

CHAMPIONS VILLAINS

VOLUME THREE: SOLO 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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TABLE OF CONTENTS

TABLE OF CONTENTS	3	FRAG	120	PLAGUE	228
INTRODUCTION	4	FREAKSHOW	122	PULSAR	230
VILLAIN DESCRIPTIONS	5	GALAXIA	124	PYTHON	233
THE VILLAINS	6	GALEFORCE	126	REAPER	235
ALCHEMICA	6	GARGANTUA	128	RICOCHET	237
AMBUSH	8	GAUNTLET	130	RIPTIDE	239
ANKYLOSAUR	11	GEOS	132	EL SALTO	241
ANUBIS	13	GEO THERMAL	135	SAMHAIN	243
ARACHNE	15	GLACIER	137	SARGON	245
ARMADILLO	17	GREEN DRAGON	139	SCIMITAR	247
ARROWHEAD	21	GRENADIER	142	SHADOWDRAGON	251
AUTOMATON	23	GROND	144	SHRINKER	252
THE BASILISK	24	GROTESK	146	SIGNAL GHOST	255
BAYKOK	27	HARPY	147	SNOWBLIND	257
BLACK FANG	28	HAZARD	150	SPEKTR	259
BLACKGUARD	30	HELL RIDER	152	SPIRIT FIST	261
BLACK HARLEQUIN	32	HERCULAN	155	STALKER	263
BLACK PALADIN	35	HORNET	158	STEEL COMMANDO	265
BLOODRAGE	40	HOWLER	160	STILETTO	268
BLOWTORCH	40	HURRICANE	162	STINGRAY	270
BRAINCHILD	43	INCUBUS	164	STORMFRONT	273
JOSIAH BRIMSTONE	46	JADE PHOENIX	167	SUNSPOT	276
BROMION	52	KANROK THE ACQUISITIONER	169	SYZYG Y	278
BULLDOZER	56	LADY BLUE	171	TACHYON	281
BUZZSAW	59	LAMPLIGHTER	175	TAIPAN	283
CADAVER	61	LASH	176	TALISMAN	287
CAIRNGORM	63	LAZER	179	WAYLAND TALOS	289
CAPTAIN CHRONOS	66	LEECH	180	TERRAYNE	291
CATERAN	71	LEVIATHAN	182	THORN	294
THE CURSE	73	LI CHUN THE DESTROYER	185	THUNDERBIRD	296
CYBERMIND	75	THE LIVING SPHINX	188	THUNDERBOLT	299
DEADMAN WALKIN'	78	LODESTONE	190	TIMELAPSE	302
DEVASTATOR	81	MANTARA	193	TURS AL-SH'AB	303
DOCTOR TENEBER	82	MANTISMAN	195	UTILITY	305
DOUBLE DEALER	87	MASQUERADE	197	VALAK THE WORLD-RAVAGER	309
DRAGONFLY	88	MECHASSASSIN	198	VECTOR	311
DREAMWITCH	90	MEGAVOLT	201	VESPER	313
ECLIPSAR	92	MENAGERIE	203	VIBRON	315
ECLIPSE	94	MINDGAME	206	VIXEN	317
THE ENGINEER	96	MIRAGE	208	WHITE RHINO	319
ENTROPY	100	THE MONSTER	210	WILDEYE	323
ESPER	102	MORNINGSTAR	212	WITCHFINDER	324
EVIL EYE	104	MORPH	214	ZEPHYR	327
EXO	107	MOTHER GOTHEL	216	ZIGZAG	329
FENRIS	109	NEBULA	218	ZORRAN THE ARTIFICER	332
FIREWING	111	OGRE	222		
FLESH TONE	115	ONSLAUGHT	224		
FOXBAT	117	PHOTON	226		



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 CV3; CV1 covers master villains and CV2 describes villain teams.

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 3, covers *solo villain*: villains who aren't a part of any specific team, who work as mercenaries for whoever can pay them, or who just prefer to keep to themselves. (Volume 1 covers master villains, and Volume 2 villain teams.)

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 and group them into a gang. For example, perhaps Black Paladin has a long-term scheme in mind and assembles a group of four other mystic villains — Doctor Teneber, Frag, Morningstar, and Talisman — into a team he calls the Pentagon. If Eclipsar 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 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.)



THE VILLAINS

ALCHEMICA

Background/History: Nikki Wilcox was born a mutant with the power to transmute matter — but a power so weak she didn't even know about it until one day in college. She was studying to be a geologist, and one of her professors was puzzling over a strange piece of stone he couldn't identify. She decided to take a crack at it when he was out of the lab, hoping to figure out what it was and impress him.

When she touched the rock, something happened to her. It was as if she felt a *flash* through her entire body, and her head swam. She passed out at the lab table. When she awoke just a few seconds later, her hand casually brushed against a glass jar — and it suddenly transformed into a lump of coal!

Wilcox instinctively realized what had happened. There was *power* within her, the power to remake and transmute things. And it was all because of that lump of rock. Her mind awash with visions of what she could do with her newfound powers, she took the rock — which she later learned was a piece of the fabled Philosopher's Stone, though she's never found out where it came from or how her professor got it — and left college for good.

She soon discovered that her powers were relatively weak unless she used the Stone to augment them. A responsible person could have found all sorts of legitimate ways to make a fortune with transmutation powers, but the Stone must have affected Wilcox's mind, too. All she could think of was everything she'd ever been denied in her life, everyone who'd ever done her wrong, and people who had far more money and things than they ever needed when she didn't have anything. It wasn't long before a new supervillainess calling herself *Alchemica* had hit the streets.

Unfortunately, the Philosopher's Stone's effect on her didn't extend to making her superhuman in other ways. She was definitely a little stronger, tougher, and faster than the average human, but compared to many superhumans she was a weakling. Her first few crimes, which mostly involved

transmuting doors into air so she could go into jewelry stores and rob them, went well, but then she had a few very narrow escapes when heroes began looking for her. Eventually one caught up with her and she was quickly captured. She spent ten years in Stronghold as a model prisoner, but when the chance came to escape during the 2009 breakout she took it.

Personality/Motivation: Her years in Stronghold was educational for Alchemica. She had a lot of time to think about her powers and how she can use them to make a better life for herself. There's a part of her that wants to find something constructive to do with them... but a much larger part that's just as eager for money, and for the respect that being powerful brings. On top of that, her time in prison has also made her a little bitter. She's seen and had done to her some very unpleasant things, and she thinks it's very unfair that she got such a long sentence even though she only committed a few crimes and never hurt anyone. Her aggravation and frustration combine with her natural greed to keep her on the criminal path — though unless someone trains and equips her better, or she joins a team, she's not likely to succeed this time, either.

Quote: "Time for a change, hero. How about I change you into... a lizard?"

Powers/Tactics: Alchemica possesses broad (but weak) powers of transmutation. She can, literally, change anything into anything else: a steel door into a pile of cotton balls; a human being into a frog; a pocket comb into a four-carat diamond. Unfortunately, her powers are so weak and work so slowly that they're mostly useless in combat, though she's learned a few combat-effective ways to employ them (such as instantaneously Transforming air into clouds of gas around an opponent's head). Her piece of Philosopher's Stone enhances them to the point where she could be a very dangerous opponent — if she had any tactical sense and if she weren't so weak she usually goes down with one punch. With some proper training and a few pieces of equipment she could become a deadly combatant.

A

ALCHEMICA

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
16	DEX	12	12-	
14	CON	4	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
13	PRE	3	12-	PRE Attack: 2½d6
6	OCV	15		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
4	PD	2		Total: 12 PD (8 rPD)
4	ED	2		Total: 12 ED (8 rED)
5	REC	1		
30	END	2		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 79

Movement: Running: 12m

Cost Powers

Cost	Powers	END
25	Transmutation: Severe Transform 1d6 (anything into anything; heals back through another application of this or a similar power, or being touched with a piece of Philosopher's Stone) Improved Results Group (anything; +1), Reduced Endurance (0 END; +½); Extra Time (Full Phase; -½)	0
45	Chunk Of Philosopher's Stone: Severe Transform +3d6 Improved Results Group (anything; +1), Reduced Endurance (0 END; +½); OAF (-1), Extra Time (Full Phase; +½)	0
30	Combat Transmutations: Multipower, 60-point reserve All OAF (chunk of Philosopher's Stone; -1)	
3f	1) Air Into Knockout Gas: Blast 4d6 NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (8m Radius; +½), Reduced Endurance (0 END; +½); OAF (-1), Does Not Work In High Winds Or Rain (-¼)	6
2f	2) Air Into Poisonous Gas: RKA 1d6 NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Area Of Effect (8m Radius; +½), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼), Does Not Work In High Winds Or Rain (-¼)	6
2f	3) Acid Rain: RKA 1d6 Constant (+½), Penetrating (+½), Indirect (Source Point is always above target; +¼), Uncontrolled (see 6E2 147-48; +½); OAF (-1), Limited Range (16m; -¼)	5
1f	4) Mind Control Drug: Mind Control 8d6 OAF (-1), Based On CON (-1), Limited Range (8m; -¼), Does Not Work Versus Targets with Life Support (Self-Contained Breathing) (-¼), Not In High Winds, Rain, Or Water (-¼)	4
16	Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0



Skills

4	+2 OCV with Transmutation
4	Chunk Of Philosopher's Stone: +4 OCV with Transmutation OAF (-1)
3	Deduction 12-
2	KS: Alchemy 11-
2	SS: Geology 11-
3	Stealth 12-
1	Streetwise 8-

Total Powers & Skills Cost: 143

Total Cost: 222

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Hunted: PRIMUS (Infrequently, Mo Pow, NCI)
20	Psychological Complication: Code Versus Killing (Common, Total)
15	Psychological Complication: Wants Money, Power, And Respect (Common, Strong)
15	Social Complication: Public Identity (Nikki Wilcox) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

**ALCHEMICA
FACTS**

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

N/R: Alchemica is a supervillainess with powers of matter transmutation; she needs a piece of Philosopher's Stone to make them work.

