces his own flesh with a needle and smears a drop of blood on the appropriate figurine. The disks and pylons that stabilize Dimensional Bridges carry stylized representations of Tyrannon, and are enchanted by bathing them in the blood of victims, with appropriate rituals in praise of the Conqueror.

As a god, Tyrannon has priests. The Conqueror's priests remind his subjects of their absolute submission to their god, make sacrifices to him, and perform other priestly duties. Priests may possess minor magic based on invoking Tyrannon's various forms (see accompanying text box).

Satraps, soldiers, and priests retain their free will, but only because they lack real power of their own. Captured mystics or spirits face a more horrible fate: Tyrannon turns them into puppets. The Tree Throne can resurrect as a servant anyone whose soul Tyrannon devoured. Any Throne can brainwash a captured mystic or spirit so the victim becomes fanatically loyal to Tyrannon; the Octopoid Throne does this by touch. Tyrannon's sigil appears on the victim's forehead as a visible token of subjugation, even when the Transform is entirely mental in game terms.

Tyrannon makes his slaves believe they are part of his collective identity, and a Throne may monitor a slave through a Psychic Link. Mystics who encounter the Slaves of Tyrannon don't always realize they face a brainwashed victim instead of an actual Duplicate. Since the Conqueror has thousands of brainwashed slaves, some mystics believe the Conqueror lives in thousands of bodies at once, instead of hundreds.

A telepath can free a Slave of Tyrannon by reaching into the victim's memory and reminding the victim of his connection to humanity (or whatever species he comes from). If the telepath can access the victim's unconscious mind, he may find stray thoughts Tyrannon left by accident. These may offer clues to the Conqueror's schemes.

But when Tyrannon invades a world, his favorite minions are the Signifers. These jabbering runts are one of the Conqueror's weaker sorts of slave — but they make more of themselves.

SIGNIFER

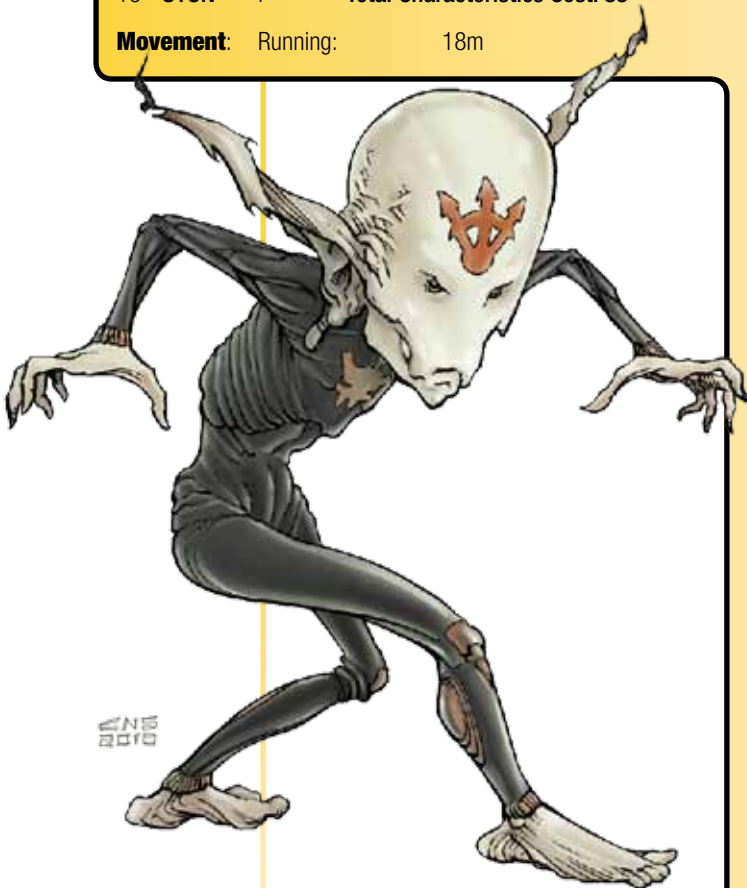
Description: Tyrannon created several dozen of these servants through his vile magic. Over the centuries, the Signifers expanded their number to thousands, then millions — because their sole attack changes their enemies into more Signifers. These creatures have overrun whole worlds at the Conqueror's command, like a mystical plague.

These spindly creatures stand just three feet tall, and their hunched posture makes them look even smaller. They have bone-white skin, big, bald heads, pointed ears, and tiny shark eyes. Signifers smell like vinegar and jabber nonsense in thin, shrill voices. They communicate by pointing, jumping up and down, or other simple gestures. Black, rubbery armor something like an articulated wetsuit covers all of a Signifer's body but its face, hands, and feet. The chest of the armor bears the sign of the Throne or Viceroy whom the Signifer serves. Tyrannon's sigil also glistens on a Signifer's forehead, as if the symbol were drawn in oily paint.

SIGNIFER

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
17	DEX	14	12-	
18	CON	8	13-	
5	INT	-5	10-	PER Roll 10-
14	EGO	4	12-	
10	PRE	0	11-	PRE Attack: 2d6
6	OCV	15		
6	DCV	15		
6	OMCV	9		
6	DMCV	9		
3	SPD	10		Phases: 4, 8, 12
7	PD	5		Total: 13 PD (6 rPD)
7	ED	5		Total: 17 ED (10 rED)
5	REC	1		
35	END	3		
6	BODY	-4		
18	STUN	-1		
Total Characteristics Cost: 83				

Movement: Running: 18m



Cost	Powers	END
35	Sign Of Tyrannon: Severe Transform 1d6 physical change to Signifer, heals by washing off Sign) ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼); Limited Target (sentient beings; -¼), 12 Charges (-¼)	[12]
	plus: Severe Transform 1d6 (mental change to Signifer; reversed by washing off Sign) ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼); Limited Target (mental "objects" in the minds of sentient beings; -½), Linked (-½), 12 Charges (-¼)	
	plus: Severe Transform 1d6 (spiritual change to Signifer; reversed by washing off Sign) ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0); Limited Target (spiritual "objects" in the spirits of sentient beings; -½), Linked (-½), Works Against PRE, Not BODY (-¼), 12 Charges (-¼)	
16	Armored Costume: Resistant Protection (6 PD/10 ED) OIF (-½)	0
10	No Thought But Service: Mental Defense (10 points)	0
7	No Thought But Service: +15 PRE Only To Protect Against Presence Attacks (-1)	0
5	Tyrannon Does Not Grant Permission To Die: Life Support (Longevity: Immortality)	0
6	Swift Scuttling: Running +6m (18m total)	2
Skills		
6	+3 OCV with Sign Of Tyrannon	
Total Powers & Skills Cost: 85		
Total Cost: 168		
275 Matching Complications (50)		
25	Dependence: must stay near Tyrannon's magic or suffer 3d6 damage per Hour (Uncommon)	
20	Physical Complication: Mute (communicates only by gestures) (Frequently, Greatly Impairing)	
10	Physical Complication: Small, suffers +6m Knockback from attacks (Infrequently, Slightly Impairing)	
25	Psychological Complication: Suicidally Obedient To Tyrannon Or A Designated Master (Very Common)	
Total Complications Points: 50		
Experience Points: 0		

A Signifer can project a mystic beam from the sign on its forehead. Not only does this beam shock targets, it leaves an oily copy of Tyrannon's mark. The victim feels his spine hunch for a moment, or briefly thinks about the need to serve the Conqueror, but the attack causes no long-term effect — unless the Transform accumulates enough to change the victim into another Signifer, with his own forehead mark and loyalty to Tyrannon. All Signifers project identical attacks; at the GM's option, the Transform damage from different Signifers can cumulate into a single "Transform attack." Dispelling any increment of the Transform (66 Active Points for each 1d6 of combined physical, mental, and spiritual change) restores a Signifer to its former state; simply scrubbing off the *Sign Of Tyrannon* with soap and hot water also reverses the change.

Tyrannon decreed that the Signifers could not live without him. They wither and die in hours if they do not spend some time every hour within 32 meters of one of Tyrannon's forms or some person or object empowered by the Conqueror's magic. Tyrannon sometime loans Signifers to duped minions, or sends a force of Signifers to accompany an Emissary. One of the Conqueror's simpler plans is simply to wrap a world in some magical effect (a MegaScaled Change Environment, for instance) and let the Signifers multiply. Although a single Signifer is a pathetically weak opponent for a superhero, they rarely appear less than a dozen at a time.

THULKOS

Thulkos began as an Assiatic dimension. Like Earth's cosmos, Thulkos started with a Big Bang. In Thulkos, however, the physical and mystical laws were such that matter gathered into circular loops rather than spheres. Thulkos itself was a slender ring of rock, metal, water, and air 500 miles thick but more than 160,000 miles in diameter. This noodle-shaped world spun along a threadlike "star" 2,000 miles wide but forming a loop hundreds of millions of miles long. Thulkos shared its star-thread with several other worlds of various sizes. Some worlds were themselves ringed by doughnut-shaped moons. Millions of other stars circled in a ring-shaped galaxy over a hundred thousand light-years wide, the only galaxy in this Reality.

After he conquered Thulkos, Tyrannon reshaped his home dimension into a series of shells centered on himself. In the process, he drastically shrank Thulkos. This concentrated the dimension's ambient magic, permitting a cosmic structure that would never work under previous natural laws. By imposing his will on such a scale, however, Tyrannon also bound himself to Thulkos's reality. Only his weakest forms can survive without some connection to Thulkos.

The very center of the dimension holds Tyrankos, the Conqueror's capital. Tyrankos is a disk 100 miles wide and seven miles thick. One side is landscaped with farmland, towns, temples to Tyrannon, and concentration camps for sacrificial victims. The Tree Throne lives at the very center of Tyrankos, so the entire dimension orbits around Tyrannon's mightiest form. The underside of Tyrankos is bare, jagged rock. Tyrannon didn't bother giving Tyrankos' underside gravity. Ironically, the very heart of Tyrannon's empire holds a place the Conqueror ignores.

Dozens of Thulkosian world-loops form a filigree cage around Tyrankos. The smallest world-loop is about 60,000 miles in diameter, while the largest is 150,000 miles wide. The world-loops hold bands of land and ocean, with mountains, deserts, rivers, and other landscapes like those on Earth, though many plants and animals look somewhat different. In all, the world-loops have a surface area twenty times that of Earth.

Air extends from Tyrankos all the way to the outermost world-loop. Huge, magical sky-galleons fly from world to world. Their sails, painted in blood with the sign of the Avian Throne, catch astral winds created by Tyrannon for this purpose. For more rapid transportation, Tyrannon created Gates between worlds. A hundred billion people — humanoid Thulkosians and several other species — live in this, the heartland of the Conqueror's empire.

THE KAE LINN

Around this shell of world-loops orbit the eight globes called the Kae Linn. These eight magical suns orbit between one to two million miles from Tyrankos. Thulkosians receive day when their part of a world-ring faces outward, toward the nearest Kae Linn, and night when they face inward to Tyrankos. On Tyrankos itself, at least half the distant Kae Linn are in the sky at all times, so Tyrannon's capital receives a dim but constant daylight.

Tyrannon created the Kae Linn by magic — and each orb imprisons a god of sunlight, fertility, and healing. Releasing these gods, who are also called the Kae Linn, would snuff the eight suns and doom billions of Thulkosians to freezing death.

BEYOND THE KAE LINN

Beyond the Kae Linn lies a second and greater shell — but this is a shell of star-threads. These loops of glowing gas are thousands of miles thick and hundreds of millions of miles wide. The largest are a billion miles in radius. Up to a dozen world-loops of various sizes slide along each star-thread. Only one world-loop per star is habitable, though. Tyrannon moved all the worlds settled by Thulkosian humans to the core shell of worlds, along with the homeworlds of the other sentient races in his cosmos. The second shell received the aliens' colony worlds, and most of the other habitable worlds Tyrannon found within his galaxy. Trillions of people, from many species, live in this second shell.

A tenth of a light-year from Tyrankos, the third layer begins. Thousands of star-threads, many with world-loops, orbit the dimension's core in a vast smoke-ring of stars. This smoke ring extends outward two light-years, becoming sparser with greater distance from the core. These thousands of stars are all that remain of the rest of Thulkos's galaxy: Tyrannon destroyed every star-thread that was too small or faint to support a life-bearing world, since he didn't want billions of "useless" stars and planets in his universe. The Conqueror once planned to create more habitable worlds in this outer star-ring, but he now sees the conquest of other dimensions as a quicker means to expand his rule.

Tyrannon gives a low priority to patrolling the sparsely-settled, widely-scattered worlds of this cosmic hinterland. Instead of sending Emissaries, he leaves the job of managing these frontier worlds to merely mortal servants and soldiers. Anyone who can escape to the star-ring can easily pass beyond the reach of the Thousand-Headed God, so long as Tyrannon doesn't think he's important. Beyond the intensely magical core of Thulkos, however, the star-threads orbit in vacuum, so a traveler between worlds needs some form of magical transportation, such as a Gate.

Beyond the smoke ring, a few star-threads and sunless world-loops drift through the dark void. Most of these are just bits of Thulkos that Tyrannon missed when he reconstructed the universe. Some, however, hold gods imprisoned by Tyrannon or hiding from him, both protected and isolated by light-years of empty space. Exiled gods create small environments to suit themselves. Gods in hiding might even collect small communities of worshippers through raids into the hinterlands of Thulkos. The exiles hate Tyrannon... but that doesn't necessarily make them better than him.

MERGING WITH THULKOS

When Tyrannon merges another dimension with Thulkos, he places it in the star-shell or the outer star-ring. Small dimensions often fit on a single world-loop. A whole planet, such as Earth, goes in orbit around a star-thread. If Tyrannon doesn't reshape the planet right away, the planet crumbles and the wreckage forms a new ring-shaped world around the star. Because Tyrannon commands it, large sections of the inhabited surface remain intact. The planet's crumbling does not doom all the inhabitants — just a large fraction of them.

Tyrannon favors his native species in governing his empire. Thulkosians look humanoid, but their heads are longer than human's. Instead of hair, Thulkosians have three ridges or crests that begin over the bridge of the nose and meet again at the base of the skull. One ridge extends over the top of the head, while the other two pass about an inch over each ear. Thulkosian eyes have epicanthic folds, giving them a somewhat Asian appearance. Thulkosian skin ranges from pale green to dark blue. Avian, reptilian, octopoid, and insectoid species come from other Thulkosian worlds. Tyrannon also brings other races into Thulkos as he expands his empire and merges dimensions, and these range from utterly alien creatures to humans indistinguishable from Earth-dwellers.

The bulk of Tyrannon's empire, however, lies in other dimensions — his ever-simmering war with Istvatha V'han prevents Tyrannon from merging dimensions as often as he'd like. The Conqueror rules hundreds of worlds or dimensions, ranging from little taffy-pull realms with a few thousand inhabitants, to planes as large and populous as Earth's. Larger or more important realms receive more frequent visits from Emissaries and Vice-roys. Gates link these realms to Thulkos and each other. Dozens of large *Dimensional Bridges* might lead to a major world, while small realms might be linked by just a few smaller Gates.

Tyrannon conquers for the sake of conquest, but also to gain ever-greater numbers of sacrificial victims. The Conqueror runs his empire like a pyramid scheme. Each world must supply a certain number of sacrificial victims over a given time period. The victims do not have to come from the demesne's own population, however. If the people of that world assist in conquering another realm, they may draw upon the other realm for their quota of victims. That plane, in turn, may do the same by assisting in the subjugation of a third dimension. If Tyrannon's vassals also want to squeeze demesnes lower in the pyramid for other sorts of tribute, that's their own business. Tyrannon desires only blood and any other sources of magical energy a plane may possess. As his empire spreads, the Conqueror demands greater numbers of victims, and so his power grows.

FIGHTING TYRANNON

Characters may despair of defeating a villain as powerful as Tyrannon, who has multiple bodies to boot. Nevertheless, Tyrannon has weaknesses to exploit. If the heroes can't destroy Tyrannon, perhaps they can at least force him to leave Earth alone.