K/R: Her real name is Nikki Wilcox.

-1: Alchemica was incarcerated in Stronghold in 1999, but escaped during the 2009 breakout.

-2: One of Alchemica's most common combat tactics is to transform the air into something less pleasant (like knockout gas or acid rain).

-6: Alchemica is a mutant, though a weak one; the piece of Philosopher's Stone she wields significantly enhances her transmutative powers.

Campaign Use: Alchemica's "Philosopher's Stone" isn't actually an alchemical relic at all. Like Zorran the Artificer's similar stone (see page 332), it's a fragment of the fuel core of the *Mandragalore*, the super-weapon that destroyed Lemuria tens of thousands of years ago. This may impact Alchemica if she ever becomes well-known enough to attract the attention of certain persons (see below).

Alchemica's not far gone enough into villainy that the PCs couldn't turn her away from a life of crime if they handle her right. She'd probably never become a hero, but she might find ways to use her powers legally and make good money. But convincing her to try will require care on the part of the PCs; she won't respond well to orders, threats, or condescension.

To make Alchemica tougher, remove her dependence on the Philosopher's Stone — just give her Severe Transform 4d6 straight up. You could also give her some gadgets and equipment so that she has better defenses, a Movement Power or two, and so on. To weaken her, get rid of her Combat Transmutations.

Associates, Allies, And Adversaries: Alchemica's "Philosopher's Stone" would make her of great interest to several people. The first is Zorran the Artificer, the renegade Lemurian sorcerer who himself wields a similar *Mandragalore* fragment. The second are various Lemurian factions — from King Arvad to the now-reptilian rebels against his rule. All of them would love to obtain any parts of the *Mandragalore's* fuel core if they can. Fortunately for Alchemica, she's never become a prominent enough supercriminal for any of them to have heard of her. If that changes she may quickly find herself Hunted (particularly by Zorran, who's much more capable of operating in human society than most of his people are).

As a relatively non-violent criminal who mostly just wants to steal things, Alchemica is a potential recruit for the Futurists, GRAB, and possibly some other organizations. GRAB in particular would find her a good fit and when she realizes she'd be better off as part of a team than as a solo villain.

During her time in prison Alchemica corresponded with Jeff Baker of Trans-City Construction (see CU 60) to find out more about what he does with his own similar powers. There's a bit of romantic attraction between them, but she hasn't been brave enough to follow up on it yet. If the PCs can persuade her to "go legit," she might try to get a job with TCC.

Appearance: Alchemica is a pale-skinned white woman 5'9" tall with black hair reaching to the center of her back and brown eyes. She typically wears a green costume with black belt, boot, gloves, and cape (but no mask); she carries in her right hand a fist-sized chunk of Philosopher's Stone that augments her natural powers.

AMBUSH

Background/History: Keera Hancock grew up on the hardest, meanest streets of Los Angeles. She never knew who her father was, and her mother spent most of the day blitzed out on coke or heroin; she was raised primarily by her grandmother. But even that kindly woman's affection couldn't keep her from responding to the lure of the streets. She started running with gangs young and looked like she was on a short road to a quick death.

Naturally, it didn't take long for her to get hooked on cocaine (though she was at least smart enough to avoid heroin; she'd seen what it had done to her mother). One night another girl in her circle, jealous of the fact that most of the boys seemed to pay attention to Keera more than her, slipped Keera some pure, uncut cocaine, hoping it would cause an overdose and kill her. Overdose Keera did... but she didn't die. Instead, somehow the reaction caused her latent mutant powers to surface. In a drug-induced haze she began teleporting all over the place at random. Fortunately, the only person around to see it was her rival, and the terrified girl fled for her life and never told a soul.

After she was back to her normal self, Keera discovered she could control the teleporting (though she also soon found out it became harder to use her powers if she didn't snort a line or two of coke at least once a day). Realizing this was her ticket to real money, she chose the supervillain name *Ambush* and set out to make it in the big leagues. So far she hasn't succeeded, but no one's caught her yet so she keeps trying.

Personality/Motivation: Although she's now in her mid-twenties, Ambush isn't really a very mature person. Life's taught her that no one looks out for you but you, so that's what she does — and who cares about anyone else. She's smart enough to stay loyal to anyone who hires her, but otherwise betraying and backstabbing people to get what she wants doesn't bother her in the slightest. She's also petty, vain, and given to fits of jealousy.

AMBUSH FACTS

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

N/R: Ambush is a low-powered supervillainess who can teleport. She carries a shock baton in the event she's attacked, but prefers to flee rather than fight.

K/R: Her real name is Keera Hancock.

-2: Ambush is a cocaine addict; if she stops taking coke her ability to use her powers suffers.

-4: Ambush grew up in the Los Angeles gang scene and still knows a lot of people in that world.

-6: Ambush is a mutant.

A

AMBUSH

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
18	CON	8	13-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	
13	PRE	3	12-	PRE Attack: 2½d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 11 PD (3 rPD)
8	ED	6		Total: 11 ED (3 rED)
7	REC	3		
35	END	3		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 124

Movement: Running: 12m
Teleportation: 50m

Cost Powers

114	Teleporting: Multipower, 114-point reserve	
11f	1) Basic Teleportation: Teleportation 50m, No Relative Velocity, Position Shift Armor Piercing (+¼), Safe Blind Teleport (+¼), Reduced Endurance (½ END; +¼)	5
10f	2) Easy Teleportation: Teleportation 40m, No Relative Velocity, Position Shift Safe Blind Teleport (+¼), Reduced Endurance (0 END; +½)	0
30	Taser Baton: Multipower, 60-point reserve All OAF (-1)	
1f	1) A Good Smack: HA +3d6 OAF (-1), Hand-To-Hand Attack (-¼)	1
2f	2) A Good Shock: Blast 6d6 NND (defense is insulated ED; +1); OAF (-1); No Range (-½), 12 Charges (shared with Slot #3; -¼)	[12]
2f	3) Smack And A Shock: HA +3d6 OAF (-1), Hand-To-Hand Attack (-¼) plus: Blast 3d6 NND (defense is insulated ED; +1); OAF (-1); No Range (-½), 12 Charges (shared with Slot #2; -¼)	1 [12]
27	Blink Teleportation: +8 DCV Costs Endurance (-½)	4

Talents

6 Combat Luck (3 PD/3 ED)

Skills

6 +2 with Taser Baton Multipower

1 Acrobatics 8-

1 Breakfall 8-

2 CK: The Bad Parts Of Los Angeles 11-

2 KS: The L.A. Street Gang World 11-

3 Stealth 13-

3 Streetwise 12-

Total Powers & Skills Cost: 221

Total Cost: 345

400 Matching Complications (75)

0 **Dependence:** must use cocaine every Day or Teleporting and Blink Teleportation powers suffer 14- Activation Roll (Difficult to Obtain)

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

15 **Psychological Complication:** Greedy (Common, Strong)

10 **Psychological Complication:** Vain And Prone To Jealousy (Common, Moderate)

15 **Social Complication:** Public Identity (Keera Hancock) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0



A ANKYLOSAUR

Val	Char Cost	Roll	Notes
10+40	STR 27*	11- (19-)	Lift 100 kg (25 tons); 2d6 (10d6) HTH damage [1 (5)]
10+14	DEX 19*	11- (14-)	
10+18	CON 12*	11- (15-)	
10	INT 0	11-	PER Roll 11-
10	EGO 0	11-	
10+10	PRE 7*	13-	PRE Attack: 2d6 (4d6)
3+6	OCV 20*		
3+5	DCV 17*		
3	OMCV 0		
3	DMCV 0		
3+2*	SPD10+13*		Phases: 4, 8, 12/3, 5, 8, 10, 12
4	PD 2		Total: 29 PD (25 rPD)
4	ED 2		Total: 29 ED (25 rED)
10	REC 6		
35	END 3		
10	BODY 0		
40	STUN 10		Total Characteristics Cost: 148

*: OIF (powered armor; -½)

Movement: Running: 40m
Leaping: 60m

Cost	Powers	END
60	Grenade Launcher: Multipower, 90-point powers All OIF (powered armor; -½)	
1f	1) Tail: +30 STR OIF (-½), Only With Extra Limb (-½)	3
4f	2) Blast Grenade: Blast 18d6 OIF (-½), 4 Charges (-1)	[4]
4f	3) Fire Grenade: Blast 12d6 Area Of Effect (26m Radius Explosion; +½); OIF (-½), 4 Charges (-1)	[4]
4f	4) Frag Grenade: RKA 4d6 Area Of Effect (26m Radius Explosion; +½); OIF (-½), 4 Charges (-1)	[4]
4f	5) Concussion Grenade: Blast 12d6 Area Of Effect (26m Radius Explosion; +½); OIF (-½), Stun Only (-0), 4 Charges (-1)	[4]
4f	6) Flashbang Grenade: Sight and Hearing Group Flash 11d6 Area Of Effect (26m Radius Explosion; +½); OIF (-½), 4 Charges (-1)	[4]
4f	7) Smoke Grenade: Darkness to Sight Group 16m radius OIF (-½), 4 Continuing Charges lasting 1 Turn each (-½)	[4cc]
17	Retractable Claws: HKA 1½d6 (5d6 with STR) OIF (-½)	2
75	Battle Armor: Resistant Protection (25 PD/25 ED) Hardened (x2; +½); OIF (-½)	0

7	Flashbang Protection: Sight Group Flash Defense (10 points) OIF (-½)	0
7	Flashbang Protection: Hearing Group Flash Defense (10 points) OIF (-½)	0
13	Life Support Systems: Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing) OIF (-½)	0
19	Motility Servos: Running +28m (40m total) OIF (-½)	3
19	Motility Servos: Leaping +56m (60m forward, 30m upward) OIF (-½)	3
3	Visual Sensors: Infrared Perception (Sight Group) OIF (-½)	0
3	Visual Sensors: Ultraviolet Perception (Sight Group) OIF (-½)	0
2	Auditory Sensors: Ultrasonic Perception (Hearing Group) OIF (-½)	0
13	Onboard Radar: Radar (Radio Group), Increased Arc Of Perception (360 Degrees) OIF (-½)	0
6	Communicator System: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
3	Tail: Extra Limb OIF (-½), Limited Manipulation (-¼)	0

Talents

2	Onboard Computer Systems: Absolute Range Sense OIF (-½)	
2	Onboard Computer Systems: Absolute Time Sense OIF (-½)	
2	Onboard Computer Systems: Bump Of Direction OIF (-½)	
2	Onboard Computer Systems: Lightning Calculator OIF (-½)	

Skills

20	Combat Analyzer: +3 with All Combat OIF (-½)	
8	Combat Analyzer: +4 versus Range with all attacks OIF (-½)	
5	+1 with Grenade Launcher Multipower	
16	+2 HTH	
3	Climbing 11- (14-)	
3	Combat Driving 11- (14-)	
1	Electronics 8-	
2	CK: Millennium City 11-	
2	KS: The Superhuman World 11-	
1	Mechanics 8-	
3	Streetwise 11- (14-)	
3	WF: Small Arms, Blades	

Total Powers & Skills Cost: 351

Total Cost: 499



Quote: “If you think you can catch *me*, you’re in for a shock.”