THE KAE LINN

Life in the inner shell of worlds depends on the light of the Kae Linn. The Tree Throne also needs this light — this form is a supernatural tree, but a tree nonetheless, and plants need light to survive. A convincing threat to destroy the Kae Linn could penetrate Tyrannon's arrogance and force him to negotiate. Of course, destroying the Kae Linn would also mean killing a hundred billion people, and true heroes would balk at such a deed — but Tyrannon doesn't know that. *He* killed billions to get his way, and assumes everyone else would, too.

Less drastically, heroes could release the Kae Linn without destroying the magical suns. How to release gods imprisoned within planet-sized globes of white-hot plasma is an exercise left to players and GMs. Aside from their innate power, and that Tyrannon doesn't dare kill them, the Kae Linn could start a religion to compete with Tyrannon's. The Conqueror presents himself as the sole source of life in Thulkos — but the freed Kae Linn could prove he isn't, and so undercut Tyrannon's worship and sacrifice. Admittedly, starting a religious war on Thulkos is a long-term strategy against the Conqueror.

THE EXILED GODS

The man-gods whom Tyrannon exiled to the deeps of space or other dimensions would gladly help anyone who opposed him. Whatever their own morals may be, they want revenge on the Conqueror. They wouldn't make good prospects for competing religions the way the Kae Linn do, but they can certainly supply more firepower for a fight.

Most importantly, however, the exiled gods remember how they, as mortals, merged with Thulkos's elemental spirits. That information might help an expert magus design spells to bypass Tyrannon's defenses — perhaps even to sever the bonds between his many selves. The exiles are also the last beings who know how to repair and operate the old Thulkosian magical machines.

RELIC TECHNOMAGIC

Once he conquered Thulkos, Tyrannon outlawed the old alchemical technology. He did not, however, change the laws of magic so that it wouldn't work. He became a god through such devices; after becoming the Conqueror, Tyrannon was no longer a skilled enough theorist to predict the consequences of destroying the very magic that created him. He might destroy himself too!

Tyrannon did try to find and destroy all examples of spell-smithing, and purge all knowledge of the art, but a few well-hidden caches of weapons survive. Tyrannon probably is not Vulnerable to spell-smith devices, since the old Thulkosians failed to destroy him with such weapons, but heroes who fight the Conqueror need every weapon they can get. Some devices might be powerful enough to kill or incapacitate a Viceroy, if used it properly.

OLD THULKOSIAN MAGICAL NULLIFIER

This specimen of Old Thulkosian technomagic consists of several crystal globes mounted on an array of gimballed metal rings, like an orrery. When the apparatus turns, it casts a powerful field that reduces any one magical effect by 30 Active Points. The device consumes enormous amounts of mystical energy; the Old Thulkosians attached the device to a magical generator, but heroes could try running it off their own power — for a little while.

Suppress Magic 10d6 (standard effect: 30 points), Variable Effect (any one Magic power or spell at a time (+½), Area Of Effect (16m Radius; +¾), MegaScale (1m = 1 km wide, deep, and broad; +1), Power Can Draw END From Character Or Endurance Reserve (+¼) (350 Active Points); OAF Bulky (-1½), Costs Half Endurance (to maintain; -¼), Extra Time (1 Turn to activate; -¾), Requires A Spell Research Roll (-½). Total cost: 87 points.

THE QUATERNION BANISHMENT

Earth's best protection against Tyrannon, however, remains the Quaternion Banishment, a spell that protects Earth's dimension from invaders (see CU 142). Tyrannon cannot conquer the Earth if the entire world becomes deadly to him. He may still attack the Earth, but he could never rule it... and the Multiverse has plenty of other dimensions to conquer. Unfortunately, the last mystic who knew the Quaternion Banishment (Bohdan Stanislavski, the last Archmage) died in 1908, and no new Archmage has taken his place since.



THE WARLORD

Background/History: Born in 1958, Roger Warwell has always bitterly regretted that he missed World War II and the Korean War, and was too young for the Vietnam conflict. He grew up listening to his father and uncles telling war stories, and all he ever wanted to do with his life was become a soldier.

Warwell's interest in bloodshed sometimes manifested itself in a violent temper and criminal conduct (mostly assaults). Much to his parents' despair, he was expelled from several schools for fighting, selling drugs, and similar antisocial behavior. Finally they shipped him off to military school. At last, he was truly in his element. He took to military school like a fish to water, quickly rising to the top of his class and achieving high marks in his subjects. Though his record was marred by a fistfight or two, he never got in serious trouble again. That wasn't because he'd reformed, but because the discipline of military academy life taught him how to conceal his criminal conduct better.

Upon graduation, Warwell immediately joined the Marines, where again he excelled. But a budding military career was cut short when he was caught selling military weaponry on the black market with the help of a quartermaster. Warwell escaped, killing a guard and his accomplice in the process, and fled the United States to become a mercenary. He spent the next several years fighting for pay in the Balkans, Africa, South and Central America, and anywhere else his military expertise was needed and the money was good.

When an injury sidelined him for several months, he began to dabble in arms dealing again, and quickly found it to be far more profitable — and safer — than fighting on the front lines. Taking advantage of military and underworld contacts developed over the years, he put together a major black market arms smuggling and selling network, raking in vast profits from stolen military goods. As his fortune and power increased, he began hiring scientists and engineers to develop his own line of weapons, ones superior to standard government models in many ways. Soon his biggest problem was not being able to manufacture weapons quickly enough to satisfy all his customers!

For all that, Warwell might have remained a more or less ordinary, if powerful, underworld

arms merchant if not for a fateful day in 1991. While on a combination hunting and bird-watching safari in the African jungle, he came across what he thought at first was some sort of wrecked prototype stealth fighter. He revised his opinion when he discovered the remains of the pilot — a bluish-skinned, red-eyed alien! Realizing he'd found the remains of a crashed alien starship, he quickly called in his troops and had the entire ship lifted out of there and taken to his most private, most secure facility.

After studying the ship for months, Warwell knew it was a godsend for him. With this sort of technological resource, he could be more than just an arms merchant. He could become a major military force in his own right, a modern-day Alexander capable of laying the world at his feet. He could become... a Warlord.

Drawing on his own abilities as a military systems designer and the skills of his corps of technicians and engineers, Warwell designed a massive suit of powered battle armor that incorporated Earth and "Blueboy" technology, and a gigantic flying, stealth technology-cloaked airship to go with it. Christening himself *the Warlord*, in 1994 he launched his first attempt at conquest, attacking the nation of Vietnam. Though eventually defeated by an assemblage of various superheroes from around the world, he satisfied himself that his battlesuit had what it took to fight against the "big boys." And his strong showing only attracted more customers eager for his ever-more-powerful weaponry.

The Warlord's continued to spread havoc and violence throughout the world ever since, often personally taking a hand in the battles and wars he foments. Though not as direct a threat to world security as the likes of Mechanon, Takofanes, or Shadow Destroyer, he remains one of the most powerful, and aggressive, supervillains in the world, with powered armor powerful enough to fight Tetsuronin to a standstill and a private army at his beck and call.

Personality/Motivation: The Warlord is a powerful, powerhungry supercriminal who revels in conflict, violence, fighting, and bloodshed. Unlike many master villains, he likes to get involved in combat personally, taking on the most powerful superheroes and gunning them down with his custom-designed weaponry. He's set his

sights on eventually taking over part, or all, of the world through the application of matchless military force, and he doesn't intend to rest until his dreams of empire have become a reality.

The Warlord constantly speaks in military slang as a subconscious way of both showing off and putting others in their place. Bad suggestions aren't just rejected, they're "contraindicated"; retreats are "strategic withdrawals"; he frequently quotes Sun Tzu and Clausewitz; and so on. When roleplaying him, try to get across his air of military efficiency, discipline, and obsession — but give the definite impression he can back up his macho posturing with strength and power, because he can. He's no tin soldier playing at warfare; he's a dangerous, seasoned combatant who's killed more superheroes than any supervillain besides Dr. Destroyer (28 as of 2010).

Quote: "Sun Tzu would counsel caution in this situation. But I disagree — now is the time to strike, and strike hard, while the enemy is weak! General Brannock, deploy five squads of troops to the coordinates previously provided. Order them to kill everyone at the location and take whatever technology they can carry. The entire mission should take no more than two hours."

Powers/Tactics: The Warlord's abilities primarily derive from his impressively large and powerful suit of battle armor, which combines both Human and "Blueboy" (Hzeel) military technology. In addition to a wide variety of blasters, it's equipped with machine guns, flamethrowers, tangleweb projectors, and missiles. It's also got numerous defensive systems, a jetpack and jumpjets for flight and flight-assisted leaps, and multiple sensory systems including 360-degree camera feeds and radar. The armor's computers project readouts in heads-up displays on the interior of its dome.

The Warlord regards himself as a master strategist and tactician, and he is. Even more importantly, his interest in analyzing a conflict and determining his best course of action doesn't inhibit his ability to act quickly; he'd rather make a decision based on the best currently available information and carry forward than wallow around indecisively, even if his chosen course of action ultimately proves to have been the wrong one. He can always retreat, regroup, and attack again later; he's not foolish enough to keep fighting when the odds are against him. He fights to win.

Resources: In addition to his team of super-powered soldiers, the War Machine, the Warlord possesses two assets of note. The first is the Flying Fortress, a gigantic airship/mobile base which serves as his headquarters. Using stealth technology and cloud generators to conceal itself from the rest of the world, it's the perfect staging ground for his campaign of conquest. The heavily-armed Fortress comes equipped with numerous combat aircraft built with both Earth and Hzeel technology, and the Warlord hopes to add teleportation systems someday.



The Warlord's second major asset is the *Shadow Army*, his private force of several thousand highly-trained troops. Organized similarly to the United States Army, the Shadow Army is but the first of many armies the Warlord hopes to recruit. Once he achieves a few successes in his campaign, mercenaries from all over the world will flock to his banner, giving him the force he needs to continue invading and conquering other nations... or so he hopes.

Associates, Allies, And Adversaries: The Warlord has worked with both VIPER and Eurostar on occasion, sometimes seeking an ally with whom to conquer part of the world, sometimes as part of a technology exchange or the like. Other supercriminals (or criminal organizations) he has neither opposed nor teamed up with. ARGENT's Military Sales and Services Division considers him a rival and would love to see him removed from the picture, or at least taken down a peg or two.

The Warlord remains interested in Blueboy technology, and will seek it out if he receives reports that more exists on Earth. That includes taking it from other superhumans (such as Howler or Devastator) if necessary. Nor would he be adverse to acquiring other alien races' military tech. He'd also love to learn how Teleios clones soldiers so he could do the same. He's not willing to buy from Teleios directly since he assumes (correctly) that any such soldiers are ultimately loyal to Teleios rather than himself.

Ω THE WARLORD

Val	Char	Cost	Roll	Notes
15+35	STR	5+23*	12- (19-)	Lift 200 kg (25 tons); 3d6 (10d6) HTH damage [1 (5)]
15+10	DEX	10+13*	12-/14-	
15+10	CON	5+7*	12-/14-	
20	INT	10	13-	PER Roll 13-
18	EGO	8	13-	
20+10	PRE	10+7*	13-/15-	PRE Attack: 4d6/6d6
6+5	OCV	15+17*		
6+5	DCV	15+17*		
3	OMCV	0		
5	DMCV	6		
4+3	SPD	20+20*		Phases: 3, 6, 9, 12/ 2, 4, 6, 7, 9, 11, 12
8	PD	6		Total: 40 PD (30 rPD)
8	ED	6		Total: 40 ED (30 rED)
10	REC	6		
40	END	4		
15	BODY	5		
40	STUN	10		
Total Characteristics Cost: 245				
*: OIF (Powered Armor, -½)				

Movement:	Running:	18m
	Leaping:	40m
	Flight:	40m

Cost	Powers	END
77	Battle Armor Power System: Endurance Reserve (300 END, 60 REC) OIF (-½)	0
80	Configurable Blaster Systems: Multipower, 120-point reserve All OIF (-½)	
7f	1) Standard Blaster Mode: Blast 20d6 OIF (-½)	10
6f	2) Lethal Blaster Mode: RKA 6d6 OIF (-½)	9
8f	3) Configured Standard Blaster: Blast 12d6 Variable Advantage (+½ Advantages; +1); OIF (-½)	12
8f	4) Configured Lethal Blaster: RKA 4d6 Variable Advantage (+½ Advantages; +1); OIF (-½)	12
60	Other Weapon Systems: Multipower, 90-point reserve All OIF (-½)	
4f	1) Micromissiles: Blast 10d6 [8] Area Of Effect (40m Radius Explosion; +¾); OIF (-½), 8 Charges (-½)	
4f	2) Flamethrower: RKA 4d6 [8] Area Of Effect (8m Cone; +¼), Armor Piercing (+¼); OIF (-½), No Range (-½), 8 Charges (-½)	
5f	3) Machine Gun: RKA 3d6 [32] Autofire (5 shots; +½), 32 Charges (+¼); OIF (-½)	
5f	4) Tangleweb Projector: Entangle 9d6, 9 PD/9 ED [12] OIF (-½), 12 Charges (-¼)	

3f	5) Electrification Field: RKA 2d6 0 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½); OIF (-½), No Range (-½)	
6f	6) Taser Blaster: Blast 9d6 [12] NND (defense is ED Resistant Protection defined as a force-field or the like; +1); OIF (-½), 12 Charges (-0)	

Martial Arts: Karate

Maneuver	OCV	DCV	Notes
4	Atemi Strike	-1 +1	3d6 NND(1)
4	Block	+2 +2	Block, Abort
4	Disarm	-1 +1	Disarm, 25 (60) STR
4	Dodge	+0 +5	Dodge all attacks, Abort
3	Legsweep	+2 -1	6d6 (13d6); Target Falls
4	Knifehand Strike	-2 +0	HKA 1d6 (2d6 with STR)
4	Punch/Snap Kick	+0 +2	7d6 (14d6) Strike
5	Side/Spin Kick	-2 +1	9d6 (16d6) Strike
8	+2 Damage Classes (already added in)		

80	Battle Armor: Resistant Protection (32 PD/32 ED) Hardened (+¼); OIF (-½)	0
40	Force-Field: Damage Negation (-6 DCs Physical and Energy) OIF (-½)	0
13	Flashbang Protection: Sight Group Flash Defense (20 points) OIF (-½)	0
13	Flashbang Protection: Hearing Group Flash Defense (20 points) OIF (-½)	0
10	Psychic Shield: Mental Defense (15 points) OIF (-½)	0
10	Force-Field: Power Defense (15 points) OIF (-½)	0
7	Internal Air Supply: Life Support (Self-Contained Breathing) OIF (-½)	0
45	Jetpack: Flight 40m, x4 Noncombat Reduced Endurance (0 END; +½); OIF (-½)	0
2	Instant Recall System: Teleportation 1m MegaScale (anywhere on Earth; +2); OIF (-½), Can Only Teleport To Fixed Location (-1) plus: Fixed Location (the Flying Fortress) OIF (-½)	1
12	Jumpjets: Leaping +36m (40m forward, 20m upward) OIF (-½)	2
6	Swift Runner: Running +6m (18m total)	1
3	Visual Sensors Suite: Infrared Perception (Sight Group) OIF (-½)	0
3	Visual Sensors Suite: Ultraviolet Perception (Sight Group) OIF (-½)	0

7	Visual Sensors Suite: Increased Arc Of Perception (360 Degrees) for Sight Group OIF (-½)	0
2	Audio Sensors: Ultrasonic Perception (Hearing Group) OIF (-½)	0
6	Communications Systems: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
13	Radar Array: Radar (Radio Group), Increased Arc Of Perception (360 Degrees) OIF (-½)	0
Perks		
100	Contacts: Well-Connected and 97 points' worth throughout the militaries, arms manufacturers, and mercenary groups of the world	
15	Money: Filthy Rich	
105	The Shadow Army: 8,000 Followers built on 200 Total Points	
116	Flying Fortress: Vehicle Any other Bases, Followers, or Vehicles he needs	
Talents		
2	Onboard Computer: Absolute Range Sense OIF (-½)	
2	Onboard Computer: Absolute Time Sense OIF (-½)	
2	Onboard Computer: Bump Of Direction OIF (-½)	
15	Combat Sense 13-	
2	Onboard Computer: Lightning Calculator OIF (-½)	
3	Lightsleep	
Skills		
24	+2 Overall	
30	+3 with All Combat	
13	Tactical Computer: +2 with All Combat OIF (-½)	
6	Tactical Computer: +3 versus Range with all attacks OIF (-½)	
3	Acrobatics 12-/14-	
3	Breakfall 12-/14-	
3	Climbing 12-/14-	
3	Combat Driving 12-/14-	
3	Combat Piloting 12-/14-	
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/Mercenary/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 12-/14-
3	Streetwise 13-/15-
3	Systems Operation 13-
7	Tactics 15-
5	Teamwork 12-/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: 1,158

Total Cost: 1,397

400 Matching Complications (75)

20	Hunted: the Champions (Infrequently, As Pow, NCI, Capture)
15	Hunted: UNTIL (Infrequently, As Pow, NCI, Capture)
15	Hunted: another superteam of GM's choice (Infrequently, As Pow, Capture)
20	Psychological Complication: Powerhungry (Very Common, Strong)
20	Psychological Complication: Revels In Combat (Very Common, Strong)
10	Psychological Complication: Hunting Devastator (Uncommon, Strong)
15	Social Complication: Secret Identity (Roger Warwell) (Frequently, Major)

Total Complications Points: 75

Experience Points: 997

WARLORD FACTS

Here are some facts characters and NPCs might know about the Warlord if they succeed with an appropriate Skill Roll:

N/R: The Warlord is a powered armor villain bent on conquering the world with military force.

K/R: His followers include five supervillains known as the War Machine and a large private military force called the Shadow Army.

-1: The weapons in the Warlord's armor include various blasters, a flamethrower, machine guns, and a tangleweb projector; he can also electrify the armor to harm anyone who touches him or project a "taser blast" to take his enemies alive.

-2: The Warlord has a mobile base called the Flying Fortress; it uses cloud generators and other systems to hide from detection. Most authorities believe it's typically somewhere over eastern Eurasia.

-4: The Warlord's private military force, the Shadow Army, is estimated to have somewhere between five and ten thousand members.

-8: The Warlord's powered armor doesn't seem to be based entirely on Human technology; he may have incorporated alien or extra-dimensional systems into his design.

-10: His Secret Identity is Roger Warwell.

Campaign Use: Although he's a master villain, and thus to be used as the GM sees fit, the Warlord is somewhat weaker than many of the other master villains depicted in this book. His technology isn't as advanced (or diverse), his superteam is relatively weak, and his corps of soldiers nowhere near as numerous as the undead legions of Takofanes. Still, underestimating him is foolish; between his military skills, his powerful weapons, and his ruthless aggressiveness, he poses a definite threat to world security... not to mention the health of any superheroes who dare to oppose him.

To increase the Warlord's power, add more weaponry; he often experiments by adding systems to his armor temporarily, and this is a good way to keep the PCs on their toes. Some Damage Reduction would also help him to stand up against entire superhero teams by himself, without the help of the War Machine or any troops. To weaken him, simply reduce the number and power of his weapons until he's where you want him to be, power-wise.

The Warlord's willing to Hunt anyone who seems to pose a definite threat to him or his organization (including Devastator, who stole from him and must be made to pay the price for his theft). As a Hunter, he plans (with military precision and thoroughness) a methodical campaign of harassment, raids, and attacks designed to locate, weaken, and then destroy his foe.

Appearance: The Warlord's armor is large and bulky; wearing it, he stands over seven feet tall, with a proportionately broad figure. The armor itself is a shiny steel blue, and carries an enormous number of weapons. On the right forearm, mounted above the wrist, a large cylinder, divided into three sections, encloses the arm; by rotating the three sections of the cylinder, the Warlord can fire different energy bolts from his right gauntlet. Mounted on the left forearm are two weapons, a machine gun and a flamethrower, their twin barrels reaching just over the edge of the Warlord's knuckles when he makes a fist. Peeking over his shoulders are a micromissile launcher and a tangleweb projector. The armor encloses the Warlord's head and upper chest in a sort of dome that gives him a wider field of vision than a helmet would.

Out of his armor, Roger Warwell is a rugged-looking man in his mid-40s. He's obviously been through a lot, as his numerous scars attest, but his face, form, and attitude reveal a certain zest for life that no misfortune can entirely extinguish; if he weren't so unstable and dangerous, many heroes could get to like him.

THE WAR MACHINE

The Warlord's superpowered "lieutenants" are a group of five villains he calls *the War Machine*. They often work with the soldiers of the Shadow Army (see below), and may or may not command them depending on the specifics of the situation.

WARBIRD

Background/History: Paul Avery was a hot-shot pilot with the United States Air Force, flying the latest combat aircraft. He was on top of the world... until his eyesight suddenly started to deteriorate. Air Force doctors who examined him said it was an incurable condition. When informed he would no longer be allowed to fly, he became so overwrought he stole an F-15 and tried to flee the United States. He accidentally crashed the jet, but bailed out and escaped before the authorities arrived. He disappeared into the mercenary underground, concealing his vision problems so he could continue to fly.

After a few years as a mercenary, he was recruited by the Warlord to become part of his Shadow Army. The pay and conditions were better, so Avery jumped at the chance. About a year later, after a routine physical examination by the Warlord's doctors, Avery was told they had a revolutionary new treatment based on the Warlord's unique technology, that could stop his eyesight from getting worse, and over time reverse the deterioration altogether. But the Warlord had a condition — Avery would have to help test an experimental flying suit.

Avery eagerly volunteered to test the suit. It proved to work perfectly — and he was so good at using it, the Warlord ordered him to keep it and take the codename Warbird. As the first, and thus most senior, member of the War Machine, Warbird was given command of the others as the Warlord built the team, and he remains in command today.

Personality/Motivation: Like the Warlord himself, Warbird is a combat junkie. He loves the thrill of battle, violence, and bloodshed. However, his preferred method of fighting is from the air, using the highest-tech weaponry he can get his hands on; fistfights are for suckers and goons. He spends as much time as he can in the air, even if it's just for the fun of flying; in combat he never touches the ground unless he has to.

Warbird is ideally suited to command the War Machine. Not only is he calm and level-headed in a crisis, but he's got a true leader's devotion to his men. If a member of the War Machine is in trouble, Warbird does his best to help (or to evacuate them from the battlefield as quickly as he can). When the team has to retreat, Warbird's always the last one to go, providing cover fire for the others to ensure they escape safely.

A

WARBIRD

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
12	EGO	2	11-	
18	PRE	8	13-	PRE Attack: 3½d6

7	OCV	20		
8	DCV	25		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12

8	PD	6		Total: 20 PD (12 rPD)
8	ED	6		Total: 20 ED (12 rED)

8	REC	4		
40	END	4		
12	BODY	2		
38	STUN	9		Total Characteristics Cost: 164

Movement: Running: 14m
Flight: 40m

Cost	Powers	END
30	Right Wrist Rocket: Blast 8d6 Area Of Effect (18m Radius Explosion; +½); OIF (-½), 8 Charges (-½)	[8]
5	Left Wrist Rocket: a second Wrist Rocket (same as above)	[8]
21	Razor Wings: HKA 1½d6 (2½d6 with STR) Armor Piercing (+¼); OIF (-½)	2

Martial Arts: Commando Training

Maneuver	OCV	DCV	Notes
4 Boxing Cross	+0	+2	6d6
4 Choke	-2	+0	Grab One Limb, 2d6 NND (2)
4 Escape	+0	+0	35 STR vs. Grabs
4 Karate "Chop"	-2	+0	HKA ½d6 (2d6 with STR)
4 Kung Fu Block	+2	+2	Block, Abort

Martial Arts: Warbird Fighting

Maneuver	OCV	DCV	Notes
5 Flying Dodge	—	+4	Dodge All Attacks, Abort; FMove
5 Flying Grab	-2	-1	Grab Two Limbs, 30 STR for holding on; FMove
5 Flying Throw	-1	-2	Grab Two Limbs; 4d6 +v/10; Target Falls; FMove
5 Passing Disarm	-1	-1	Disarm, 30 STR to Disarm roll; FMove
5 Passing Strike	+1	+0	Weapon +v/10; FMove

24	Bulletproof Costume: Resistant Protection (12 PD/12 ED) OIF (-½)	0
33	Wings: Flight 40m Reduced Endurance (½ END; +¼); Restrainable (-½)	2
2	Fast Runner: Running +2m (14m total)	1
3	Nightsight Helmet: Ultraviolet Perception (Sight Group) OIF (-½)	0
6	Helmet Radio: Radio Perception/Transmission (Radio Group) OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0

Skills

20	+2 with All Combat
8	+4 with Flight
3	Combat Piloting 13-
1	AK: Africa 8-
3	KS: Military History 12-
2	KS: Superheroes 11-
2	KS: Supervillains 11-
2	KS: The Warlord And His Organization 11-
2	Navigation (Air) 12-
3	Paramedics 12-
3	Stealth 13-
7	Tactics 14-
3	Teamwork 13-
4	TF: Combat Aircraft, Helicopters, Large Planes, Small Planes

Total Powers & Skills Cost: 232

Total Cost: 396

400 Matching Complications (75)

10	Hunted: The Warlord (Infrequently, Mo Pow, NCI, Watching)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Loyal To The Warlord (Common, Strong)
20	Psychological Complication: Revels In Violence And Combat (Very Common, Strong)
10	Psychological Complication: Looks After His Men Before Himself (Common, Moderate)
10	Rivalry: Professional and Romantic (with Warhead)
15	Social Complication: Secret Identity (Paul Avery) (Frequently, Major)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 75

Experience Points: 0

Warbird has developed a romantic attraction for Warpath. Unfortunately for him, so far she doesn't share his affection.

Quote: "All right, men, hit 'em two-by-two! I'll be in the air to pick up the slack."

Powers/Tactics: Warbird is a maneuverable flyer with extensive experience in aerial combat. His battlesuit's high-tech wings and propulsion-pack, combined with his natural agility and skill, make him a deadly fighter. His battlesuit comes equipped with two weapons. The first is the wings themselves, which have razor-sharp edges capable of cutting through gun barrels or the super-tough skin of a superhero. Warbird has developed a suite of aerial fighting maneuvers that allow him to make the best use of the deadly wings (and to perform other maneuvers, like snatching a weapon out of an enemy's hands). The second are his wrist-rockets — eight on each wrist — which give him a ranged combat option as well as a way to affect multiple opponents. Since he has a limited number of missiles, he tries to save them for the right moment.

In battle, Warbird often flies overwatch, keeping out of the main fights so he can chip in and help teammates who've bitten off more than they can chew (he particularly likes to do this

with Warhead, since it makes his rival look bad). If the enemy has a flyer, Warbird will concentrate on defeating that person so that he alone retains control of the airspace.

Campaign Use: If you need to make Warbird more powerful, give him some more weapons — eyebeams, shoulder-mounted blasters, blades he can shoot from his wingtips, and so forth. To weaken him, get rid of most (or all) of his Martial Maneuvers, and/or decrease his Characteristics a little.

Appearance: Warbird wears a sleek suit of armor, not much bigger or bulkier than a bodysuit. Wings are mounted under his arms, and around both of his wrists are micro-rocket launchers. The suit's helmet covers his entire head. On his back there's a sleek power-pack. The armor's knee-length boots, "trunks," shoulders, and arms/gauntlets are navy blue; the rest of the armor is white.

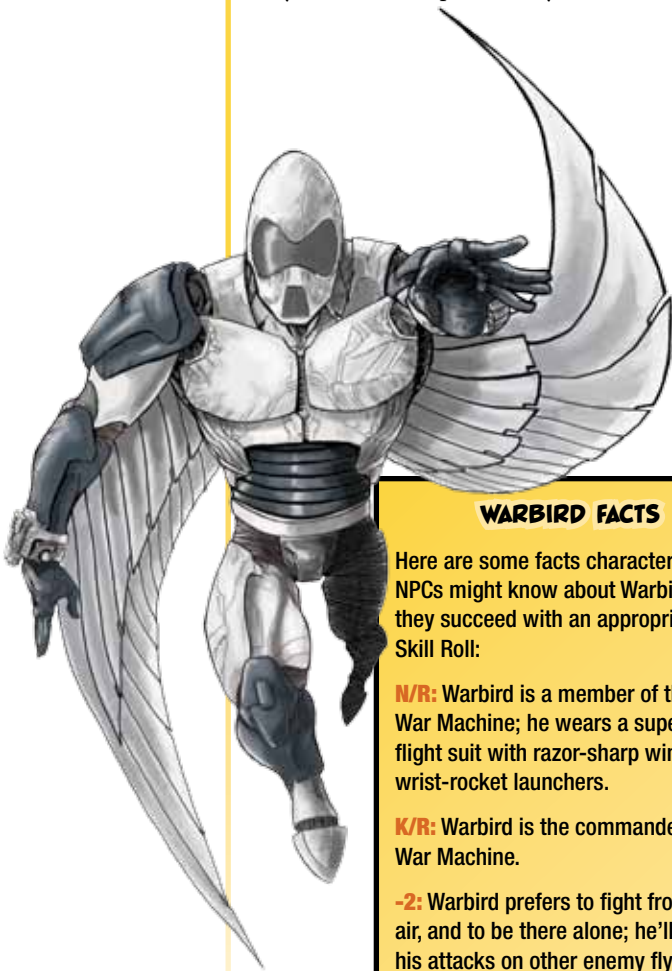
Out of his battlesuit, Paul Avery is a 5'8" black male with the slim, muscular build of an athlete. He's usually got a carefree, joking manner... unless someone challenges or insults him. Then he tends to become aggressive and rude.

WARCRY

Background/History: After being tossed out of the US Army for numerous disciplinary infractions, Frank Robinson drifted into the shadowy world of the mercenary. He worked for several agencies in Europe and Africa, none of them particularly reputable, before finally being recruited by the Warlord's organization.

While in the Warlord's employ, Robinson was injured when some shrapnel from a commando's grenade struck him in the throat. Rather than live the rest of his life as a mute, Robinson agreed to an experimental procedure the Warlord said was available. What he didn't know was that the Warlord was simply using him as a guinea pig. At the Warlord's instruction, surgeons implanted fragments of Blueboy communication technology in Robinson's throat and brain. To the Warlord's surprise, the experiment worked — Robinson emerged from surgery not only with his voice restored, but amazing sonic superpowers to boot. Instead of having him quietly killed and the body disposed of, the Warlord made him a member of the War Machine, where he's served ever since.

Personality/Motivation: Warcry is a crude and petty individual who lives for life's simple pleasures — money, women, food, liquor, goofing off. He's as efficient as the next man in the Warlord's private army, but only because it gets him something he wants, not because he enjoys the discipline or considers it valuable in and of itself. He's a loudmouthed braggart, always trash-talking and putting others down, but he's more than willing to back up his boasts with action. If beaten or humiliated, he'll do whatever he must to get revenge on his enemy.



WARBIRD FACTS

Here are some facts characters and NPCs might know about Warbird if they succeed with an appropriate Skill Roll:

N/R: Warbird is a member of the War Machine; he wears a super-tech flight suit with razor-sharp wings and wrist-rocket launchers.

K/R: Warbird is the commander of the War Machine.

-2: Warbird prefers to fight from the air, and to be there alone; he'll focus his attacks on other enemy flyers until he commands the skies.

-10: His Secret Identity is Paul Avery; he's a former US Air Force pilot.