Powers/Tactics: Ambush has a single fairly powerful general Teleportation ability, and a blink teleportation defensive power (both slightly dependent, as mentioned above, on her daily use of cocaine). She’s more of a sneak and a thief than a fighter, but she carries a Taser Baton with which she can hit or shock (or both!) opponents.

Ambush doesn’t want to engage in open combat — like her name suggests, she prefers to strike from surprise, grab whatever she’s after, and flee. If she has to fight, she relies on her Blink Teleportation to compensate for her low defenses and will do her best to avoid people with area-affecting attacks and the like.

Campaign Use: Ambush is a (relatively) low-powered character suitable as-is for lower-powered games (such as some Teen Champions campaigns) or as a lesser superpowered minion for higher-powered games. To make Ambush a tougher foe for your PCs, expand her teleportation powers (*Champions Powers* has dozens of examples) and make her a more confident, capable fighter. To weaken her, reduce her Blink Teleportation to only +4 DCV.

Associates, Allies, And Adversaries: Kinematik has spoken with Ambush about joining his pro-mutant group, and she’s considering it. She definitely likes the idea of being part of a group and pulling down bigger scores, but loyalty to a single person or an abstract cause isn’t really her thing. She may end up joining for the benefits and then leave when she gets sick of Kinematik’s posturing... which will earn her a deadly enemy for life.

Appearance: Ambush is a black female, mid-twenties, 5’7”, athletically built, with a cornrow hairstyle. She doesn’t wear a costume *per se* — she favors t-shirts and ratty jeans, and doesn’t bother with a mask.

400 Matching Complications (75)

- 25 **Hunted:** the Champions (Infrequently, Mo Pow, NCI, Capture)
- 25 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 15 **Psychological Complication:** Vengeful (Common, Strong)
- 10 **Psychological Complication:** Hatred Of The Police And Authority Figures (Common, Moderate)
- 15 **Social Complication:** Public Identity (Paul Bressler) (Frequently, Major)
- 5 Unluck 1d6
- 10 **Vulnerability:** 2 x STUN from Sonic attacks (Uncommon)
- 10 **Vulnerability:** 2 x BODY from Sonic attacks (Uncommon)

Total Complications Points: 75

Experience Points: 99

ANKYLOSAUR

Background/History: How lucky can one guy get?

All his life, Paul Bressler couldn’t get a break. He was born into a poor family where no one really understood him. He got expelled from school because of a *tiny* misunderstanding about what he and the principal’s daughter were doing. He got tossed into juvie for just a little joyriding and a couple of burglaries. Nothing ever turned out right. But the way Paul figured it, sooner or later he was due for a *big* break to make up for all the rotten luck.

One day, the local VIPER Nest hired Paul, his buddy John MacDougal, and some of their other pals to help out with a job. Paul figured this was his big break — a chance to get in good with VIPER! He was right, but not in the way he expected.

Paul and his friends had a simple part to play. All they needed to do was make a lot of noise and stage a diversion outside one of UNTIL’s research facilities so the VIPER teams could infiltrate the place and steal some stuff. Piece a’ cake, right? Wrong. UNTIL responded more quickly, and with more force, than VIPER expected. Paul and John panicked, running into the facility instead of away from it, and once inside quickly became separated.

Appearance: Ankylosaur wears a suit of steel grey powered armor patterned after the dinosaur of the same name. Sharp spikes stud the shoulders, gauntlets, helmet, and other parts of it, and it has an artificial tail, with a large spiked knob on the end. The tail functions as a grenade launcher as well as a way to smash superheroes; it projects from the bottom of a backpack-like structure on his back which holds the grenades.

Out of his armor, Paul Bressler is only 5’8” tall (as opposed to 6’3” in it). He has dirty brown hair, watery green eyes, and the beginnings of a gin blossom. He dresses like a man with a lot more money than taste.



ANKYLOSAUR FACTS

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

N/R: Ankylosaur wears a suit of powered armor aesthetically patterned after the dinosaur of the same name. Its main weapon is an artificial tail which is not only extremely strong, but serves as a launcher for an arsenal of powerful grenades.

K/R: Ankylosaur's real name is Paul Bressler. He used to be just a petty crook.

-2: Ankylosaur has a particular hatred for cops, politicians, and other authority figures, and is prone to attacking them.

-4: Ankylosaur stole his armor from an experimental UNTIL project. After arresting him in 2004, UNTIL used the armor to develop an improved version for its "Manticore Project."

-8: Ankylosaur's armor is more vulnerable than normal to Sonic attacks.

Almost before he knew it, Paul found himself in some sort of warehouse, hiding behind a bunch of big crates. Having nothing better to do (besides pray to God no one found him), Paul pulled out a pen and substituted his address for the one on the shipping labels. Then, slowly but surely, the sounds of battle faded away, and Paul snuck out and got the hell away from there.

To his astonishment, a few days later a big delivery van pulled up to his apartment and dropped off the crates! He crowbarred them open, hoping to find something he could sell, and saw a glistening suit of powered armor, fresh from the factory and styled to look like some kind of dinosaur or something. He couldn't believe his luck!

It took him about half a day to put the battle-suit together and figure out how it worked — and just in time. All of a sudden a squad of UNTIL agents showed up on his doorstep, having traced the delivery after the prototype Ankylosaur armor didn't show up at its intended destination. A few grenades and an all-too-short fistfight later, and Paul had completely trashed the squad.

Ankylosaur worked as a freelance supercriminal, sometimes pulling his own jobs, sometimes working for other villains, until 2004. Then his luck ran out and UNTIL caught him. Without his armor he wasn't considered much of a threat and was confined in an ordinary prison. But the warden underestimated him; less than a year later he engineered an escape that freed two dozen other prisoners as well. With some help from his underworld contacts, Bressler returned to Millennium City. Using money he'd carefully saved in the event of just such an emergency, he hired Wayland Talos to make him a new suit of Ankylosaur armor. The Talos-designed suit looks virtually the same as the old UNTIL suit, but takes advantage of the latest technological advances to be better in almost every way. Talos also added a few features, such as retractable claws in the hands. Now Ankylosaur's more powerful than ever.

Personality/Motivation: Paul Bressler's nothing more than a thug and a bully with a lot of power to back up his aggressive impulses. He likes to be big and tough, and to have a fat roll of bills in his pocket for nights on the town, and the Ankylosaur armor gives him those things. He's not an educated man or a deep thinker (it took him months just to learn how to pronounce the armor's name properly), and is impressed by those who are, making it easy for master villain types to recruit him.

Years of "oppression" by the cops, courts, and other authority figures have given Ankylosaur a bitter hatred of "the man." Anytime he gets the chance to beat the snot out of policemen, UNTIL agents, or anyone else like that, he'll take it (much to the annoyance of his employers). If he's in a tough spot and needs to grab a hostage, he'll go for someone who looks "official" every time.

Quote: "Ready for a pounding, hero?"

Powers/Tactics: Ankylosaur's powers come entirely from the powered armor suit he stole from UNTIL, and later had Wayland Talos re-create; without the suit, Paul Bressler's little more than a garden-variety street thug. In addition to its defensive capabilities, the suit enhances his strength and reflexes and comes equipped with a combination artificial tail/grenade launcher which fires several different types of explosive missiles. The suit also augments his strength, particularly when he's using the tail.

At the start of a battle, Ankylosaur mainly relies on grenades, hoping to take out as many enemies as possible (besides, it's fun to blow stuff up). When the melee gets too mixed for grenades, he leaps into the fray and starts battering heroes into submission with his tail (or claws, if he's feeling vicious). He enjoys a good fight, and won't back down even from a serious challenge, but if the situation becomes hopeless he's got no qualms about making a break for it.

The Ankylosaur armor is unusually susceptible to Sonic attacks, which cause the wearer painful feedback via its cybernetic controls. Wayland Talos is working on a way around this problem, but hasn't solved it yet.

Campaign Use: Ankylosaur is a perfect mercenary villain when you need to provide another supercriminal with some backup, or form an impromptu team of solo bad guys. He's a born follower. And who knows what might have happened to John MacDougal or any of the other friends he was with that night? He hasn't heard from them since or been able to find out anything. Obviously there was something mighty strange going on at that UNTIL lab...

If Ankylosaur's not tough enough to stand up to your heroes, boost his STR by 10-20 and his SPD by 1-2; give him some more grenades, too, if other types of attacks will help. On the other hand, if he's too tough, scale down the extra STR when using his Tail, and get rid of one or two types of grenades.

Associates, Allies, And Adversaries: As a sometimes-mercenary villain, Ankylosaur has worked with a wide variety of other villains either as a hireling or a partner. For example, he's on good terms with Holocaust, the Ultimates, and VIPER. (However, the latter might turn against him if it ever learned he first acquired his armor while in its employ.) He doesn't get along with Pulsar (whom he considers an arrogant blowhard), and once had a contract with ARGENT that ended badly so he won't work for it anymore.