A

WARCRY

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	10	12-	
18	CON	8	13-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6

6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	PD	4		Total: 18 PD (12 rPD)
10	ED	8		Total: 22 ED (12 rED)
7	REC	3		
60	END	8		
13	BODY	3		
36	STUN	8		Total Characteristics Cost: 125

Movement: Running: 18m

Cost	Powers	END
75	Sonic Implants: Multipower, 75-point reserve	
7f	1) Sonic Boom: Blast 10d6 Area Of Effect (30m Radius Explosion; +½)	9
7f	2) Focused Sonic Boom: Blast 12d6 Reduced Endurance (½ END; +¼)	3
4f	3) Shattering Shout: RKA 5d6 Only Versus Rigid Nonliving Objects (-1)	7
7f	4) Sonic Liquefaction: RKA 4d6 Reduced Endurance (½ END; +¼)	3
4f	5) Vertigo Induction: Drain DEX 3d6 Area Of Effect (16m Radius; +¾), Personal Immunity (+¼); No Range (-½)	6

Martial Arts: Commando Training

Maneuver	OCV	DCV	Notes
3 Aikido Throw	+0	+1	3d6 + v/10, Target Falls
4 Boxing Cross	+0	+2	5d6
4 Choke	-2	+0	Grab One Limb, 2d6 NND (2)
4 Escape	+0	+0	30 STR vs. Grabs
4 Hold	-1	-1	Grab Three Limbs, 25 STR
4 Judo Disarm	-1	+1	Disarm, 25 STR
4 Karate "Chop"	-2	+0	HKA ½d6 (1d6+1 with STR)
4 Kung Fu Block	+2	+2	Block, Abort
24 Bulletproof Costume: Resistant Protection (12 PD/12 ED) OIF (-½)			0
10 Sonic Tolerance: Hearing Group Flash Defense (10 points)			0

6	Fleet-Footed: Running +6m (18m total)	1
3	Nightsight Goggles: Ultraviolet Perception (Sight Group) OIF (-½)	0
6	Goggle Radio: Radio Perception/Transmission (Radio Group) OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0

Talents

2	Lightning Reflexes: +6 DEX to act first with Sonic Implants Multipower
3	Perfect Pitch

Skills

15	+3 with Sonic Implants Multipower
1	AK: Europe 8-
2	KS: Military History 11-
2	KS: Superheroes 11-
2	KS: Supervillains 11-
3	Mimicry 12-
2	PS: Singing 11-
2	PS: Soldier 11-
3	Stealth 12-
3	Tactics 12-
3	Teamwork 12-
3	Ventriloquism 12-
2	WF: Small Arms

Total Powers & Skills Cost: 232

Total Cost: 357

400 Matching Complications (75)

5	Distinctive Features: unique Geiger counter and metal detector signature (Not Concealable, Noticed And Recognizable, Detectable Only By Unusual Senses)
10	Hunted: The Warlord (Infrequently, Mo Pow, NCI, Watching)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Showoff; Loves To Use His Powers (Very Common, Strong)
15	Psychological Complication: Loyal To The Warlord (Common, Strong)
10	Psychological Complication: Vengeful (Uncommon, Strong)
15	Social Complication: Secret Identity (Franklin "Frank" Robinson) (Frequently, Major)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 75

Experience Points: 0

WARCRY FACTS

Here are some facts characters and NPCs might know about Warcry if they succeed with an appropriate Skill Roll:

N/R: Warcry is a member of the Warlord's "War Machine" group of supervillains; he has sonic powers.

K/R: Besides a standard sonic blast, Warcry can create sonic booms, cause anyone near him to suffer vertigo, and shatter rigid solid objects or liquify flesh with the force of pure sound.

-4: Warcry tends to be aggressive, and even vengeful if humiliated or badly beaten.

-8: Warcry registers oddly to Geiger counters and metal detectors; it's possible his powers derive from some sort of implanted technology.

-10: His Secret Identity is Franklin Robinson.

Quote: "Listen up! This is the Warcry that's takin' you down."



Powers/Tactics: Warcry possesses a small but powerful suite of sonic abilities that derive from the Hzeel technology implanted in his body. He can generate sonic blasts powerful enough to shred metal, liquify flesh, or shatter just about any solid object (he likes to use the latter power on superheroes' Foci). He lacks the greater degree of control displayed by the supervillainess Howler, whose powers come from a similar source, but has more raw power.

In combat, Warcry is up front and in-your-face, showing off his abilities and trying to earn "bragging rights" by bringing down the first enemy, or the most enemies. As a result he gets hurt a lot, but he's also gotten a lot of favorable attention from the Warlord due to his gung-ho attitude. On the other hand, he sometimes uses his Vertigo Induction and Sonic Boom powers when his teammates are too close, which doesn't really endear him to them. He's not particularly well-liked by the rest of the War Machine, and may someday meet with an unfortunate "battlefield accident."

Campaign Use: To make Warcry more powerful, expand the scope of his powers by adding more slots to his Multipower (see the "Sonic Powers" section of *Champions Powers* for plenty of ideas along these lines). To weaken him, reduce his Multipower reserve to 60 points.

Warcry's vengeful streak makes him the War Machine member most likely to defy orders and start Hunting a hero on his own. It's not likely to happen, but it is possible, especially if the same hero defeats him several times in a humiliating manner. If he becomes a Hunter, he won't be subtle about it; he'll follow the character until an opportune moment, then attack with everything he's got.

Appearance: Warcry is a six-foot-tall black man, muscular and fit. His "uniform" typically consists of Army green fatigue pants and a lighter green sleeveless shirt. Special goggles cover his eyes; his radio is also built into them. He keeps his head shaved bald.

WARHEAD

Background/History: Arthur "Arty" Weist's promising career as a Navy pilot was derailed when he was court-martialed on charges of sexual harassment and dishonorably discharged. The true charges were more severe — rape and assault — but the Navy didn't want the bad publicity, and neither did Weist. He'd been sexually harassing female officers for years anyway, so it's not like he wasn't guilty of that, too.

Weist tried civilian aviation for a while, but it just didn't suit him. Acting on a tip from an old Navy buddy, he signed up with a mercenary service and was soon having the time of his life as a merc pilot. It was the perfect combination of money and action. And when the Warlord recruited him for the Shadow Army with offers of even *more* money, he signed up right away.

After serving for a couple years as one of the Warlord's combat pilots, Weist was ordered to participate in a test of a new flying suit, one patterned after Warbird's but more heavily armed. Since he'd always been jealous of Warbird — flying under one's own power had to be a lot better than just piloting a plane — Weist jumped at the chance. The test went perfectly, and Weist proved quite adept not only at flying it, but using its weapons. The Warlord gave him the codename "Warhead" and assigned him to the War Machine, where he's served ever since.

Personality/Motivation: Warhead is a big, blustering, arrogant, know-it-all jerk. He loves to find other peoples' buttons and push them, goad people into getting themselves in trouble, demonstrate his own superiority, and otherwise make a general pain in the ass of himself. It's all a way of compensating for the inferiority he feels because he's so short, but his behavior doesn't exactly make him any friends.

Warpath and Warmonger like him even less than the men do, because he's also a notorious womanizer. He hits on them constantly (though not quite so crudely with Warpath, for whom he feels some genuine romantic attraction), and when they're not around he focuses his attention on female soldiers in the Shadow Army or the like. More than once he's almost compromised a mission by spending too much of his off-duty time skirting.

Warhead has a strong rivalry going with Warbird. Not only does Warhead think (incorrectly) that he'd be a *much* better team leader than Warbird, but he sees Warbird as his chief obstacle to winning over Warpath. He never passes up an opportunity to challenge or snidely insult Warbird, and questions his authority at almost every turn.

Quote: "Hey, superfreak — catch!"

Powers/Tactics: Like Warbird, Warhead possesses a battlesuit equipped with flight technology (a jetpack, rather than powered wings) and missiles. Warhead's suit is less maneuverable but better armed. Warhead functions as the team's "artillery" and heavy combat specialist, using his expertise with explosives and bombs to take out multiple foes (against a particularly resilient opponent, he'll use his Mini-bombs in the hope of Stunning him). For times when lethal attacks aren't called for, he has tangle-bombs and flash-bombs, and also blasters built into the palms of his gauntlets (he sometimes uses the latter in a Multiple Attack with one of his Multipower slots).

Warhead tends to fight aggressively, but not stupidly. If his attacks aren't achieving the intended effect as-is, he'll maneuver in the hopes of getting a Surprise Move bonus, or try something else unusual (like blasting the side of a building to make the rubble fall on his opponent).



WARHEAD FACTS

Here are some facts characters and NPCs might know about Warhead if they succeed with an appropriate Skill Roll:

N/R: Warhead is a member of the Warlord's "War Machine" group of supervillains; he wears a suit of light powered armor that's equipped with a lot of rockets, missiles, and bombs.

K/R: In addition to standard explosive missiles, Warhead also has flash bombs and tangle-bombs in his arsenal.

-4: Warhead is a notorious womanizer, often making lewd comments to female opponents during fights.

-6: The jetpack built into Warhead's armor can be "supercharged," like injecting nitrous oxide into an automobile engine, to significantly increase his flying speed for a few seconds.

-10: His Secret Identity is Arthur Weist; he's a former Navy pilot.

Campaign Use: As you use the War Machine in your campaign, Warhead works best as a source of team friction the PCs can support. His constant goading of Warbird, and the unwelcome attentions he showers on the women, create weaknesses in the War Machine the PCs may be able to exploit. For example, it wouldn't take much to convince the rest of the team to turn Warhead over to the PCs in exchange for some other concession.

To make Warhead more powerful, give him more slots in his Multipower, or have his battlesuit provide bonuses to STR and other Characteristics. To reduce his effectiveness, cut the Active Points in his Multipower reserve, so that his weapons become weaker, and get rid of the Palm Blasters.

Appearance: Warhead wears a sleek suit of armor identical in most respects to Warbird's, with a few differences. First, the white parts become navy blue, and the navy blue parts become gold. Second, he has no wings, and instead of a power-pack has a jetpack on his back. Third, he has more rockets on the wrist-mounted rocket launchers he wears, and he also has a smaller rack of larger missiles around the outside of his upper arms.

Arty Weist is a 5'5" tall white male who's muscular and well-built for his size. He has curly dark hair and dark eyes, and usually dresses "sloppy casual."

A

WARHEAD

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
18	DEX	16	13-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	PD	8		Total: 22 PD (12 rPD)
8	ED	6		Total: 20 ED (12 rED)
8	REC	4		
40	END	4		
15	BODY	5		
36	STUN	8		Total Characteristics Cost: 144

Movement: Running: 12m
Flight: 30m

Cost Powers

Cost	Powers	END
40	Arty Is Your Friend: Multipower, 60-point reserve All OIF (battlesuit; -½)	
3f	1) Rocket-Propelled Bomb I: RKA 2½d6 Area Of Effect (18m Radius Explosion; +½); OIF (-½), 8 Charges (-½)	[8]
3f	2) Rocket-Propelled Bomb II: RKA 2d6 Area Of Effect (26m Radius Explosion; +½), +2 Increased STUN Multiplier (+½); OIF (-½), 8 Charges (-½)	[8]
3f	3) Mini-Bomb: RKA 2d6 Area Of Effect (1m Radius; +¼), +2 Increased STUN Multiplier (+½); OIF (-½), 8 Charges (-½)	[8]
3f	4) Tangle-Bomb: Entangle 6d6, 6 PD/6 ED OIF (-½), 8 Charges (-½)	[8]
3f	5) Flash-Bomb: Sight Group Flash 8d6 Area Of Effect (18m Radius Explosion; +½); OIF (-½), 8 Charges (-½)	[8]
30	Palm Blasters: Blast 12d6 OIF (-½), 8 Charges (-½)	[8]

Martial Arts: Commando Training

Maneuver	OCV	DCV	Notes
3 Aikido Throw	+0	+1	4d6 + v/10, Target Falls
4 Boxing Cross	+0	+2	6d6
4 Choke	-2	+0	Grab One Limb, 2d6 NND (2)
4 Escape	+0	+0	35 STR vs. Grabs
4 Hold	-1	-1	Grab Three Limbs, 30 STR
4 Judo Disarm	-1	+1	Disarm, 30 STR
4 Karate "Chop"	-2	+0	HKA ½d6 (1d6+1 with STR)
4 Kung Fu Block	+2	+2	Block, Abort

24	Bulletproof Costume: Resistant Protection (12 PD/12 ED) OIF (-½)	0
25	Jetpack: Flight 30m Reduced Endurance (½ END; +¼); OIF (-½)	1
15	Enhanced Flight Mode: Flight +30m OIF (-½), 8 Charges (-½)	[8]
3	Nightsight Mask Lenses: Ultraviolet Perception (Sight Group) OIF (-½)	0
6	Mask Radio: Radio Perception/Transmission (Radio Group) OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0
6	Good Eyes: +3 PER with Sight Group	0

Talents

2	Lightning Reflexes: +6 DEX to act first with <i>Arty Is Your Friend</i> Multipower
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Skills

20	+4 with <i>Arty Is Your Friend</i> Multipower
3	Combat Piloting 13-
2	KS: History Of Aviation 11-
2	KS: Military History 11-
2	KS: The Military/Mercenary/Terrorist World 11-
2	KS: Superheroes 11-
2	KS: Supervillains 11-
2	Navigation (Air) 12-
3	Stealth 13-
3	Tactics 12-
3	Teamwork 13-
2	WF: Small Arms

Total Powers & Skills Cost: 243

Total Cost: 387

400 Matching Complications (75)

10	Hunted: The Warlord (Infrequently, Mo Pow, NCI, Watching)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Womanizer (Common, Strong)
15	Psychological Complication: Loyal To The Warlord (Common, Strong)
15	Psychological Complication: Arrogant Jerk (Common, Strong)
10	Rivalry: Professional and Romantic (with Warbird)
15	Social Complication: Secret Identity (Arthur "Arty" Weist) (Frequently, Major)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 75

Experience Points: 0

WARMONGER

Background/History: Growing up, Sandra Chiang couldn't understand why people were always so mad at her all the time. Her parents never seemed to stop yelling, all the kids at school hated her, teachers singled her out for verbal abuse. Wherever she went, disquiet — sometimes even violence — seemed to follow. Shunned and alone, she withdraw into herself, becoming defensive over the least little thing, and turning her secret sorrow into feelings of scorn for others.

It wasn't until she tried to join the US Army that special tests revealed the cause: she was a mutant. For years, she'd subconsciously been using her powers, which allow her to enhance feelings of anger, rage, and violence in others, on people around her. The Army, seeking a new supersoldier or DIA agent, trained her to manifest her powers in full, and to control them. But by then it was too late — the haughty defensiveness and general dislike for humanity that comforted her during her teen years were too ingrained to change. Her personality problems were severe enough to get her into disciplinary trouble on several occasions, and eventually led to her discharge.

And that was what the Warlord had been waiting for. His contacts in the Department of Defense had told him about Chiang, and he decided she'd be perfect for his organization. Lacking any other alternative, she agreed, and soon found the supervillain lifestyle to her liking. As *Warmonger* she was able to work out her own frustrations in combat, and in the more closely-knit world of the War Machine, she can find ways to get along. Though perhaps not truly happy, she's happier now than she's ever been before, and extremely loyal to the Warlord as a result.

Personality/Motivation: Warmonger is a cold-hearted person who has little regard for others. She looks upon other people as her inferiors because she has mental powers. Anyone who laughs at this, or otherwise annoys her, will soon find himself suffering from a splitting headache (a subtle use of her *Tortures Of The Mind* power). She doesn't even get along particularly well with her teammates, keeping to herself as much as possible and responding to her orders curtly — but compared to how she interacts with other people, she's practically bosom buddies with the War Machine.

Quote: “Kinda makes you angry, doesn't it?”