Ankylosaur has a friendly rivalry going with Armadillo over who has the better armor (see Armadillo's character sheet, page 19, for details).

ANUBIS

Background/History: Ethan Neritski used to be nothing more than a graduate student in the Archaeology Department at Millennium City University. Disgruntled and bitter after years of having his somewhat... unusual theories about Egyptology casually dismissed by more established archaeologists and historians, he slowly but surely drifted from being a true scholar to being more of a looter of tombs and seller of antiquities on the black market.

During one of his expeditions in Egypt, Neritski would sneak away from the camp at night to do some digging of his own, hoping to find some valuable artifacts he could keep for himself and sell when he returned home. By dumb luck — or perhaps the touch of fate — he found what he was looking for. By accident he stumbled into a cleft in the rocks. There he found a well-hidden tunnel that led deep into a hill. After carefully opening several doors, he entered a lavish inner chamber.

Although the chamber was filled with many valuable items, Neritski had eyes only for the two on the ivory table in the center: a gold mask, in the style of a funerary mask, shaped like the jackal head of Anubis, god of the dead; and a tall staff of lapis lazuli with an ankh on top. Those two items alone would make him rich beyond his wildest dreams.

For fun, Neritski put the mask on his head. As the sides of it settled firmly onto his shoulders, he felt something — some strange presence — enter his mind. Dazed and reeling, he tried to remove the mask, but it wouldn't come off! Unable to withstand the assault on his mind, Neritski collapsed.

He awoke, hours later, with a new sense of purpose. No longer was he Ethan Neritski, scorned Egyptologist — he was the avatar of the god of the dead! Somehow, the mask and ankh-staff had given him awesome power — the power to destroy, to take what he pleased, to humble his enemies before him! A long, chill laugh of evil escaped his lips as he flew away from the now-meaningless tomb to work his will in the world.

For many years Neritski committed crimes under the name of Anubis, convinced he was somehow serving the jackal-god's purposes. But in 2005 the evil god Set revealed that *he*, not the god Anubis, was responsible for Anubis the supervillain's power. To reward his faithful servant, and to allow him to spearhead a plot to destroy Dr. Ka in Vibora Bay, Set enhanced Anubis's abilities and granted him even more powers. That scheme failed, but Anubis escaped capture once again. Ever since then, whenever Anubis uses his greater power or becomes angry his mask transforms to resemble a Set-animal (a mythical beast from Egyptian myth with a curved snout and long, square-tipped ears).



Personality/Motivation: Ethan Neritski used to think he had become the avatar of Anubis, the Egyptian psychopomp and funerary god. Now he knows he is, instead, the chief servant on Earth of Set, the god of darkness and evil. Set has granted him vast power which he must sometimes use on his master's behalf, but more often uses to fulfill his own desires. Typically his wishes run to simple crimes — the acquisition of luxuries and riches, the humbling of those who would insult, belittle, or humiliate him, and so on.

Quote: “The power of the gods is mine! Now you will feel their fire!”

Powers/Tactics: Anubis is not particularly tactically astute, as supervillains go. He prefers to rely on sheer power and destructiveness instead of subtle maneuvering, and in fact has a tendency to tell his opponents what he's going to do to them before he takes his Action.

Anubis's powers all work through his lapis Ankh-Staff, but none of them take the *Focus* or *OIAID* Limitations because he can summon the Staff to himself at will — if a hero snatches it away from him, it vanishes from the hero's grasp and re-appears in Anubis's hand whenever he wants it to. Anubis may allow the PCs to *think* they've stripped him of his power for a few Segments, then call the Staff back to him and get a Surprise Move bonus. The only way to take the Ankh-Staff from him permanently is to seal it behind potent Egyptian magical wards.

ANUBIS FACTS

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

N/R: Anubis is a supervillain with Egyptian mystical powers, most channeled through his lapis lazuli Ankh-Staff.

K/R: Despite his name and appearance, Anubis actually serves the evil god Set. When he uses certain powers his mask changes shape to resemble the mythic Set-beast.

-4: Anubis has total control over his Ankh-Staff; if it's taken from him he can instantly summon it back to himself.

-6: Anubis experience intense pain when attacked with Life or Holy magics.

-8: Anubis also experiences intense pain when hit with Water attacks.

-10: His Secret Identity is Ethan Neritski; he's a former Millennium City University archaeology graduate student who still dabbles in antiquities... often illegally.

B ANUBIS

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
26	DEX	32	14-	
28	CON	18	15-	
15	INT	5	12-	PER Roll 12-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6
9	OCV	30		
9	DCV	30		
3	OMCV	0		
7	DMCV	12		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
12	PD	10		Total: 36 PD (24 rPD)
12	ED	10		Total: 36 ED (24 rED)
15	REC	11		
55	END	7		
15	BODY	5		
60	STUN	20		Total Characteristics Cost: 300

Movement: Running: 12m
 Flight: 50m
 Teleportation: 1m-50 km

Cost	Powers	END
100	Ankh-Staff: Multipower, 100-point reserve	
10f	1) Fire Of The Gods: Blast 16d6 Reduced Endurance (½ END; +¼)	4
9f	2) Hand Of The Gods: Telekinesis (40 STR) Reduced Endurance (0 END; +½)	0
6f	3) Curse Of Scorpions: RKA 1d6+1 NND (defense is appropriate Life Support [Immunity] or being in a hermetically-sealed environment like a force-field or powered armor suit; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); Limited Range (20m; -¼)	0
3f	4) Curse Of Blindness: Major Transform 8d6 (sighted human into blind human; heals back on Anubis's command or if eyes are bathed in the waters of the Nile during a special ceremony) All Or Nothing (-½), Limited Target (humans; -½), Limited Range (20m; -¼)	8
10f	5) Pathway Of The Gods: Teleportation 50m MegaScale (1m = 1 km; +1)	10
9f	6) Fiery Pyramid Prison: Entangle 6d6, 6 PD/6 ED Reduced Endurance (0 END; +½)	0
10f	7) The Heat Of Set's Desert: Blast 8d6 NND (defense is Life Support [Safe Environment: Intense Heat] or Fire/Heat powers; +1), Reduced Endurance (0 END; +½)	0
4f	8) Warping Set's Bones: RKA 4d6 Reduced Endurance (0 END; +½); Limited Range (6m; -¼), Only Works Against Metals (-1)	0

Appearance: Anubis wears an Egyptian-style golden mask/helmet in the shape of a jackal's head with evilly-glowing red eyes, a gold Egyptian kilt, gold bracers, and gold sandals. His chest, arms, and legs are bare. In his right hand he carries the Ankh-Staff, a six-foot tall staff with an ankh on top; the entire weapon is carved out of a single piece of lapis lazuli.

- 15 **The Power Of Set:** +30 PRE 0
Only For Fear-/Intimidation-Based Presence Attacks (-1)
- 103 **Armies Of The Dead:** Summon up to four mummies built on up to 410 Total Points (see HSB 286) 9
Slavishly Devoted (+1), Reduced Endurance (½ END; +¼); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)
- 108 **Shield Of Set:** Resistant Protection (24 PD/24 ED/12 Mental Defense/12 Power Defense) 0
- 75 **Wings Of Set:** Flight 50m 0
Reduced Endurance (0 END; +½)

Skills

- 20 +4 with Ankh-Staff Multipower
- 2 AK: Egypt 11-
- 2 AK: Millennium City University 11-
- 2 CK: Millennium City 11-
- 4 KS: Ancient History 13-
- 6 KS: Egyptian Myth & Legend 15-
- 6 KS: Egyptology 15-
- 2 SS: Anthropology 11-
- 3 SS: Archaeology 12-
- 3 Stealth 13-

Total Powers & Skills Cost: 512

Total Cost: 812

400 Matching Complications (75)

- 10 **Distinctive Features:** Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 25 **Hunted:** the Champions (Frequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 25 **Psychological Complication:** Must Fulfill The Will Of Set (Very Common, Total)
- 15 **Psychological Complication:** Broadcasts Intentions In Combat (Common, Strong)
- 15 **Social Complication:** Secret Identity (Ethan Neritski) (Frequently, Major)
- 10 **Vulnerability:** 2 x STUN from Life/Holy Magics (Uncommon)
- 10 **Vulnerability:** 2 x STUN from Water (Uncommon)

Total Complications Points: 75

Experience Points: 412

Anubis's favored power is the Fire Of The Gods, a blue-colored blast of fire-like energy capable of damaging most superhumans. However, that's not all he can do; he can also move objects without touching them, trap an opponent in a fiery pyramid, blind his foes, afflict an enemy with stinging scorpions, or blast someone with the heat of the Egyptian desert. If he's anywhere near mummies (or similarly-preserved bodies), such as in a museum or cemetery, he can call forth up to four mummies to fight on his behalf.

Anubis often flies in combat; he regards it as a majestic and useful manifestation of his divine powers. For quick escapes, he can open a doorway to the realm of the gods, step through, and emerge miles away (*i.e.*, use his MegaScaled Teleportation).

Campaign Use: Anubis makes a good general villain for a number of plots, but he works best as a springboard for a story arc focusing on the destructive will of the god Set. Eventually the PCs should discover his link with Set, and in turn find out the consequences of opposing such a powerful deity....

In his Secret Identity of Ethan Neritski, Anubis spends most of his time at Millennium City's universities and museums, poking around in the dusty parts of research libraries and Egyptology displays. Player Characters of academic bent may encounter him from time to time without ever knowing he's really a powerful supervillain.

To make Anubis more powerful, increase his STR to 40 or 50, and add a few slots to his Multipower (be careful not to strain his END use too much), and perhaps boost the Armies Of The Dead power to let him Summon more mummies at once. To weaken him, reduce his Multipower reserve (to 75 or 60 points), get rid of his Armies Of The Dead power, and consider lowering his SPD to 5.