Powers/Tactics: Warmonger is a mutant with limited mental powers. She can exert mental control over other people, but has the greatest success doing so when she's trying to inflict, alter, or enhance feelings of anger, rage, or the desire to do violence. (At the GM's option, any use of her *Anger Management* power which achieves at least an EGO + 10 Effect Roll, even if it otherwise fails to establish control, requires the victim to check

for any *Enraged/Berserk* he may have.) Additionally, she can cause mental pain, usually manifesting as terrible migraine headaches, with the pain getting worse and worse until she stops applying the power or the victim passes out.

As a combatant, Warmonger is weaker than her teammates, and she knows it. In most battles she tries to take cover and use her mental powers to support the rest of the War Machine. If the team's been issued some heavy weaponry, Warmonger's the person most likely to use it, since she doesn't have any weaponry of her own. She also helps the group a lot with her *Danger Sense*; the War Machine has come to rely on her predictions (since, after all, anything that threatens her probably poses a danger to them, too).

Campaign Use:

Warmonger represents a possible chink in the Warlord's armor. Though embittered and humorless due to the circumstances of her childhood, she's not really a hardened criminal. It's possible a PC could break through her shell of disdain and scorn and convert her to the cause of Justice — barely possible, but possible.

To make Warmonger more powerful, give her more mental powers (perhaps putting them in a *Multipower* with her basic *Mind Control*). Some *Telepathy* and maybe a few odd *ACV/AVAD* abilities would work pretty well, and a *Mind Link* would offer the War Machine a major tactical advantage. Alternately, you could give her some high-tech weaponry. To weaken her, remove her *Mental Blast*, or subject her *Mental Domination* power to the same *Limitations* as her *Anger Management* ability.

Appearance: Warmonger is a short, pretty Chinese woman with dark hair cut short. She usually wears dark blue fatigue-like pants, with a matching jacket over a tee-shirt. She has a night-sight goggles/radio device like *Warcry's*, but often keeps them in her pocket until she needs them instead of just wearing them all the time.



A WARMONGER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
16	DEX	12	12-	
18	CON	8	13-	
20	INT	10	13-	PER Roll 13-
23	EGO	13	14-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
9	OMCV	18		
8	DMCV	15		
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	PD	4		Total: 18 PD (12 rPD)
8	ED	6		Total: 20 ED (12 rED)
7	REC	3		
40	END	4		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 158

Movement: Running: 12m

Cost	Powers	END
75	Mental Domination: Mind Control 10d6 Telepathic (+¼), Reduced Endurance (½ END; +¼)	3
22	Anger Management: Mind Control +6d6 Reduced Endurance (0 END; +½); Only To Control/ Inflict Anger And The Desire To Do Violence (-1)	0
52	Tortures Of The Mind: Mental Blast 3d6 Constant (+½), Reduced Endurance (½ END; +¼)	2

WARMONGER FACTS

Here are some facts characters and NPCs might know about Warmonger if they succeed with an appropriate Skill Roll:

N/R: Warmonger is a member of the Warlord's "War Machine" group of supervillains; she has mental powers.

K/R: Warmonger's mental powers are fairly limited compared to most other psionic superhumans; she can control minds and inflict mental pain.

-1: Warmonger is particularly adept at using her mind-control powers to make the target angry and violent.

-4: Warmonger has the uncanny ability to sense danger to herself, making it difficult to ambush or surprise her.

-6: Warmonger is a mutant.

-10: Her Secret Identity is Sandra Chiang.

Martial Arts: Commando Training

Maneuver	OCV	DCV	Notes
4 Boxing Cross	+0	+2	5d6
4 Choke	-2	+0	Grab One Limb, 2d6 NND (2)
4 Escape	+0	+0	30 STR vs. Grabs
4 Hold	-1	-1	Grab Three Limbs, 25 STR
4 Kung Fu Block	+2	+2	Block, Abort

24	Bulletproof Costume: Resistant Protection (12 PD/12 ED) OIF (-½)	0
10	Strong Mind: Mental Defense (10 points)	0
3	Nightsight Mask Lenses: Ultraviolet Perception (Sight Group) OIF (-½)	0
6	Mask Radio: Radio Perception/Transmission (Radio Group) OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0

Talents

20	Danger Sense (self only, out of combat) 13-
15	Combat Sense 13-

Skills

2	KS: Asian History & Culture 11-
3	KS: Military History 13-
3	KS: Superheroes 13-
3	KS: Supervillains 13-
1	PS: Soldier 8-
3	Stealth 12-
3	Tactics 13-
3	Teamwork 12-
2	WF: Small Arms

Total Powers & Skills Cost: 270

Total Cost: 428

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
10	Hunted: The Warlord (Infrequently, Mo Pow, NCI, Watching)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Disdain For Others (Common, Strong)
15	Psychological Complication: Loyal To The Warlord (Common, Strong)
10	Psychological Complication: Coldhearted And Humorous (Common, Moderate)
15	Social Complication: Secret Identity (Sandra Chiang) (Frequently, Major)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 75

Experience Points: 28

WARPATH

Background/History: A full-blooded American Indian, Danica Two Bears grew up on a reservation, surrounded by poverty. She saw her once-proud people humbled and miserable, many of them ravaged by alcoholism and depression. In most people this would have inspired sympathy and compassion. With Danica, it just made her want to get out of there.

Her ticket off the reservation was competition archery. She was good with a bow and arrow, very good, and though there wasn't a lot of money to be made shooting arrows at targets, there was enough to get by. She was doing well, and finally beginning to get over her general adolescent rage at the world, when she was falsely accused of cheating during an archery competition. That was all it took to push her over the edge.

She committed a couple of crimes using her archery skills, but her inexperience showed and she was soon captured. It was the Warlord who broke her out, seeing in her the perfect addition to his War Machine — after all, not all weapons have to involve gunpowder or energy beams. Grateful for the rescue, Danica (or *Warpath*, as the Warlord renamed her) has taken to the supercriminal lifestyle with gusto.

Personality/Motivation: Warpath's skills and abilities have made her overconfident and arrogant. She's convinced she can handle anything; it might take some time and a little tinkering in the Warlord's workshops, but she's got a way to defeat anything she comes across. Moreover, she can't stand to be bested or defeated; *she's* the best, and second place is for losers. Any hero who defeats her — particularly at archery — has probably just made himself an enemy for life.

Recently, both Warbird and Warhead have been making romantic overtures toward her. She doesn't have any particular feelings for either of them, but may decide to pick one or the other of them (probably Warbird) just to see what that does to their rivalry.

Quote: "Watch this, guys — one shot, right between the eyes."

Powers/Tactics: Warpath is a talented archer equipped with a super-tech bow and a quiverful of tricked-out arrows. In addition to standard broadheads and chisel-points, she's got arrows that explode, emit clouds of smoke, burst into wads of sticky glue to restrain the target, and so on. In combat she analyzes her targets carefully, picking the most important one and then firing at him until he goes down. She prefers to fight from behind cover if possible, but is willing to get out in the open if necessary.



WARPATH FACTS

Here are some facts characters and NPCs might know about Warpath if they succeed with an appropriate Skill Roll:

N/R: Warpath is a member of the Warlord's "War Machine" group of supervillains; she's a skilled archer who uses a super-tech bow and arrows.

K/R: Warpath's arsenal of arrows includes not only ones with standard arrowheads, but others that zap the target with electricity, explode, or emit clouds of gas or smoke.

-2: Warpath is highly competitive, particularly when it comes to archery; she can't stand to be beaten or bested.

-10: Her Secret Identity is Danica Two Bears; she's a full-blooded American Indian.

Campaign Use: To make Warpath tougher, give her a few more Multipower slots (or increase the Active Points in the reserve of her current Multipower), and/or increase her defenses. To weaken her, get rid of her Uncanny Accuracy power.

Contrary to orders, Warpath might start to spend time Hunting a hero who has bested her, particularly if (a) the hero is also a weaponmaster (particularly an archer), or (b) he humiliated or insulted her in the process. As a Hunter, she'll try to arrange a confrontation where she can beat *him* in front of a lot of witnesses and then kill him.

Appearance: Warpath is an Amerind woman with long, braided black hair, who carries a high-tech bow and a large quiver of high-tech arrows. She doesn't wear a mask or helmet, but does wear goggles with ear- and mouth-pieces allowing her to maintain radio contact with her teammates.

A

WARPATH

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
17	DEX	14	12-	
15	CON	5	12-	
15	INT	5	12-	PER Roll 12- (15- with Sight Group)
15	EGO	5	12-	
18	PRE	8	13-	PRE Attack: 3½d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	PD	8		Total: 22 PD (12 rPD)
10	ED	8		Total: 22 ED (12 rED)
10	REC	6		
30	END	2		
10	BODY	0		
46	STUN	13		Total Characteristic Cost: 160

Movement: Running: 24m

Cost	Powers	END
31	Super-Tech Bow and Arrows: Multipower, 62-point reserve All OAF (-1)	
1f	1) Broadhead Arrow: RKA 3d6 OAF (-1), 4 Charges (-1)	[4]
1f	2) Chisel-Point Arrow: RKA 2d6 Armor Piercing (+¼); OAF (-1), 4 Charges (-1)	[4]
2f	3) Electrified Arrow: Blast 12d6 OAF (-1), STUN Only (-0), 4 Charges (-1)	[4]
2f	4) Taser Arrow: Blast 6d6 NND (defense is ED Resistant Protection defined as a force-field, or the like; +1); OAF (-1), STUN Only (-0), 4 Charges (-1)	[4]
2f	5) Glue Arrow: Entangle 6d6, 6 PD/6 ED OAF (-1), 4 Charges (-1)	[4]
2f	6) Flare Arrow: Sight and Hearing Group Flash 11d6 OAF (-1), 4 Charges (-1)	[4]
2f	7) Smoke Arrow: Darkness to Sight Group 12m radius [4cc] OAF (-1), 4 Charges lasting one Turn each (removed by high winds or rain; -½)	[4]
2f	8) Explosion Arrow: Blast 8d6 Area Of Effect (18m Radius Explosion; +½); OAF (-1), 4 Charges (-1)	[4]
2f	9) Knockout Gas Arrow: Blast 5d6 NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (8m Radius; +½); OAF (-1), 4 Charges (-1)	[4]

Martial Arts: Commando Training

Maneuver	OCV	DCV	Notes
3 Aikido Throw	+0	+1	3d6 + v/10, Target Falls
4 Boxing Cross	+0	+2	5d6
4 Choke	-2	+0	Grab One Limb, 2d6 NND (2)
4 Escape	+0	+0	30 STR vs. Grabs
4 Hold	-1	-1	Grab Three Limbs, 25 STR
4 Judo Disarm	-1	+1	Disarm, 25 STR
4 Karate "Chop"	-2	+0	HKA ½d6 (1d6+1 with STR)
4 Kung Fu Block	+2	+2	Block, Abort

24	Bulletproof Costume: Resistant Protection (12 PD/12 ED)	0
	OIF (-½)	
12	Fleet-Footed: Running +12m (24m total)	1
6	Good Eyes: +3 PER with Sight Group	0
3	Nightsight Mask Lenses: Ultraviolet Perception (Sight Group)	0
	OIF (-½)	
6	Mask Radio: Radio Perception/Transmission (Radio Group)	0
	OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	

Talents

8	Lightning Reflexes: +8 DEX to act first with All Actions
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Skills

25	+5 with Super-Tech Bow And Arrows Multipower
2	KS: American Indian Myths And Legends 11-
3	KS: Competition Archery 12-
2	KS: Military History 11-
1	KS: The Military/Mercenary/Terrorist World 8-
2	KS: Superheroes 11-
2	KS: Supervillains 11-
2	PS: Bowyer 11-
3	Stealth 12-
3	Tactics 12-
3	Teamwork 12-
3	Tracking 12-
4	WF: Small Arms, Bows, Crossbows

Total Powers & Skills Cost: 192

Total Cost: 352

400 Matching Complications (75)

10	Hunted: The Warlord (Infrequently, Mo Pow, NCI, Watching)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Must Be The Best; Won't Settle For Second Place (Common, Strong)
15	Psychological Complication: Loyal To The Warlord (Common, Strong)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
15	Social Complication: Secret Identity (Danica Two Bears) (Frequently, Major)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 75

Experience Points: 0

SHADOW ARMY SOLDIER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
14	DEX	8	12-	
14	CON	4	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 10 PD (6 rPD)
4	ED	2		Total: 10 ED (6 rED)
6	REC	2		
30	END	2		
12	BODY	2		
30	STUN	5		Total Characteristics Cost: 67

Movement: Running: 12m

Cost Powers

Cost	Powers	END
30	Warlord Assault Rifle: RKA 2d6 Autofire (5 shots, +½), Increased STUN Multiplier (+¼), 48 Charges (+½); OAF (-1), Beam (-¼)	[48]
7	Rifle-butt Club: HA +3d6 OAF (-1), Hand-To-Hand Attack (-¼)	1
10	Sidearm: RKA 1d6+1 +1 Increased STUN Multiplier (+¼); OAF (-1), Beam (-¼), 12 Charges (-¼)	[12]
13	Combat Knife: HKA 1d6 (2d6 with STR) Reduced Endurance (0 END; +½); OAF (-1) plus: Ranged (+½) for HKA 1d6 OAF (-1), Range Based On STR (-¼), Lockout (cannot use HKA until Charge is recovered; -½), 1 Recoverable Charge (-¼)	0

Martial Arts: Commando Training

Maneuver	OCV	DCV	Notes
4 Boxing Cross	+0	+2	5d6
4 Choke	-2	+0	Grab One Limb, 2d6 NND (2)
4 Escape	+0	+0	30 STR vs. Grabs
4 Hold	-1	-1	Grab Three Limbs, 25 STR
4 Kung Fu Block	+2	+2	Block, Abort
9 Combat Body Armor: Resistant Protection (6 PD/6 ED) 0 OIF (-½), Activation Roll 14- (-¼)			
4 Radio Headset: Radio Perception/Transmission (Radio Group) 0 OAF (-1); Affected As Hearing Group As Well As Radio Group (-¼)			

Perks

1	Fringe Benefit: Membership (Private in the Shadow Army)
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Skills

10	+2 with Firearms
1	KS: Military History 8-
2	KS: The Military/Mercenary/Terrorist World 11-
2	PS: Soldier 11-
3	Stealth 12-
3	Streetwise 12-
3	Tactics 11-
4	WF: Small Arms, Blades, 2 more points' worth of GM's choice
11	Choose 11 Character Points' worth of the following: Bugging, Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Concealment, Demolitions, Electronics, Fast Draw, Gambling (3 points' worth), Interrogation, Lockpicking, Paramedics, Penalty Skill Levels, Persuasion, Security Systems, Shadowing, Skill Levels, Systems Operation, any Background Skill

Total Powers & Skills Cost: 133

Total Cost: 200

275 Matching Complications (50)

5	Distinctive Features: Shadow Army uniform (Easily Concealed; Noticed And Recognizable)
10	Hunted: the Warlord (Infrequently, Mo Pow, NCI, Watching)
15	Psychological Complication: Violent And Ruthless (Common, Strong)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 50

Experience Points: 0



THE FLYING FORTRESS

Val	Char	Cost	Notes
18	Size	90	125 x 64 x 64 m; mass 25 ktons; -18 KB; OCV+ 12
100	STR	0	Lift 25 ktons; 20d6 HTH [0]
12	DEX	4	
4	OCV	5	
4	DCV	5	
3	SPD	10	Phases: 4, 8, 12
12	PD	15	
12	ED	15	
30	BODY	2	Total Characteristic Cost: 146

Movement: Ground: 0m
Flight: 20m/1,2100m

Cost Abilities & Equipment END

Power Systems

57 **Generator:** Endurance Reserve (300 END, 60 REC) 0
OIF Bulky (-1)

Propulsion Systems

50 **Levitor Engines:** Flight 20m, x125 Noncombat 5
-12 **No Ground Movement:** Running -12m (0m total)

Tactical Systems

60 **Weapons Pod:** Blast 12d6 [125]
4 clips of 125 Charges each (+1); OIF Bulky (-1)

20 **Weapons Pods:** 15 more Blasters, as above, spaced equidistantly around the ship's hull [125]

30 **Internal Neural Tranquilizer:** Blast 8d6 [16]
NND (defense is having a neural system markedly different from humans', Life Support (appropriate Immunity), or wearing a Shadow Army ID badge; +½); OIF Bulky (located on bridge; -1), 16 Charges (-0)

20 **Internal Neural Tranquilizer:** 15 more Tranquilizers, located at strategic points throughout the ship [16]

30 **Cloud Generator:** Sight Group Images, -5 to PER Rolls 0
Area Of Effect (125m Radius; +1½), Reduced Endurance (0 END; +½); Set Effect (cloud cover around self; -1), No Range (-½)

12 **Stealth Technology:** Invisible To Radio Group 0
Reduced Endurance (0 END; +½); Radar Only (-¼)

5 **Polarized Exterior Windows:** Sight Group Flash Defense (10 points) 0
Only Protects Versus Exterior Flashes Against Interior Personnel (-1)

14 **Danger Room:** PD +14/ED +14 0
Partial Coverage (20x10x10 m area; -2)

12 **Cell Block:** PD +8/ED +8 0
Cannot Be Escaped With Teleportation (x2; +½); Partial Coverage (4x2x2 m area; -2)

SHADOW ARMY SOLDIERS

Description: This character sheet represents a typical soldier — a private — in the Shadow Army, the Warlord's personal fighting force. Shadow Army personnel wear battleship grey uniforms and berets (or helmets in the field); each one carries an advanced assault rifle, a semi-automatic pistol as a sidearm, and a combat knife. Rank insignia are on the outer upper arm in red.