Associates, Allies, And Adversaries: At least two other prominent Champions Universe supervillains — Necrull (see CV1) and the Curse (see page 73) — have powers that may (or may not) be associated with Set. If they are gifts from the god of darkness, then he may at some point have Anubis team up with either or both of them to launch some scheme of destruction or conquest. Similarly, he's worked a time or two with the Living Sphinx (page 188), who willingly obeys him.

Anubis doesn't get along with DEMON, which has twice tried (and failed) to steal his Ankh-Staff for its own. On the other hand he has worked profitably with the Black Paladin and would be willing to do so again. He sometimes hires mercenary villains to help him with his schemes; if he's got something going on near water he often hires Leviathan, whom he seems to regard as some sort of avatar or unknowing servant of the god Apep.



ARACHNE

Background/History: Arachne's origin is... uncertain. On many occasions when she's fought costumed heroes, she's revealed snippets of information about her past, but the story seems to change every time. Depending on which version (if any) one chooses to believe, she is:

- a scientist who made herself much stronger and faster than normal with a serum derived from spider venom, then built her own equipment
- the victim of a VIPER (or ARGENT) experiment using that same serum
- a naturally-gifted athlete using equipment built for her by Wayland Talos
- a mutant with some gadgeteering skills

Whatever the truth is, she doesn't seem eager to reveal it for some reason. Maybe she's just naturally secretive... or it may be that revealing her origin would endanger her life or loved ones.

Personality/Motivation: Arachne usually comes across as lighthearted, playful, and even flirtatious (when she's in the presence of a handsome hero or two). She makes jokes and lets slip a bit of innuendo or two while fighting (with non-lethal intent) or avoiding capture. She loves taking risks and accepting challenges and dares... but only from someone honorable enough to take as good as he gives.

Quote: "I was wondering when you'd show up. A girl gets lonely out here at night."

Powers/Tactics: Arachne seems to be either a highly-trained athlete or a mutant whose standard human attributes are much better than normal. She's highly acrobatic and athletic, has been trained in kung fu, and is an expert at breaking and entering. If trouble arises she uses her Arachne Gloves (which can project a sticky "webbing" substance for a variety of purposes) or her Web-Darts (shuriken-like throwing blades with a spider-web motif on them). She can also fall back on her social skills and general charm if necessary.

A

ARACHNE

Val Char Cost Roll Notes

15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
21	DEX	22	13-	
20	CON	10	13-	
15	INT	5	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*

8 **PD** 6 *Total: 16 PD (8 rPD)*

8 **ED** 6 *Total: 16 ED (8 rED)*

7 **REC** 3

40 **END** 4

10 **BODY** 0

30 **STUN** 5 **Total Characteristics Cost: 141**

Movement: Running: 16m

Swinging: 30m

Cost Powers

END

58 **Arachne Gloves:** Multipower, 50-point reserve [32x4]

4 clips of 32 Charges for entire reserve (+¾); all OIF (-½)

1f **1) Webline:** Swinging 30m

OIF (-½)

1f **2) Web-Grab:** Stretching 20m

OIF (-½), Always Direct (-¼), Cannot Do Damage (-½), Range Modifier Applies (-¼)

2f **3) Webbed Up:** Entangle 5d6, 5 PD/5 ED

OIF (-½), Requires 3 Charges Per Use (-½), Limited Range (40m; -¼)

2f **4) Web-Blast:** Blast 6d6

OIF (-½), Limited Range (40m; -¼)

6 **Web-Darts:** HKA 1 point (½d6 with STR) [8rc]

Armor Piercing (+¼), Autofire (3 shots; +¼), Range Based On STR (+¼); OAF (-½), 8 Recoverable Charges (-0)

Martial Arts: Kung Fu

	<i>Maneuver</i>	<i>OCV</i>	<i>DCV</i>	<i>Notes</i>
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 45 STR
4	Dodge	+0	+5	Dodge all attacks, Abort
4	Escape	+0	+0	50 STR vs. Grabs
3	Joint Lock/Grab	-1	-1	Grab, 45 STR
5	Kick	-2	+1	11d6 Strike
3	Legsweep	+2	-1	8d6 Strike, Target Falls
4	Punch	+0	+2	9d6 Strike
3	Throw	+0	+1	7d6 +v/10, Target Falls
4	Tien-hsueh Strike	-1	+1	4d6 NND (1)
16	+4 Damage Classes (already added in)			

16 **Armored Costume:** Resistant Protection (8 PD/8 ED) 0
OIF (-½)

5 **Mask Lenses:** Sight Group Flash Defense (8 points) 0
OIF (-½)

4 **Fast:** Running +4m (16m total) 1

Skills

12 +1 Overall

10 +1 with All Combat

3 Acrobatics 13-

3 Breakfall 13-

3 Charm 12-

3 Climbing 13-

1 Computer Programming 8-

3 Concealment 12-

3 Contortionist 13-

3 Deduction 12-

1 Electronics 8-

1 Inventor 8-

2 CK: Millennium City 11-

3 Lockpicking 13-

1 Mechanics 8-

3 Persuasion 12-

3 SS: Arachnology 12-

3 Security Systems 12-

1 Sleight Of Hand 8-

7 Stealth 15-

3 Streetwise 12-

1 Systems Operation 8-

Total Powers & Skills Cost: 222

Total Cost: 363

400 Matching Complications (75)

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

15 **Hunted:** Millennium City 8 (Infrequently, Mo Pow, Capture)

20 **Psychological Complication:** Code Versus Killing (Common, Total)

10 **Psychological Complication:** Secretive; Goes To Great Lengths To Avoid Being Discovered (Common, Moderate)

10 **Psychological Complication:** Thrillseeker (Common, Moderate)

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

Total Complications Points: 75

Experience Points: 0

Campaign Use: Since Arachne's origin isn't defined, you can easily work her into your campaign or even give her a direct (and as yet unknown!) connection to a PC. For example, if you have a PC with similar powers perhaps she's his long-lost sister...

To make Arachne tougher, either give her some more weapons and gadgets (like cling-boots so she can walk on walls, or a dart projector that fires missiles tipped with various drugs), or give her some actual superhuman powers (like Clinging or a "venom touch") to complement her existing arsenal.

Associates, Allies, And Adversaries: If you want to give Arachne some allies, she'd make a good member of GRAB, either permanently or on an auxiliary basis. Her attitude meshes with theirs perfectly.

Appearance: Arachne is a white female, 5'9", with an athletic build and shoulder-length dark hair. Her costume is purple-grey and dark blue; the top part is purple-grey with full-length sleeves, but ends at the waist like a one-piece bathing suit. Her legs are bare, and her flared gloves, calf-length boots, and belt are dark blue. She wears a large dark blue domino-style mask with a spider-web motif in silver on it, and a dark blue cape also with a silver spider web motif. Attached to her belt are several dark blue pouches containing her gadgets and weapons, and there are small box-like structures on the backs of her gloves.

ARACHNE FACTS

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

N/R: Arachne is a costumed criminal with weapons that have a "web" or "spider" theme, such as gauntlets that can shoot a spider web-like substance for a variety of effects (such as swinging, or capturing an enemy).

K/R: Arachne knows kung fu; her fighting style combines her HTH Combat abilities with Ranged attacks using her Arachne Gauntlets.

-2: Arachne loves challenges, dares, and thrills.

-4: Although she's a criminal, Arachne's not a killer; she prefers to avoid using lethal force whenever possible.

-8: Arachne does not register as a mutant on mutant detection devices.

ARMADILLO

Background/History: In 1993, fresh out of the Juvenile Detention Center, Randall Gordon joined the Army. He'd spent most of his young life beating up other kids for their lunch money; he figured he might as well get paid for being violent.

Eager to make some extra bucks following basic training, Gordon volunteered for something called Project Sunburst, a wargame of some sort. It turned out to be an unscrupulous experiment to test soldiers' ability to survive a nuclear strike. When the blast hit, Gordon passed out. He awakened in the hospital, where he learned from the doctors that he was one of the lucky ones — most of the other test subjects had died right away. But the docs couldn't find a thing wrong with him — just some minor changes in his brainwave patterns.

An astute Army scientist suggested that the changes to his neurochemistry might make Gordon perfect for the Man Amplification Project, the Army's effort to develop cheap, practical powered armor for soldiers. So far MAP personnel hadn't had any success creating a suit the ordinary ground-pounder could use, due to limitations in the cybernetic technology they'd invented. Maybe with Gordon it would be different. Sensing the possibilities, Gordon agreed.

It worked like a charm — Gordon's modified brain could control the armor! While the MAP scientists were congratulating themselves and talking about how much good they could do with the armor, Gordon turned the blasters on them. Do good? Ha! With a weapon like this, he could steal a lot more than lunch money. After smashing his way out of the MAP facilities, he stalked off into the night and became the supervillain *Armadillo*.

Personality/Motivation: After nearly ten years as Armadillo, a decade mixing successful crime sprees with periodic stays in prison, Gordon still gets a big kick out of being Armadillo. He loves all the powers the suit gives him, and usually can't resist announcing what he's about to do to the rest of the world (so everyone will be impressed, naturally). Despite the problems this causes him, he still does it, time and again. Eventually he'll learn not to (*i.e.*, spend some Experience Points to buy off that Psychological Complication).

Armadillo's other big weakness is his inability to withstand the charms of women. He's got no problems fighting superheroines — they can give as good as they get, after all — but any woman who smiles at him sweetly can twist him around her little finger. (When a female character uses an Interaction Skill or pleasant Presence Attack on him, double the effectiveness of any Striking Appearance she has that's defined as "beauty.")

Randall chose the name Armadillo because of his suit's tunneling capability (and armadilloes do sort of have armor, too). Anyone who laughs at the name, or mocks him and his armor, gets blasted.



ARMADILLO FACTS

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

N/R: Armadillo is a powered armor wearing villain. His armor allows him to burrow through the ground at great speed; it's also equipped with a blaster array and lethal claws.

K/R: Armadillo's real name is Randall Gordon; he's a former juvenile delinquent and US Army soldier.

-2: Armadillo often tries to use his burrowing and leaping abilities to "outflank" his opponents and obtain a tactical advantage.

-6: Armadillo's armor doesn't protect against mental or magnetic attacks as well as it should due to painful cybernetic "feedback."

-8: Gordon was involved in a mysterious Army program called "Project Sunburst" that also seems to have given birth to the supervillain Sunburst.

Quote: "Now I'm gonna knock you right through that wall with my Wrist Blasters!"

Powers/Tactics: Armadillo's powers all derive from his suit of battle armor, which comes equipped with three different blasters (located in the palms, on the wrists, and on the shoulders), the ability to burrow through the earth at tremendous speeds (and likewise to tear or tunnel through thick walls and the like), and various defensive and sensory systems. He's become skilled at using the suit, and years of repairing and modifying it have made him a pretty good tinkerer.

In combat Armadillo usually relies on his Palm Blasters, switching to the other blasters only when he needs to cut through heavy Resistant Protection (Wrist Blasters) or take out large numbers of relatively lightly-protected foes (Shoulder Blasters). He's not much of a tactician; he just starts blasting away at the most convenient target, or does whatever his employer orders him to do.

Armadillo takes full advantage of his suit's ability to dig tunnels. Not only is it a great way to escape, but by making his tunnel twist and turn he can set up ambushes for pursuing heroes and then collapse the tunnel on them. In battle, if there's no cover available and he doesn't need to be mobile, he'll tunnel down about 1m to create some cover for himself.

Unfortunately the Armadillo suit has some weaknesses. The cybernetic systems that control it aren't as efficient or well-protected as they should be, so magnetic attacks or certain mental attacks cause the wearer to suffer agonizing headaches. Armadillo hopes to get this problem fixed eventually (*i.e.*, when he can buy off his Vulnerabilities with Experience Points).

Campaign Use: Armadillo is a pretty straightforward mercenary villain. He'll work for anyone who can pay him or give him a reasonable shot at some major loot, so you can easily work him into other villain teams or have a more powerful villain hire him for "backup." His ties to Project Sunburst

might also provide some scenario fodder — maybe the master villain Sunburst will try to recruit him for his organization, or perhaps a PC also has some connection to that ill-fated experiment.

If Armadillo needs to be more powerful for your game, you have several options. First, you could increase his STR, making him more of a "brick" than he is now. (You may also need to bump up his defenses a bit.) Second, you could give his suit more weapons, or make the ones he already has more powerful. Right now he's just got a lot of blasters, which doesn't give him too many tactical options. Third, you could give him the *Tactics* and *Teamwork* Skills and make him a smarter combatant. To weaken him, reduce his defenses some, drop his Tunneling to 16m (or less), and maybe reduce his Multipower to a 50 Active Point reserve.

Associates, Allies, And Adversaries: Armadillo isn't particularly confrontational and is pretty well-adjusted (as supervillains go...), so he tries to maintain at least "professionally cordial" relations with other villains he works with. For example, he's worked with the Ultimates a few times and is on good terms with them; he's also teamed up with SARGON for some jobs. Similarly, Sunburst has hired him a few times as a way of maintaining contact in the hope of recruiting him for Project Sunburst. That's almost certainly never going to happen, though, which may eventually make Sunburst his enemy.

Armadillo has a sort of "friendly rivalry" with Ankylosaur over who has the better armor. Each time one of them is in the news for succeeding with a crime, they meet up so the other can buy him a beer. But that, too, has turned into a competition to find the worst possible microbrews or old beers to inflict on the "winner."

On the other hand, Armadillo has a similar rivalry with Warhammer that's decidedly less friendly. Each of them has said some insulting things about the other's armor; at this point a confrontation to discover who's the better villain is practically inevitable.

Appearance: The Armadillo armor is a fairly big and bulky suit of powered armor colored a sort of rust red (with a grey chest-plate); several parts of it have a sort of "scale" motif reminiscent of its name-sake. The power pack and systems in the back of the suit rise up over the wearer's head, giving him something of the look of a burrowing animal. The Wrist Blasters mounted on the back of the hand are the most prominent weapons; the Palm Blasters and Battle Claws are also easily seen when he holds his hands right, but the Shoulder Blasters don't pop out of their compartments until they're needed. Armadillo often wears a satchel to carry loot in, since he needs his hands free to tunnel.

Randall Gordon himself is 5'11" tall and weighs about 200 pounds — he's no muscleman, but he doesn't have a lot of fat on him either; he's mostly big-boned and beefy. He has blonde hair and blue eyes, sports a moustache, and usually wears casual clothes.

A

ARMADILLO

Val	Char	Cost	Roll	Notes
10+40	STR	27*	11- (19-)	Lift 100 kg (25 tons); 2d6 (10d6) HTH damage [1 (5)]
10+8	DEX	11*	11- (13-)	
10+18	CON	12*	11- (15-)	
13	INT	3	12-	PER Roll 12-
11	EGO	1	11-	
10+5	PRE	3*	11- (12-)	PRE Attack: 2d6 (3d6)
3+3	OCV	10*		
3+3	DCV	10*		
3	OMCV	0		
3	DMCV	0		
2+3	SPD	20*		Phases: 6, 12 (3, 5, 8, 10, 12)
6	PD	4		Total: 26 PD (20 rPD)
4	ED	2		Total: 24 ED (20 rED)
9	REC	5		
20	END	0		
15	BODY	5		
40	STUN	10		Total Characteristics Cost: 123

*: OIF (battle armor; -½)

Movement:

Running:	12m
Leaping:	20m
Tunneling:	24m

Cost	Powers	END
36	Power Supply: Endurance Reserve (160 END, 21 REC) OIF (-½)	0
40	Blaster Array: Multipower, 60-point powers all OIF (battle armor; -½)	
3f	1) Palm Blasters: Blast 12d6 OIF (-½), Activation Roll 14- (-¼)	6
3f	2) Wrist Blasters: RKA 2½d6 Armor Piercing (x2; +½); OIF (-½), Activation Roll 14- (-¼)	6
3f	3) Shoulder Blasters: Blast 8d6 Autofire (5 shots; +½); OIF (-½), Activation Roll 14- (-¼)	6
3f	4) Tunneling Mode: Tunneling 24m through 12 PD material OIF (-½)	5
17	Battle Claws: HKA 1d6 (4½d6 with STR) Armor Piercing (+¼), Reduced Endurance (0 END; +½); OIF (-½)	0
40	Battle Armor: Resistant Protection (20 PD/20 ED) OIF (-½)	0
7	Flashguard Helmet: Sight Group Flash Defense (10 points) OIF (-½)	0
7	Flashguard Helmet: Hearing Group Flash Defense (10 points) OIF (-½)	0
7	Defense Field: Power Defense (10 points) OIF (-½)	0

9	Battle Armor: Life Support (Self-Contained Breathing; Safe Environments: Low Pressure/Vacuum, High Pressure) OIF (-½)	0
5	Leg Servoes: Leaping +16m (20m forward, 10m upward) OIF (-½)	1
3	IR Sensors: Infrared Perception (Sight Group) OIF (-½)	0
3	UV Sensors: Ultraviolet Perception (Sight Group) OIF (-½)	0
6	Communications Suite: HRRP (Radio Group) OIF (-½), Affected As Sight/Hearing Group As Well As Radio Group (-½)	0

Talents

2	Onboard Computer Systems: Absolute Range Sense OIF (-½)
2	Onboard Computer Systems: Absolute Time Sense OIF (-½)
2	Onboard Computer Systems: Bump Of Direction OIF (-½)
2	Onboard Computer Systems: Lightning Calculator OIF (-½)

Skills

10	+2 with Blaster Array Multipower
3	Electronics 12-
2	KS: Professional Sports 11-
2	KS: The Superhuman World 11-
1	KS: The US Army 8-
2	Navigation (Land) 12-
2	PS: Soldier 11-
3	Mechanics 12-
3	Streetwise 11- (12-)

Total Powers & Skills Cost: 228
Total Cost: 351

400 Matching Complications (75)

25	Hunted: US Army (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Announces His Actions Before Taking Them (Very Common, Strong)
15	Social Complication: Public Identity (Randall Gordon) (Frequently, Major)
20	Vulnerability: 2 x STUN from Mental Blasts (Common)
10	Vulnerability: 2 x STUN from Magnetic Attacks (Uncommon)

Total Complications Points: 75
Experience Points: 0

A

ARROWHEAD

Val Char Cost Roll Notes

15	STR	5	12-	Lift 200 kg; 3d6 [1]
25	DEX	30	14-	
18	CON	8	13-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6

10 OCV 35

7 DCV 20

3 OMCV 0

4 DMCV 3

5 SPD 30 *Phases: 3, 5, 8, 10, 12*8 PD 6 *Total: 16 PD (8 rPD)*8 ED 6 *Total: 16 ED (8 rED)*

7 REC 3

35 END 3

13 BODY 3

30 STUN 5 **Total Characteristics Cost: 167**

Movement: Running: 18m
Swinging: 40m

Cost Powers30 **Bow And Arrows:** Multipower, 60-point reserve

All OAF (-1)

2f **1) Broadhead Arrow:** RKA 3d6 [16]

OAF (-1), 16 Charges (-0)

1f **2) Chisel-Point Arrow:** RKA 2d6 [8]

Armor Piercing (+¼); OAF (-1), 8 Charges (-½)

2f **3) Lightning Arrow:** Blast 12d6 [8]

OAF (-1), 8 Charges (-½)

2f **4) Glue Arrow:** Entangle 4d6, 4 PD/4 ED [8]

Sticky (+½); OAF (-1), 8 Charges (-½)

2f **5) Flare Arrow:** Sight and Hearing Group Flash 11d6 [4]

OAF (-1), 4 Charges (-1)

2f **6) Smoke Arrow:** Darkness to Sight Group 8m radius [4]

Uncontrolled (ends after 1 Turn or if exposed to high winds or rain; +½); OAF (-1), 4 Charges (-1)