THE FLYING FORTRESS

Description: The Flying Fortress is the Warlord's massive mobile base, built partly with Blueboy (Hzeel) technology but mostly with good old-fashioned Earth super-tech. Able to fly or hover in any part of the atmosphere, it comes equipped with stealth technology (to hide it from radar) and cloud generators (so that it looks, to the unaided eye, like an ordinary bank of clouds). It's well-armed, with both exterior and interior weaponry and elaborate security systems. Its interior features include living quarters (ranging from the luxurious to bunkrooms for the Shadow Army), eating and recreation facilities (including a "danger room" for the War Machine and soldiers to conduct mock combat exercises in), a holo-table on which the Warlord plays elaborate wargames, hangars containing smaller flying vessels (not detailed here), and advanced communications equipment.

Operations Systems

5 **Communications System:** HRRP 0
OIF Bulky (-1), Affected As Sight And Hearing Groups As Well As Radio Group (-½)

16 **Radar Array:** Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+14 versus Range Modifier) 0
OIF Bulky (-1)

37 **Sensors:** Clairsentience (Sight and Hearing Groups), 32x Range (9,600m) 0
Reduced Endurance (0 END; +½); OAF Bulky (cameras and monitor station; -1½)

plus: Infrared Perception (Sight Group)

OAF Bulky (same; -1½), Linked (to Clairsentience; -½)

plus: Ultraviolet Perception (Sight Group)

OAF Bulky (same; -1½), Linked (-½)

25 **Internal Security:** Security Systems 20- 0

Personnel Systems

11 **Sealed Environment:** Life Support (Self-Contained Breathing, Safe Environments: Low Pressure/Vacuum, Intense Heat, Intense Cold); Costs Endurance (-½) 2

23 **Weapons Laboratories:** Weaponsmith (all categories) 16-

17 **Electronics Laboratory:** Electronics 16-

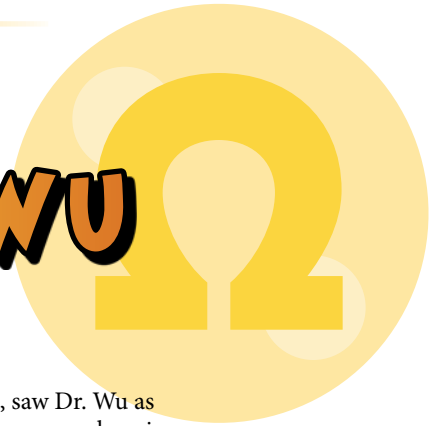
Total Abilities & Equipment Cost: 432

Total Vehicle Cost: 578

Total Complications Points: 0

Total Cost: 578/5 = 116

DOCTOR YIN WU



Background/History: Doctor Yin Wu was born the son of Chinese peasant in the year 578 AD. A local wizard sensed potential in the boy and took him in as an apprentice. Wu soon surpassed his master's expectations; his greatest expertise was in the fields of enchantment, conjuration, and Chinese alchemy.

After long years of study and many dire sacrifices, Yin Wu was a powerful mage. Using an army of summoned creatures of legend, he conquered and ruled a large territory in west central China. Then he used his Chinese alchemy to perform the *liàndan* ceremony to create one of the fabled Pills of Immortality so that he would never die.

Over the centuries, Dr. Wu's political influence waxed and waned with the tide of secular and mystical power, but his lore only deepened. As a sorcerer, he valued tradition and superstition, and was incensed by the intrusion of Westerners into his homeland and the degrading way they treated his people. In the late nineteenth century he went to England to study the customs of the white devils that had invaded his land, the better to defeat them. During that time he dominated the opium trade in London's infamous East End, and was known to the British authorities as *the Dragon Mandarin*. In 1907 he returned from Europe with an even stronger hatred of Occidentals, and was all the more determined to increase his power and to rid China of Western influence.

During the Twenties and Thirties Dr. Wu was a powerful *tuchun*, or warlord, in central China. Thanks to his magical abilities (such as they were, weakened by centuries of the ebbing of arcane energy in the world) and army of mystical creatures, neither the other warlords, nor Chiang Kai-shek's Kuomintang government, nor Mao Tse-tung's Communists dared provoke him. His subjects lived in superstitious fear of him, worshipping him as a god. Their respect and dread only deepened after the "tide" of magic began to rise in 1938 and his once-great powers grew great once more.

But change is the way of all things, and eventually change came to China in the form of a Communist victory in 1949. Doctor Wu soon became increasingly uncomfortable with the prevailing political climate. He despised the Communists for their trampling of tradition and their attempts to eradicate superstition.

The Communists, for their part, saw Dr. Wu as nothing but a thorn in their side, an anachronism to be eliminated as soon as possible. The Communist leaders launched a campaign of assault and harassment against the Dragon Mandarin, hoping to defeat him or drive him out.

Their plan worked... but only in part. They lacked the military might to penetrate his arcane defenses, and even had they had the means and desire to use magic ("superstitious claptrap") against him, there was no one in China who could match his power. But Dr. Wu, already disgusted with his countrymen for being so easily seduced by Communist wives, turned his back on them altogether, sealing himself up in his castle, which he warded with powerful spells so no one could approach.

And there Dr. Wu has lived to this day (though rumors claim, correctly, that he has homes in major Chinese communities around the world and sometimes visits them for a change of scenery or as part of one of his schemes). In 1961, 1978, 1989, and 2001 he attempted to cast out the Communists and take over China. His first attempt was thwarted by independent heroes, and that incident made clear to government authorities the need for an official superhero team to deal with such menaces. They created the Tiger Squad in 1967, and all of Dr. Wu's later efforts to conquer his homeland were stopped by it, largely because of the Squad's size (in any other country six or seven superhero teams would have had to join forces to defeat him). In the process he's killed over a dozen Squad members, earning him the group's eternal enmity.

But several defeats have not dimmed Dr. Wu's desires. With the patience of an immortal, he seeks a mystical means to restore the China he knows and loves, a land of peaceful peasants and wise scholars where he alone rules and he can properly placate the spirits of his ancestors.

Personality/Motivation: Doctor Yin Wu is a typical Oriental master villain — evil, insidious, ruthless, inscrutable, and extremely powerful. His power derives from his mastery of Chinese magic and his arsenal of Chinese enchanted items; he despises all modern technology and ways. He has to observe a strict code of behavior to maintain his magical powers: he must not eat meat, use advanced technology (such as electronic devices),

Ω DOCTOR YIN WU

The Dragon Mandarin

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
23	CON	13	14-	
25	INT	15	14-	PER Roll 14-
23	EGO	13	14-	
30	PRE	20	15-	PRE Attack: 6d6
8	OCV	25		
8	DCV	25		
8	OMCV	15		
8	DMCV	15		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
10	PD	8		Total: 20 PD (10 rPD)
12	ED	10		Total: 22 ED (10 rED)
8	REC	4		
45	END	5		
15	BODY	5		
50	STUN	15		Total Characteristics Cost: 263

Movement: Running: 12m

Cost	Powers	END
270	Chinese Sorcery: Variable Power Pool, 120 Pool + 150 Control Cost Cosmic (+2); Only For Chinese Magic (-½)	var
412	The Dragon Mandarin's Horde: Summon up to 1,000 Chinese monsters and fantastic creatures built on up to 500 Total Points each Expanded Class (Chinese monsters and fantastic creatures; +½), Loyal (+½), Variable Summon (see Fantasy Hero, page 155; +¼), Reduced Endurance (0 END; +½)	0

Martial Arts: Shaolin Leopard Kung Fu, Hsing-I, Pakua, and Tai Ch'i Ch'uan

Maneuver	OCV	DCV	Notes
4 Block*#\$\$%	+2	+2	Block, Abort
4 Disarm*%	-1	+1	Disarm, 35 STR
4 Dodge*\$	+0	+5	Dodge All Attacks, Abort
3 Grab*%	-1	-1	Grab Two Limbs, 35 STR for holding on
5 Kick/Monkey Slap/ Palm Strike*#\$\$%	-2	+1	9d6 Strike
4 Knife Hand*	-2	+0	1d6 HKA (2d6+1 w/ STR)
4 Punch*	+0	+2	7d6 Strike
3 Throw*#%	+0	+1	5d6 +v/10, Target Falls
4 Tien-hsueh Strike/ Sword Finger*#%	-1	+1	3d6 NND(1)
8 +2 Damage Classes (already added in)			
2 Use Art with Blades, Staff			

* = Kung Fu maneuver # = Hsing-I maneuver

\$ = Pakua maneuver % = Tai Ch'i Ch'uan maneuver

12	Dim Mak: Drain BODY 2d6	21
	Delayed Return Rate (BODY returns at the rate of 5 Character Points per Week; +2½); Activation Roll 14- (-¼), Damage Over Time (six increments, one per day after being struck, target's defenses only apply once, can't be re-used on same victim until all damage has accrued; -1), Can Be Cured By PS: Chinese Healing (see text; -¼), Increased Endurance Cost (x3 END; -1), No Range (-½), Requires Precise Sequence (3 blows at -3 OCV each; -2)	
20	Fire Cloth Robe: Resistant Protection (10 PD/10 ED) OIF (-½)	0
60	Protective Spells: Physical and Energy Damage Reduction, Resistant, 50%	0
15	Iron Tower Of The Mind: Mental Defense (15 points)	0
15	Mystic Shields: Power Defense (15 points)	0
15	Immortality: Life Support (Immunity to all terrestrial diseases, biowarfare agents, poisons, and chemical warfare agents; Longevity: Immortality)	0
30	Blessings Of The Gods And Spirits: Luck 6d6	0

Perks

200	Contacts: Well-Connected and 197 points' worth, in Chinese communities throughout the world
600	Bases: castle in China; various others around the world
400	Followers
3	Fringe Benefit: Membership: Watchers Of The Dragon
15	Money: Filthy Rich

Talents

15	Combat Sense 14-
20	Danger Sense (self only, out of combat) 14-
20	Universal Translator 14-

Skills

25	+5 with <i>Chinese Sorcery</i> VPP
20	+4 with Martial Arts
1	Acrobatics 8-
3	Analyze Magic 14-
3	Analyze Style 14-
1	Breakfall 8-
3	Conversation 15-
3	High Society 15-
2	Language: Cantonese (fluent conversation; Mandarin Chinese is Native)
2	Language: English (fluent conversation)
3	Oratory 15-
3	Persuasion 15-
25	Power: Chinese Sorcery 25-
3	Stealth 13-
4	WF: Common Melee Weapons, Common Martial Arts Weapons

or break his word; and must offer homage to his ancestors every day. Player Characters may be able to use this against him, but they must be careful when trying to trick him, for he has more than a thousand years of experience in dealing with such ploys.

Doctor Wu's main goal is to maintain and increase his power, both mystic and political. Ultimately, he would like to crush the Communists that rule his homeland and restore China to its

old self. He dreams of declaring himself Emperor and leading China back to the position of world eminence it held centuries ago, when Europeans had barely stopped living in caves. He despises Westerners, seeing them as the people that ruined his once-great native land; he similarly loathes the Japanese for all the torment they've inflicted on his country and his people.

Despite unquestionably falling into the "master villain" category, Dr. Wu isn't entirely unlikeable.

His code of honor is strong, and it often prompts him to acts which can only be described as "charitable." For example, he gives money to the poor, talks peacefully with his enemies when it would be prudent to do so (and otherwise treats them with dignity and respect, provided they do the same), and sometimes uses his powers to defend his home city or the world from threats which are a danger to him or to many people. His membership in the Watchers of the Dragon — an organization of scholars and mystics devoted to keeping the terrifyingly powerful and evil Death Dragon imprisoned — is another example of how he looks out for others. A cynic would maintain that Dr. Wu's acts of charity are intended ultimately to benefit himself, to keep the world safe for his own takeover, but as to the truth of that, who can say?

3 Scholar

- 2 1) KS: Arcane And Occult Lore 14-
- 2 2) KS: Chinese Alchemy 14-
- 2 3) KS: Chinese Astrology 14-
- 2 4) KS: Chinese Culture And Civilization 14-
- 2 5) KS: Chinese Healing 14-
- 2 6) KS: Chinese History 14-
- 2 7) KS: Chinese Legends And Lore 14-
- 2 8) KS: Chinese Philosophy 14-
- 2 9) KS: Chinese Sorcery 14-
- 2 10) KS: Conjuraction 14-
- 2 11) KS: The Death Dragon And The Cult Of The Red Banner 14-
- 2 12) KS: Divination 14-
- 2 13) KS: Feng Shui 14-
- 2 14) KS: Hsing-I 14-
- 2 15) KS: Kung Fu 14-
- 2 16) KS: The Martial World 14-
- 2 17) KS: Pakua 14-
- 2 18) KS: The Superhuman World 14-
- 2 19) KS: Tai Ch'i Ch'uan 14-

Total Powers & Skills Cost: 2,309

Total Cost: 2,572

400 Matching Complications (75)

- 0 **Dependence:** must perform ancestor worship ceremonies every day or suffer Activation Roll 11- on all mystic powers (Very Common)
- 10 **Distinctive Features:** Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
- 10 **Distinctive Features:** Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 **Enraged:** if insulted or taunted (Uncommon), go 14-, recover 11-
- 15 **Hunted:** Tiger Squad (Infrequently, As Pow, NCI, Capture)
- 5 **Hunted:** Trismegistus Council (Frequently, Less Pow, NCI, Watching)
- 10 **Hunted:** Cult Of The Red Banner (Frequently, Less Pow, Capture/Kill)
- 20 **Psychological Complication:** Cannot Tolerate Challenges To His Power (Common, Total)
- 15 **Psychological Complication:** Hatred Of Technology (Common, Strong)
- 15 **Psychological Complication:** Code Of Honor (see text) (Common, Strong)

Total Complications Points: 75

Experience Points: 2,127



DR. YIN WU FACTS

Here are some facts characters and NPCs might know about Dr. Yin Wu if they succeed with an appropriate Skill Roll:

N/R: Doctor Wu is a mysterious Chinese sorcerer of great power.

K/R: Legends claim Dr. Wu's been alive for centuries, if not millennia; he's said to own a magic castle in a hidden valley in China that's so well-protected with spells that even the Chinese government and its Tiger Squad cannot enter.

-1: Doctor Wu wants to conquer China, and perhaps the world; he's been a major thorn in the side of the Communist government there for decades. The Tiger Squad was formed in part to combat him, and he and the official Chinese superteam have become bitter enemies.