2f **7) Explosion Arrow:** Blast 8d6 [8]

Area Of Effect (18m Radius Explosion; +½); OAF (-1), 8 Charges (-½)

2f **8) Knockout Gas Arrow:** Blast 4d6 [4]

NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (8m Radius; +1); OAF (-1), 4 Charges (-1)

1f **9) Boomerang Pincer Arrow:** Telekinesis (20 STR) [4]

OAF (-1), Affects Whole Object (-¼), Only Works On Limited Types Of Objects (objects small enough to be grabbed by the pincer on the arrow; -½); 4 Charges (-1)

1f **10) Swingline Arrow:** Swinging 40m 2

OAF (-1), Extra Time (always takes a Full Phase to use regardless of distance Swung; -¼)

14 **Throwing Master:** Multipower, 31-point reserve

All OIF (appropriate objects of opportunity; -½), Range Based On STR (-¼), Requires A Throwing Master Roll (-½)

1f **1) Blunt Objects:** Blast 6d6 3
Common Limitations described above (-1¼)1f **2) Sharp Objects:** RKA 2d6 3
Common Limitations described above (-1¼)1f **3) Many Blunt Objects:** Blast 5d6 3
Autofire (up to 3 shots; +¼); Common Limitations described above (-1¼)1f **4) Many Sharp Objects:** RKA 1½d6 3
Autofire (up to 3 shots; +¼); Common Limitations described above (-1¼)7 **Good In A Fight:** HA +2d6 1
Hand-To-Hand Attack (-¼)16 **Armored Costume:** Resistant Protection (8 PD/8 ED) 0
OIF (-½)6 **Fast:** Running +6m (18m total) 1**Talents**

3 Absolute Range Sense

Skills

20 +4 with Ranged Attacks

24 +8 versus Range Modifier with All Attacks

8 +4 versus the OCV penalty for throwing unbalanced/non-aerodynamic objects

4 +2 OCV with Good In A Fight

3 Acrobatics 14-

3 Breakfall 14-

3 Climbing 14-

3 Deduction 14-

2 Gambling (Sports Betting) 12-

1 Lockpicking 8-

11 Power: Throwing Master 18-

1 Security Systems 8-

3 Sleight Of Hand 14-

3 Stealth 14-

3 Streetwise 12-

2 Weaponsmith (Muscle-Powered Ranged) 12-

Total Powers & Skills Cost: 191**Total Cost: 358****400 Matching Complications (75)**10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)25 **Hunted:** MCPD (Infrequently, Mo Pow, NCI, Capture)15 **Psychological Complication:** Overconfidence (Very Common, Moderate)15 **Psychological Complication:** Showoff (Common, Strong)15 **Social Complication:** Public Identity (Jared Williams) (Frequently, Major)**Total Complications Points: 75****Experience Points: 0**

ARROWHEAD

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

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

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

His early career came to an abrupt halt in 2004 when he landed badly after leaping out of a third-story window, sprained his ankle, and was captured by the MCPD. After he nearly escaped from two ordinary prisons he was sent to Stronghold in 2007. He took advantage of the 2009 breakout to escape and is now back on the street, eager to make up for lost time.

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

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

Powers/Tactics: Arrowhead is a mutant with powers of supreme hand-eye coordination (and, secondarily, great agility and speed). This in turn gifts him with phenomenally accurate aim. He's found that his aim is best when he can actually touch what he's shooting or throwing, so he developed a special bow and gimmicked arrows rather

than relying on firearms. But he can use nearly any throwable object as a missile weapon.

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

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

Associates, Allies, And Adversaries: Arrowhead is interested in forming (or if necessary joining) a team so he can commit more profitable crimes and protect himself from superheroes. So far he's only spoken to Stiletto and Megavolt (both of whom he became friends with in Stronghold), who are both intrigued by the idea but haven't been willing to commit yet. Ideally he'd like to have four or five other villains join him, but they have to be reasonably professional and not psychopaths or hardened killers.

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



ARROWHEAD FACTS

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

N/R: Arrowhead is a supervillain whose powers include phenomenal agility, swiftness, and accuracy. His main weapon is a super-tech bow and arrows, but he can use just about any small object as a lethal missile.

K/R: His real name is Jared Williams. He was imprisoned in Stronghold from 2007 to 2009, but escaped during the 2009 breakout.

-2: Arrowhead is supremely confident in his abilities, loves to show off what he can do, and often has trouble resisting a challenge.

-6: Arrowhead is a mutant.

B

AUTOMATON

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; Od6 HTH damage [0]
18	DEX	16	13-	
10	CON	0	11-	
25	INT	15	14-	PER Roll 14-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
4	DCV	5		
8	OMCV	15		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12
0	PD	-2		Total: 0 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
10	REC	6		
90	END	14		
10	BODY	0		
16	STUN	-2		Total Characteristics Cost: 127

Movement: Running: 12m
Teleportation: 40m

Cost	Powers	END
120	Machine Interface: Telepathy 13d6 (Machine class of minds) Affects Physical World (+2), Reduced Endurance (½ END; +¼); No Range (-½), Unified Power (-¼)	10
120	Machine Control: Mind Control 12d6 (Machine class of minds) Affects Physical World (+2), Telepathic (+¼), Reduced Endurance (½ END; +¼); No Range (-½), Unified Power (-¼)	9
115	Machine Deactivation: Dispel 18d6 Variable Effect (any one Electrical or Mechanical Device power at a time; +½), Affects Physical World (+2), Reduced Endurance (½ END; +¼); No Range (-½), Unified Power (-¼)	9
102	Machine Manipulation: Telekinesis (30 STR), Fine Manipulation Affects Physical World (+2), Reduced Endurance (½ END; +¼); No Range (-½), Unified Power (-¼)	8
140	Machinery Abilities: Variable Power Pool, 80 Pool + 80 Control Cost Affects Physical World (+2); all slots OIF (appropriate machines or devices within 40m; -½), Limited Class Of Powers Available (only abilities of nearby devices; -½)	var
53	Incorporeal: Desolidification (affected by electromagnetic manipulation) Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½)	0
40	Incorporeal: Invisibility to Sight, Hearing and Smell/Taste Groups Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½)	0

40	Energy Form: Life Support (Total, including Longevity: Immortality)	0
45	Energy Form: Teleportation 40m, x4 Noncombat	4
8	Merging: Clinging (normal STR) Affects Physical World (+2); Only To Remain Merged With A Machine If It's Moved Involuntarily (-2), Linked (to Desolidification; -½)	0

Skills

15	+5 with Computer Programming, Electronics, and System Operations
3	Bugging 14-
3	Combat Driving 13-
3	Combat Piloting 13-
3	Computer Programming 14-
3	Cryptography 14-
3	Electronics 14-
3	Inventor 14-
3	CK: Millennium City 14-
3	KS: High-Tech Companies 14-
3	Mechanics 14-
17	Power 21-
3	SS: Robotics 14-
3	Security Systems 14-
3	Systems Operation 14-
16	TF: Common Motorized Ground Vehicles, Science Fiction & Space Vehicles, Agricultural & Construction Vehicles, Combat Aircraft, Helicopters, Jetskis, Large Motorized Boats, Large Planes, Railed Vehicles, Small Motorized Boats, Small Planes, Snowmobiles, Submarines, Tracked Military Vehicles, Two-Wheeled Motorized Ground Vehicles, Wheeled Military Vehicles

Total Powers & Skills Cost: 870

Total Cost: 997

400 Matching Complications (75)

5	Distinctive Features: devices "possessed" by Automaton have a distinctive high-end electromagnetic spectrum signature (Not Concealable; Noticed and Recognizable; Detectable Only By Unusual Senses)
15	Hunted: the Champions (Infrequently, Mo Pow, Harshly Punish)
35	Physical Complication: No Physical Form (All the Time, Fully Impairing)
10	Physical Complication: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
20	Psychological Complication: Regards Himself As A God Of Machinery (Common, Total)
20	Psychological Complication: Greedy (Very Common, Strong)
10	Psychological Complication: Hates "Meat People" But Secretly Wants A Body Again (Common, Moderate)
5	Rivalry: Professional, with other cyberkinetics

Total Complications Points: 75

Experience Points: 597

AUTOMATON

Background/History: Arthur Judge was a Millennium City researcher developing cybernetic interfaces between the human brain and computer devices. One day he was hooked into one of his experimental prototypes when a freak electrical storm caused a massive power surge through the system. The resulting blast incinerated his body, but his mind was somehow transformed into a coherent, invisible “cloud” of oddly-charged electromagnetic particles. He soon discovered he could “possess” any electronic or mechanical device and use it as a “body.” Driven mad by the experience, Judge believed he’d become a god, far superior to his former “meat” existence.

Initially he used his powers capriciously for his own amusement, first by causing machines to harass and embarrass people who had annoyed him previously. Slowly but surely he graduated to killing people — he found the havoc and fear he created energizing. But when he seized control of Millennium City’s “Smart Roadway” system, he was tracked down by the combined efforts of Dr. Silverback and the cyberkinetic FBI agent Teknique, who defeated him and trapped his consciousness in a magnetic bottle. Automaton later escaped and took Teknique hostage, intending to dissect her and learn how she was able to control him, but the Champions located and rescued her, in the process blowing up a computer that Automaton was inside before he could escape. His current whereabouts, if he survived the destruction, are unknown.

Personality/Motivation: Arthur Judge has become completely deranged as a result of his transformation. He considers himself the first member of a new, perfect race, far superior to the humans around him who now only exist for his entertainment and live and die at his whim... but secretly, in his heart of hearts, he yearns to have a physical form once more.

Quote: “Do you have any idea how disgusting your bodies are? Meat and blood, fluids and brains. I can barely stand to look at you.”