-2: Doctor Wu is one of the most powerful spellcasters on Earth. His magic always has an Oriental feel/look to it, and often requires him to use enchanted items (Foci) of some sort.

-4: Doctor Wu is said to control a vast army of summoned monsters, demons, and undead creatures.

-6: Besides being a powerful sorcerer, Dr. Wu is also a master of kung fu.

-10: Doctor Wu is, in fact, immortal... and could possibly grant eternal life to others.

Quote: “Fools! Did you truly think you could challenge the might of Doctor Yin Wu and escape his wrath? Destroy them, my pets!”

Powers/Tactics: Doctor Wu is a *fang-shih*, a Chinese scholar with knowledge of magic, alchemy, divination, and many related subjects. He's the most powerful Chinese sorcerer alive (and one of the most powerful mystics on Earth); on occasion, his powers approach those of the gods. His magical abilities are widespread, but he “specializes” in three areas of learning: enchantment (the creation of magical items); conjuration (the summoning and control of creatures); and Chinese alchemy (similar to Western alchemy, but based on five elements: Earth, Water, Fire, Wood, and Metal). He's highly skilled at such disciplines as *feng-shui* (locating “dragon lines,” geomancy) and *ming sun* (Chinese astrology). Doctor Wu has also been given powerful magical items by the gods, many of whom hold him in high favor.

Doctor Wu's offensive powers are usually (but not always) built through Foci — potions, enchanted mirrors, mystic crystals, and other magical items. (See below and HSG for numerous examples, though you can always create Chinese-themed versions of the Thaumaturgy spells from CU 66-68 for him to use.) If possible he prefers to cow his opponents with displays of power (*i.e.*, a Presence Attack using bonus PRE bought as a slot in his Power Pool), but he's no stranger to actual battle. He's also a martial artist with centuries of HTH Combat experience; heroes who think they can intimidate him by closing for a brawl are sadly mistaken. He prefers to attack technology-oriented heroes and Westerners first in most cases.

Much of Dr. Wu's power derives from his army of Chinese creatures and monsters, which he refers to as *tiējūn-zhǎoyá*, “the iron army of talons and fangs.” He usually keeps most of these “soldiers” in the Otherworld, with only a few of them attending upon him personally in his mansion — he prefers not to provoke Westerners (or his own superstitious “subjects”) with overt displays of magical beings and powers.

Resources: Doctor Wu's resources are vast. He has all the wealth he could ever need, a mystically-protected castle, lesser “bases” in Chinese communities around the world, and an army of monsters at his beck and call. Many Chinese are sympathetic to his aims (to some degree) and will help him with information if necessary; some are followers of his whose families have served him for generations.

Campaign Use: Doctor Wu offers many intriguing possibilities for storylines and campaigns. First and foremost, of course, are his efforts to conquer China, and even the world. In recent years his efforts in this respect have focused on trying to find, or re-create, the fabled Jade Mirror of Transcendence, which would allow him to transform the entire world into medieval China, but that's far from the only arrow in his quiver. Beyond that, his “honorable” nature may suggest ways for the GM to use him that set him apart from other

villains (such as offering to help the PCs defeat a world-threatening menace); on the other hand, his intense, overt anti-Western racism may complicate his relations with the heroes. Lastly, his many resources, including the secret of immortality, may attract the interest of other powerful beings.

Doctor Wu is a master villain and should be treated as such — meaning he needs to be powerful enough to take on your entire team of superheroes, at least for a little while. If he can't do that, you need to improve him until he can — for example, by increasing his SPD or Damage Reduction, or giving him more martial arts abilities or spells outside his VPP. If he's already too tough, reduce his VPP (or Limit it so that his spells and items can only have 40-60 Active Points each).

Doctor Wu rarely Hunts anyone; most humans simply aren't worth that much of his attention — he can wait patiently until they die after a few short decades. If angered into Hunting a character, he'll start by sending Chinese monsters after him, eventually working up the anger to attack the character personally if the monsters don't get the job done.

Associates, Allies, And Adversaries: Doctor Wu despises all Westerners, superhuman or mundane, and has as little to do with them as possible. He has the same attitude about Chinese who've “rejected” their heritage by adopting “Western ways” (which, depending on his mood, may mean as little as wearing Western-style clothing). But he doesn't really maintain any ties with Chinese superhumanity either; he prefers to keep to himself.

Other mystic villains, particularly the Demonologist, Shadow Destroyer, and Takofanes, regard Dr. Wu as a rival and a threat to their own plans (and vice-versa). So would Tezcatlipoca, if he gave a mere mortal that much thought. The Smoking Mirror interests Dr. Wu a great deal because of his power to transform areas of the Earth to resemble the Aztec world; he'd like to study him closely if he has the chance.

Appearance: Doctor Wu is an old Chinese man with a long, wispy black beard, intense dark eyes, and long, painted fingernails. He wears a long robe made out of “fire cloth,” a silk-like material woven from the hair of creatures that live in the fire mountains surrounding Mount K'un-lun, the home of the gods. The robe is colored yellow; it symbolizes Dr. Wu's power and his affinity with Shang Ti, Emperor of the gods, and Huang Ti, the “Yellow Emperor,” the legendary First Sovereign Emperor of China. Embroidered around the robe is a great dark gold dragon; also embroidered on it are designs and pictures in blue, black, white, and red, the four sacred colors. The robe has wide sleeves and trails behind Dr. Wu for about two feet. Dr. Wu also wears a four-sectioned hat/crown on which are depicted the Blue Dragon of the East, the Black Tortoise of the North, the White Tiger of the West, and the Red Bird of the South. Despite his obvious age, he's quite spry and a quick thinker.

EXAMPLE SPELLS FOR CHINESE SORCERY POWER POOL

The Breath of Cheng Lun: The mage snorts, creating a sound like a bell and projecting two deadly beams of light from his nostrils.

RKA 2d6 (30 Active Points); Gestures (-¼), No Knockback (-¼), Limited Range (20m; -¼) (total cost: 17 points) plus Hearing Group Flash 6d6 (18 Active Points); Gestures (-¼), Limited Range (20m; -¼), Linked (-½) (total cost: 9 points). Total cost: 26 points.

Celestial Lotus of Invulnerability: Chinese wizards use this spell to protect themselves from many different types of attacks. When cast, it causes a magical lotus flower to grow from the sorcerer's mouth to block all incoming attacks.

Resistant Protection (12 PD/12 ED) (36 Active Points); OAF Expendable (lotus petal; -1¼), Nonpersistent (-¼), Instant (-½). Total cost: 12 points.

Dragon Line Walking: A Chinese sorcerer can walk along the “dragon lines” (lines of mystic force in the earth) to rapidly travel from one place to another).

Teleportation 60m (60 Active Points); Gestures (-¼), Incantations (-¼). Total cost: 40 points.

Ghost Arrow: According to Chinese folklore, arrows fired by a ghost strike with such force that they pierce any armor and break the target's back! They're most often used as a way for the ghost to get revenge on whoever ended his life or wronged him while he was alive. Clever sorcerers have found a way to duplicate this fearsome attack.

RKA 4d6, Penetrating (+½) (90 Active Points); OAF Expendable (small copper arrow; -1½), Gestures (-¼), Incantations (-¼), Only Works On Living Beings (-½). Total cost: 26 points.

Liu Ken's Call to the Ancestors: This spell summons forth the spirits of the target's ancestors. These shades berate the target for his failings in life, subjecting him to both fear (of the undead) and humiliation.

Drain PRE 4d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1) (80 Active Points); Limited Range (30m; +¼). Total cost: 64 points.

The Mantle of Chang Kuo: Chang Kuo, one of the Eight Immortals, possesses the power to turn himself invisible. Chinese wizards have created a spell that imitates this power.

Invisibility to Sight Group, No Fringe. Total cost: 30 points.

Thousand-Weapons Cloud: This spell evokes a dark cloud that rains weapons upon the spell-caster's opponents. (With a slight change of special effect, you can also use this spell as *The Storm Of False Stars*, in which red-hot stones rain down on the caster's foes.)

RKA 2½d6, Indirect (Source Point is always above the target area; +¼), Area Of Effect (16m Radius; +¾) (80 Active Points); Extra Time (Full Phase; -½). Total cost: 53 points.

Walking Among The Clouds: This spell allows a Chinese sorcerer to fly. Wizards often use it to ascend into the heavens and interact with the Immortals.

Flight 24m, Reduced Endurance (0 END; +½) (36 Active Points); Gestures (-¼), Incantations (-¼). Total cost: 24 points.

THE FOUR SONS OF THE DRAGON

Doctor Wu has more servants than just the creatures and monsters he conjures. He also has many human followers, chief among whom are *the Four Sons of the Dragon*: Copper Spear, Golden Axe, Iron Whirlwind, and Silver Hand. Although these four believe themselves to be Dr. Wu's true sons by a fairy wife he had centuries ago, in truth they're homunculi, artificial creations “grown” by Dr. Wu via alchemy. (Doctor Wu has married many times and has many children and other relatives, but he almost always sends them away and knows little, if anything, about them.)

These Four Sons form an efficient and deadly fighting unit, so Dr. Wu uses them as guards, assassins, and war-leaders. They tend to fight better as a unit — their long hours of practice allow them to function as something more than merely the sum of their parts, so they strive not to be separated in combat — but individually they're still fearsome combatants. Each of them wields magical weapons created by their “father.” However, because of the way they were created, they're vulnerable to some forms of mystical attack.

The Four Sons are tightly bound together by their loyalty for Dr. Wu and unhesitatingly follow his orders. But other than that deep divisions exist among the group. Copper Spear (the leader) and Golden Axe are both easygoing and merciful compared to Iron Whirlwind and Silver Hand, who are cold-blooded killers. Copper Spear's honorable streak simply compounds the problem. If it weren't for the fact that Dr. Wu has commanded them to work together, they'd have come to blows long ago. Iron Whirlwind schemes in secret to somehow replace Copper Spear, either by letting him die in battle or by somehow convincing their “father” that he, and not the “eldest son,” deserves to lead.

If you need to make the Four Sons more powerful, there's no reason Dr. Wu couldn't create more of them — just change the name of the group to match. To weaken the team, exacerbate their internal divisions to the point where they don't work together nearly as well (which means getting rid of their *Supreme Teamwork* power).

A COPPER SPEAR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
23	DEX	26	14-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
12	EGO	2	11-	
20	PRE	10	13-	PRE Attack: 4d6

8	OCV	25		
8	DCV	25		
3	OMCV	0		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12

14	PD	12		Total: 23 PD (9 rPD)
12	ED	10		Total: 21 ED (9 rED)
12	REC	8		
40	END	4		
10	BODY	0		
40	STUN	10		Total Characteristics Cost: 189

Movement:	Running:	22m
	Teleportation:	20m

Cost Powers END

15	Magic Spear: Multipower, 31-point reserve All OAF (-1)	
1f	1) Spear Slash/Thrust: HKA 1½d6 (2½d6 with STR) OAF (-1), No Knockback (-¼) plus: Reach +2m OAF (-1)	2
1f	2) Spear-Cyclone: HKA 1½d6 (2d6 with STR) Area Of Effect (3m Radius; +¼); OAF (-1), No Knockback (-¼)	3
1f	3) Thrown Spear: HKA 1½d6 (2½d6 with STR) [1rc] Range Based On STR (+¼); OAF (-1), No Knockback (-¼), Lockout (can't use Multipower until spear is recovered; -½); 1 Recoverable Charge (-1½)	

Martial Arts: Spearfighting

	Maneuver	OCV	DCV	Damage/Effect
4	Atemi Strike	-1	+1	3d6 NND(1)
4	Block	+2	+2	Block, Abort
5	Slash	-2	+1	Weapon +6 DC Strike
4	Thrust	+0	+2	Weapon +4 DC Strike
8	+2 Damage Classes (already added in)			
1	Use Art Barehanded			

10	Supreme Teamwork: Aid OCV and DCV 4d6 Expanded Effect (two Characteristics simultaneously; +½); Only Aid Self (-1), Must Be Within 10m Of Designated Partner (1 partner only; -1), Both Charac- ters Must Be Fighting (see text; -½)	4
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12	Enchanted Clothing: Resistant Protection (6 PD/6 ED) 0 OIF (-½)	
6	Perceptive: +2 PER with all Sense Groups	0
10	Swift: Running +10m (22m total)	1
10	Gateway Of The Gods: Teleportation 20m OAF (enchanted spear; -1)	2
20	Blessing Of The Gods: Luck 4d6	0

Talents

6	Combat Luck (3 PD/3 ED)
4	Lightning Reflexes: +4 DEX to act first with All Actions

Skills

9	+3 with <i>Magic Spear</i> Multipower
12	+2 with Agility Skills
3	Acrobatics 14-
3	Analyze Style 12-
3	Breakfall 14-
3	Climbing 14-
3	Contortionist 14-
2	KS: The Martial World 11-
2	KS: Spearfighting 11-
2	Language: English (fluent conversation; Mandarin Chinese is Native)
3	Oratory 13-
3	Paramedics 12-
3	Stealth 14-
3	Tactics 12-
3	Teamwork 14-
6	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons

Total Powers & Skills Cost: 185

Total Cost: 374

400 Matching Complications (75)

10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
10	Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
20	Hunted: Tiger Squad (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
25	Psychological Complication: Completely Loyal To Dr. Wu (Very Common, Total)
15	Psychological Complication: Code Of Honor (see text) (Common, Strong)
10	Rivalry: Professional (with Iron Whirlwind, for team leadership)
10	Vulnerability: 2 x Effect from Magical Adjustment Power Attacks (Uncommon)

Total Complications Points: 75

Experience Points: 0

COPPER SPEAR

Personality/Motivation: The first of the Four Sons to be created, Copper Spear is the most honest and forthright of the group. He's had more opportunity than the other three to observe their father, and as such as picked up on the small spark of nobility in Dr. Wu and chosen that to emulate. He always keeps his word, always fights fairly, and always honors his fallen enemies. It's not uncommon for him to back off and give a Stunned foe the chance to recover so the fight can continue on equal footing. This is much to Dr. Wu's disgust, since he wanted an assassin, not a chivalrous warrior, but he's made the best of Copper Spear that he can.

Since Copper Spear is totally loyal to his father, he usually follows the Doctor's orders without question, but the conflict between his honorable tendencies and what's required by the orders often tears at him and makes him feel extremely guilty. When not on a mission he often meditates to try to resolve these inner conflicts. These feelings of morality sometimes cause problems on the job, since his three brothers can sense his reluctance and belittle him because of it.

Quote: "You are a noble foe, but nevertheless I must destroy you. Your spirit shall be honored after your death."

Powers/Tactics: Copper Spear is trained in spearfighting and uses an enchanted copper spear made for him by his father; he can thrust or slash with it, throw it, or use the shaft to strike his enemies. If he's surrounded, he can whirl the spear around himself, striking everyone within 3m of him. The spear also allows him to teleport.

Copper Spear has fast reflexes and is a swift runner. He tries to use his mobility and speed to his best advantage in combat, but is careful to stay close to his brothers, since they work so well as a team (*i.e.*, to maintain his Aid OCV and DCV). Sometimes he tries to gain a Surprise Move bonus by using his spear like a pole vaulter's pole and making an Acrobatics roll to place himself behind or above his opponent.

Campaign Use: Copper Spear is one of the chinks in the Four Sons' armor. While he's unswervingly loyal to his father, his honorable nature means he's someone the PCs can understand (at least in some respects), get along with at times, and perhaps even admire a bit. They may develop a grudging respect for him instead of the loathing they'll likely feel for his brothers.

To make Copper Spear tougher, give him some unarmed Martial Arts, more magical powers via his spear, or more martial arts abilities like Supreme Teamwork (see HSMA for plenty of ideas). To weaken him, remove his Teleportation and Luck, and/or reduce his DEX to 20.

Appearance: Copper Spear is a muscular Chinese male with short black hair and a slight coppery tint to his skin. He wears enchanted clothing similar to a karate gi which is copper-colored.



GOLDEN AXE

Personality/Motivation: Golden Axe is usually regarded as the "big, dumb younger brother" of the Four Sons... even by his brothers. But that's a mistake. Although Golden Axe is big and strong, he's not dumb. The worst that could be said about him is that he's impulsive — he loves to fight, and often jumps into a battle with fists (and axe) swinging regardless of the consequences of his actions.

Another reason the other three sometimes look down on Golden Axe is that he has something of a sentimental streak about him. He cares for his brothers very much, and doesn't hesitate to let them know it or to take special care to "look after" them. He's also the only one of the Four to have a pet. Admittedly, his pet is a large, ferocious tiger that he likes to turn loose on his opponents, but he thinks of it as a pet nonetheless. Anyone who harms his tiger earns his unending hatred.

Quote: "A man with two big axes, or a tiger — not the best of choices, eh?"

Powers/Tactics: Golden Axe's weapon is a pair of large, golden axes whose heads burst into flame whenever he uses them. Additionally, the axes each have a chain wrapped around the haft; he can either hit people at a distance with the chain, or use the chain to whirl an axe around him, injuring anyone who gets close. He and Copper Spear have practiced their weapon-twirling maneuvers together so they can trap enemies between them and mow them down like wheat. Golden Axe's weapons are also enchanted to let him "cut through" earth, walls, and similar obstacles.



GOLDEN AXE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
20	DEX	20	13-	
23	CON	13	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12
15	PD	13		Total: 25 PD (10 rPD)
12	ED	10		Total: 22 ED (10 rED)
10	REC	6		
45	END	5		
15	BODY	5		
40	STUN	10		Total Characteristics Cost: 180

Movement: Running: 14m
Tunneling: 8m

Cost	Powers	END
26	Comet Axes: Multipower, 52-point reserve All OAF (-1)	
1f	1) Axe Blade: HKA 2d6 (3½d6 STR) OAF (-1)	3
1f	2) Axe Haft: HA +3d6 OAF (-1), Hand-To-Hand Attack (-¼)	1
1f	3) Chain: HA +2d6 OAF (-1), Hand-To-Hand Attack (-¼) plus: Reach +8m OAF (-1)	1
2f	4) Axe Whirlwind: RKA 2d6 Area Of Effect (2m Radius; +½), Personal Immunity (+¼); OAF (-1), No Range (-½)	5
1f	5) Cavern-Maker: Tunneling 8m through 10 PD material OAF (-1)	3
5	Comet Axes: Another Comet Axe (total of 2)	

Martial Arts: Shaolin Leopard Kung Fu

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Disarm	-1	+1	Disarm, 45 STR
4 Dodge	+0	+5	Dodge All Attacks, Abort
3 Grab	-1	-1	Grab Two Limbs, 45 STR for holding on
5 Kick	-2	+1	11d6 Strike
4 Knife Hand	-2	+0	HKA 1d6 (2½d6 with STR)
4 Tien-hsueh Strike	-1	+1	3d6 NND(1)
4 Punch	+0	+2	9d6 Strike
3 Throw	+0	+1	7d6 +v/10, Target Falls
8	+2 Damage Classes (already added in)		
1	Use Art with Axes/Maces/Hammers/Picks		

10	Supreme Teamwork: Aid OCV and DCV 4d6 Expanded Effect (two Characteristics simultaneously; +½); Only Aid Self (-1), Must Be Within 10m Of Designated Partner (1 partner only; -1), Both Characters Must Be Fighting (see text; -½)	4
20	Enchanted Golden Armor: Resistant Protection (10 PD/10 ED) OIF (-½)	0
2	Fast: Running +2m (14m total)	1
10	Blessing Of The Gods: Luck 2d6	0

Perks

48 Follower: pet tiger built on 240 Total Points (see HSB 441)

Talents

3 Resistance (3 points)

Skills

16	+2 HTH
10	+2 with <i>Comet Axes</i> Multipower
2	Animal Handler (Felines) 13-
3	Contortionist 13-
2	KS: Kung Fu 11-
2	KS: The Martial World 11-
2	Language: English (fluent conversation; Mandarin Chinese is Native)
5	Rapid Attack (HTH)
3	Stealth 13-
2	Survival (Temperate/Subtropical) 11-
3	Teamwork 13-
3	Tracking 11-
5	Two-Weapon Fighting (HTH)
6	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons

Total Powers & Skills Cost: 238

Total Cost: 418

400 Matching Complications (75)

10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
10	Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
15	Enraged: if his pet tiger is hurt or killed (Uncommon), go 11-, recover 11-
20	Hunted: Tiger Squad (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
25	Psychological Complication: Completely Loyal To Dr. Wu (Very Common, Total)
15	Psychological Complication: Loves A Good Fight (Common, Strong)
15	Psychological Complication: Protective Of His Brothers (Common, Strong)
10	Vulnerability: 2 x Effect from Magical Adjustment Power Attacks (Uncommon)

Total Complications Points: 75

Experience Points: 18

Golden Axe has been trained in Shaolin Leopard Kung Fu by his father, but he doesn't normally use it except to improve his axe-blows. He only resorts to unarmed combat if he's disarmed.

Campaign Use: Your heroes may regard Golden Axe as a weak spot in the Four Sons, but they're wrong — he's tough, determined, and loyal, not someone they can easily sway despite his sentimentality and love for animals. He's no fool; anyone who tries to "play" him or trick him is likely to learn this lesson at the business end of an enchanted axe.

To make Golden Axe tougher, give him some more Skills or "pets," or increase his SPD to 6. To weaken him, remove one of his axes and his tiger.

Appearance: Golden Axe is a large, strong, hairy man with a big black beard and scars all over his body (some from battles, some from wrestling with his tiger). He wears a suit of golden armor. He carries his Comet Axes with him wherever he goes.



IRON WHIRLWIND

Personality/Motivation: Iron Whirlwind is a cold, arrogant, evil killer who takes great relish in his role as one of his father's generals and assassins. He considers Golden Axe a maudlin fool and Copper Spear an inept leader. Whenever possible he questions Copper Spear's orders, makes sarcastic comments about his decisions, and generally makes his life miserable. Only Dr. Wu's explicit orders have kept Iron Whirlwind from openly challenging Copper Spear's right to lead the Four Sons. At this point, he's reduced to hoping that Copper Spear is killed or maimed in battle, so he never supports Copper Spear's actions in combat or tries to keep Copper Spear's back covered.

Quote: "Come closer, little man — come to your death!"

Powers/Tactics: Iron Whirlwind's weapons are two enchanted swords — straight-bladed, double-edged weapons whose hilts are shaped like dragons. He usually fights with one sword in each hand so he can make Multiple Attacks and gets +1 DCV from his *Off-Hand Defense* Talent. His aggressive style of swordfighting involves a lot of moving around and turning of the body, hence his name.

Campaign Use: Iron Whirlwind may unwittingly serve as the PCs' ally for a while — either indirectly, by not helping Copper Spear fight them, or directly by secretly providing them with information regarding his eldest brother's activities so they can capture him. But once they conveniently remove Copper Spear from the picture, he'll turn all his efforts to destroying them.



A

IRON WHIRLWIND

Val Char Cost Roll Notes

20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
26	DEX	32	14-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
11	EGO	1	11-	
18	PRE	8	13-	PRE Attack: 3½d6
9	OCV	30		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	PD	8		Total: 18 PD (8 rPD)
10	ED	8		Total: 18 ED (8 rED)
8	REC	4		
40	END	4		
13	BODY	3		
50	STUN	15		Total Characteristics Cost: 192

Movement: Running: 16m
Leaping: 16m

Cost Powers**END**

16	Enchanted Swords: HKA 1d6 (1½d6 with STR) +2 Increased STUN Multiplier (+½), Penetrating (+½), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼)	0
5	Enchanted Swords: Another Enchanted Sword (total of 2)	
Martial Arts: Shaolin Leopard Kung Fu		
	Maneuver	OCV DCV Notes
4	Block	+2 +2 Block, Abort
4	Disarm	-1 +1 Disarm, 40 STR
4	Dodge	+0 +5 Dodge All Attacks, Abort
3	Grab	-1 -1 Grab Two Limbs, 40 STR for holding on
5	Kick	-2 +1 10d6 Strike
4	Knife Hand	-2 +0 HKA 1d6 (2d6+1 w/ STR)
4	Tien-hsueh Strike	-1 +1 3d6 NND(1)
4	Punch	+0 +2 8d6 Strike
3	Throw	+0 +1 6d6 +v/10, Target Falls
8	+2 Damage Classes (already added in)	
1	Use Art with Blades	
10	Supreme Teamwork: Aid OCV and DCV 4d6 Expanded Effect (two Characteristics simultaneously; +½); Only Aid Self (-1), Must Be Within 10m Of Designated Partner (1 partner only; -1), Both Characters Must Be Fighting (see text; -½)	4

16	Enchanted Clothing: Resistant Protection (8 PD/8 ED) OIF (-½)	0
4	Strong Runner: Running +4m (16m total)	1
4	Strong Leaper: Leaping +8m (12m forward, 6m upward)	1
10	Blessing Of The Gods: Luck 2d6	0

Talents

2	Off-Hand Defense
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Skills

32	+4 HTH
3	Acrobatics 14-
3	Breakfall 14-
3	Climbing 14-
3	Contortionist 14-
10	Defense Maneuver I-IV
3	Fast Draw (Blades) 14-
3	Interrogation 13-
2	KS: Kung Fu 11-
2	Language: English (fluent conversation; Mandarin Chinese is Native)
5	Rapid Attack (HTH)
3	Sleight Of Hand 14-
3	Stealth 14-
3	Streetwise 13-
5	Two-Weapon Fighting (HTH)
6	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons

Total Powers & Skills Cost: 200**Total Cost: 392****400 Matching Complications (75)**

10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
10	Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
20	Hunted: Tiger Squad (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
25	Psychological Complication: Completely Loyal To Dr. Wu (Very Common, Total)
20	Psychological Complication: Casual Killer (Very Common, Strong)
10	Rivalry: Professional (with Copper Spear, for team leadership)
10	Vulnerability: 2 x Effect from Magical Adjustment Power Attacks (Uncommon)

Total Complications Points: 75**Experience Points: 0**

To make Iron Whirlwind tougher, give him some swordfighting-based abilities, like a “weapons flourish” Damage Shield (see HSMA for plenty of ideas). To weaken him, remove about half of his Martial Maneuvers, or reduce his physical Characteristics by 2-4 points each.

Appearance: Iron Whirlwind wears iron-grey pants and gi top, with a black vest. He carries his two two *jien* (Chinese straight-bladed, double-edged swords) in scabbards on his back; the hilt of one sword shows over each shoulder. His hair is long (it falls below his shoulder) and often tied back in a ponytail, and his face usually has a sneer of contempt on it.

SILVER HAND

Background/History: Silver Hand was the last of the Four Sons Dr. Wu created, and the fiendish sorcerer decided to experiment to try to make him even stronger than his three older brothers. But magic is not as predictable as science, and Dr. Wu’s new process failed, leaving him with a “son” whose right hand was withered and useless. Doctor Wu did not let this dismay him. Instead, he used his magic arts to craft for his son a hand made of purest silver and imbued with mystical powers. Rather than being trained in Shaolin Leopard Kung Fu like his brothers, Silver Hand learned fighting maneuvers that allowed him to use his magic hand to best effect.

Personality/Motivation: Whatever withered Silver Hand’s hand seems also to have withered his soul, for he is the coldest, most sadistic, most evil of the Four Sons of the Dragon. He revels in death and mayhem. Not even Iron Whirlwind can match his fiendish glee in battle... or torture.

Silver Hand is unlike his brothers in other ways as well. He’s taciturn and somber, usually keeping to himself. He watches his brothers argue and debate without saying a thing. He usually prefers Iron Whirlwind’s ideas over Copper Spear’s, but almost never says so. Additionally, Silver Hand despises weapons. Even though he’s been trained to use them, he scorns them, and is contemptuous of his brothers’ reliance on them. It hasn’t occurred to him that his silver hand is, in fact, nothing but a weapon itself (albeit an unusual one).

Quote: None. Silver Hand rarely speaks.

Powers/Tactics: Silver Hand’s powers derive from the magic silver hand Dr. Wu gave him. With it, he can deliver mighty punches, squeeze the life out of his foes, smash through walls, drain away his opponents’ strength or resilience for his own use, and block the most powerful blows. When he uses it, a sort of silvery flame that gives off no heat and does not burn his enemies surrounds it, creating an eerie glow in the darkness.



Campaign Use: As an implacable, thoroughly evil foe with special powers, Silver Hand is likely to become the focus of much of the heroes’ dislike of the Four Sons. Feel free to encourage this; he’s thoroughly wicked and cruel, and contrasting him with Copper Spear’s honor and Golden Axe’s *joie de vivre* gives the team depth.

To make Silver Hand tougher, add more slots to his Multipower to represent other magical powers. To weaken him, reduce the number of Combat Skill Levels he has — he relies on them as a “faux Martial Art,” so reducing them diminishes his fighting power significantly.

Appearance: Silver Hand is a short, muscular Chinese man whose right hand is made of silver. He’s totally bald, without a single hair on his head or anywhere else (a side effect of the same flaws in his creation that ruined his right hand). He wears a silvery-grey gi made by Dr. Wu; it protects him from harm.

A SILVER HAND

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
24	DEX	28	14-	
25	CON	15	14-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
18	PRE	8	13-	PRE Attack: 3½d6

8	OCV	25		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12

10	PD	8		Total: 18 PD (8 rPD)
10	ED	8		Total: 18 ED (8 rED)

9	REC	5		
50	END	6		
15	BODY	5		

40 STUN 10 **Total Characteristics Cost: 199**

Movement:	Running:	12m
	Leaping:	20m

Cost Powers END

66	The Silver Hand: Multipower, 66-point reserve	
2f	1) Hand Of Power: HA +6d6 Hand-To-Hand Attack (-¼)	3
3f	2) Hand Of Death: HKA 2d6 (3d6+1 with STR)	3
4f	3) Hand Of Strength: Drain STR 3d6 Unified Power (-¼)	7
	plus: Aid STR 3d6, standard effect (same result as Drain roll) Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1); Linked (-¼), Unified Power (-¼), Only Aid Self (-1)	
4f	4) Hand Of Corruption: Drain PD 3d6 Unified Power (-¼)	7
	plus: Aid PD 3d6, standard effect (same result as Drain roll) Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1); Linked (-¼), Unified Power (-¼), Only Aid Self (-1)	
3f	5) Hand Of Mercy: Blast 6d6 NND (defense is Power Defense; +½); No Range (-½)	4

10	Supreme Teamwork: Aid OCV and DCV 4d6 Expanded Effect (two Characteristics simultaneously; +½); Only Aid Self (-1), Must Be Within 10m Of Designated Partner (1 partner only; -1), Both Characters Must Be Fighting (see text; -½)	4
16	Enchanted Clothing: Resistant Protection (8 PD/8 ED) OIF (-½)	0
8	Strong Leaper: Leaping +16m (20m forward, 10m upward)	1
10	Blessing Of The Gods: Luck 2d6	0

Talents

15	Combat Sense 12-
5	Resistance (5 points)

Skills

64	+8 HTH
3	Acrobatics 14-
3	Breakfall 14-
3	Contortionist 14-
2	Language: English (fluent conversation; Mandarin Chinese is Native)
3	Shadowing 12-
3	Stealth 14-
3	Streetwise 13-
6	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons

Total Powers & Skills Cost: 236

Total Cost: 435

400 Matching Complications (75)

10	Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
20	Hunted: Tiger Squad (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
25	Psychological Complication: Completely Loyal To Dr. Wu (Very Common, Total)
15	Psychological Complication: Sadistic Killer (Common, Strong)
10	Vulnerability: 2 x Effect from Magical Adjustment Power Attacks (Uncommon)

Total Complications Points: 75

Experience Points: 35

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