Powers/Tactics: Automaton is a disembodied mechanical “spirit” who can possess any machine of sufficient complexity (the GM decides if a machine is susceptible to his control, but typically any powered device at least as complicated as a blender or toaster can support his entire intellect). Once he’s merged with a machine, he can physically control it, providing it with power from his own essence if necessary, and using it to perform any task it could manage itself as well as some it clearly couldn’t without Automaton manipulating its parts. For example, if Automaton possessed a CD player, he could play music with ease, but might also be able to fire discs from its main drive as missiles, or use the laser that reads the discs as a small but nasty short-range RKA.

Automaton’s Mental Powers work against the Machine class of minds. He himself can be affected by Mental Powers that work against either the Human or Machine class of minds.

Campaign Use: Automaton is a foe your PCs should have difficulty coming to grips with, given how ubiquitous technology has become in the modern day (not to mention how common it is in most superhero settings). The devices the heroes themselves have probably offer him plenty of opportunities for mayhem. Make sure the heroes have a tough time defeating him, but don’t make it impossible for them to affect him.

If the campaign has a defined “cyberspace” element, then the GM should give Automaton an Extra-Dimensional Movement power or other appropriate ability that lets him access or “enter” it easily.

To make Automaton a tougher foe, give him a limited ability to possess “meat” bodies as well — maybe half to two-thirds as many dice in his Mental Powers. He finds it disgusting to use those abilities, but sometimes it’s necessary. To weaken him, give him various Physical Complications and Susceptibilities that make it easy to trap or hurt him with focused electromagnetic pulses, magnetic bottles, and the like.

Associates, Allies, And Adversaries: Automaton hates (but secretly envies) all “meat beings” and wants nothing to do with them. He particularly loathes cyberkinetics (such as Cybermind and the Engineer) because they can effectively fight (and even control) him, and sentient robots/computers.

Appearance: Automaton has no solid physical presence and can only be detected outside of a machine by specialized equipment capable of analyzing electromagnetic energy in an area. When he possesses a machine, he occasionally uses his telekinetic control to reshape unnecessary components into a crude approximation of a human face because he enjoys the terror he can cause this way.

AUTOMATON FACTS

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

N/R: Automaton is a living “computer program,” a human being whose mind has been transformed into software. He can possess, control, and manipulate machines, but has no physical body.

K/R: Automaton is presumed dead after being in a computer that was destroyed during a battle with the Champions... but of course it’s impossible to prove since he has no body.

-1: Automaton can only be detected outside of a machine with specialized equipment capable of analyzing electromagnetic energy in an area. Devices he’s “possessing” have a distinctive high-end electromagnetic spectrum signature.

-10: Automaton was formerly Arthur Judge, a Millennium City cybernetics researcher.

THE BASILISK

Background/History: Allen Walker was a history professor at Millennium City University specializing in the study of medieval history and civilization. It wasn't the most glamorous of fields, but he enjoyed it... and it gave him the chance to travel to Europe a lot. During one of his European trips he chanced across what appeared to be a genuine thirteenth-century bestiary in remarkably good condition in a used book store in Prague. The proprietor didn't seem to know what he had on his hands, so Prof. Walker was able to buy the book for a very low price. Taking it back to his hotel room he began eagerly (but carefully!) reading it, already planning in his head the journal article he'd write about this amazing find.

Then something caught his eye — a particularly beautiful illuminated page, with serpents, lizards, and dragons surrounding writing so vividly colored it was as if it had been put down on the vellum just yesterday. Puzzling over the words, Walker realized they were some sort of spell for conjuring basilisks, or creating basilisks, or something like that — the dialect was fairly obscure, it was hard to tell exactly what some of the words meant. Motivated by a spirit of impish delight in his discovery and a few too many glasses of wine, Walker read the incantation aloud.

Suddenly intense pain wracked his body! As he doubled over in agony and fell to the floor, Walker realized the verb he'd been puzzling over wasn't to *control* basilisks, or *conjure* them... it was to *transform* someone into one. And then the pain became too much to bear, and he passed out.

When he awoke a few minutes later, things seemed... different. The quality of the light wasn't quite the same, and it seemed chillier in his room. He struggled to his feet and looked in the mirror... and discovered to his shock that he'd been transformed into some sort of human basilisk! Soon he found out the transformation was more than physical — he could petrify people and things with beams he shot from his eyes, could withstand horrific injury, and could even control reptiles. Armed with these newfound powers he decided to get his revenge on the world as *the Basilisk*.

Personality/Motivation: Allen Walker's always felt snubbed, ignored, and abused by the world — someone of his intellectual capacity and competence should be a leader, admired and feared, not some academic schlepped off to an ivory tower and ignored by women. As the Basilisk he's determined to strike back at the world that's treated him so badly, take what he feels he deserves, and make other people feel small, powerless, and meaningless. The sheer power of his superhuman persona is intoxicating; he's virtually become addicted to spending time as the crafty Basilisk, to the point where it's beginning to imperil his job.

The Basilisk particularly dislikes being intellectually insulted or challenged. He's *right*, and he knows he's right, and if necessary he'll do whatever he must to prove that he's a hero's intellectual superior.

BASILISK FACTS

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

N/R: The Basilisk is a supervillain who has the power to transform people and objects into stone.

K/R: The Basilisk also has the ability to summon and control reptiles.

-2: The Basilisk seems to think very highly of himself, and often becomes intensely angry if someone claims he's wrong or challenges his opinions.

-6: The Basilisk suffers intense pain when struck with Ice/Cold attacks.

-8: The Basilisk is sufficiently animal-like that he's susceptible to psionic powers that ordinarily only affect animals.

-10: His Secret Identity is Allen Walker; he's a history professor at Millennium City University.

Quote: "I'll show you what 'getting stoned' really means, you costumed fool!"

Powers/Tactics: Allen Walker has the power to transform himself into the superhuman Basilisk. Switching from his normal human form to Basilisk form involves reciting an incantation and takes about thirty seconds. It's possible that some spells or situations might trigger his transformation instantaneously, but so far he hasn't found them.

The Basilisk has several powers. In addition to being stronger, faster, and much tougher than an ordinary human, he can fire beams from his eyes that turn things to stone. This power is much more effective against living beings, but he can also affect inanimate objects to some degree. He also has power over reptiles — he can call them to him if they're nearby, and mentally control them. He doesn't use this power often, but it's a good way to obtain a few "henchmen" from the local zoo when he needs a distraction during one of his crimes.

For Skills based on DEX or PRE, the listed roll is his roll in Basilisk form; in normal form he only has those Skills on an 11-.

Campaign Use: The Basilisk is an all-purpose villain, though his main power can be difficult to use — you may want to have him use fewer than 8d6 so he isn't such a threat to your PCs. On the other hand, you can create some interesting plots if he Transforms one PC (or a beloved NPC), then forces the heroes to do something for him as the price of un-Transforming that victim.

To make the Basilisk more powerful, give him other reptile powers — such as the ability to change shape into various reptiles, assume reptilian attributes, or the like. To weaken him, reduce his Petrifying Gaze to 6d6.

Associates, Allies, And Adversaries: Due to the massive chip on his shoulder and his intellectual vanity, the Basilisk doesn't get along well with most other supervillains. He hates being told what to do (particularly by anyone he regards as his intellectual inferior... and that includes most other villains). As a result, the odds are he won't work with other villains more than once or twice before mutual dislike drives them apart.

Appearance: In his villainous identity, the Basilisk is 6'0" tall with a muscular, athletic build. His skin is a sort of reptilian grey-green, and scaly, but the scales are so fine that they're difficult to see from a distance. His facial features are somewhat reptilian: pointed ears; snake-like, yellow eyes; a snub, up-turned nose; sharp teeth (but not large enough to be considered fangs or used as weapons). His costume is a navy blue bodystocking with sleeves that end halfway down the lower arm, orange-gold knee-high boots and belt, and an orange-gold "circle" around his neck (he wears no gloves or mask).

A THE BASILISK

Val	Char	Cost	Roll	Notes
20	STR	8*	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	16*	13-	
25	CON	12*	14-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
25	PRE	12*	14-	PRE Attack: 5d6
7	OCV	16*		
7	DCV	16*		
3	OMCV	0		
3	DMCV	0		
5	SPD	24*		Phases: 3, 5, 8, 10, 12
20	PD	14*		Total: 20 PD (20 rPD)
20	ED	14*		Total: 20 ED (20 rED)
9	REC	5		
50	END	6		
15	BODY	4*		
40	STUN	8*		

Total Characteristics Cost: 165
*: OIAID (-¼)

Movement: Running: 12m

Cost Powers

Cost	Power	END
86	Petrifying Gaze: Severe Transform 8d6 (living beings into stone; heals back through another application of this power) Reduced Endurance (½ END; +¼); OIAID (-¼), Limited Range (100m; -¼), Limited Target (living beings; -¼)	6
17	Lesser Petrifying Gaze: Severe Transform 2d6 (anything non-living into stone; heals back through another application of this power) OIAID (-¼), Limited Range (100m; -¼), Limited Target (non-living things; -¼)	3
30	Control Reptilian Minds: Mind Control 12d6 (Animal class of minds) OIAID (-¼), Reptiles And Amphibians Only (-½), Unified Power (-¼)	6
28	Call To The Scaly Ones: Summon up to eight reptiles/amphibians built on up to 200 Total Points each Expanded Class (any reptile or amphibian; +¼); OIAID (-¼), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½), Unified Power (-¼)	7
16	Basilisk's Skin: Resistant (+½) for 20 PD/20 ED OIAID (-¼)	0
5	Basilisk's Eyes: Ultraviolet Perception (Sight Group)	0
5	Basilisk's Eyes: Nightvision	0

Perks

2 Fringe Benefit: Tenure at Millennium City University

Skills

9	+3 with Petrifying Gaze and Lesser Petrifying Gaze
3	Bureaucratics 14-
3	Climbing 13-
3	Interrogation 14-



2	Language: French (fluent conversation; English is Native)
2	Language: German (fluent conversation)
1	Language: Greek (basic conversation)
3	Language: Latin (completely fluent)
3	Persuasion 14-
3	Stealth 13-
3	Scholar
1	1) KS: The Academic World 11-
1	2) KS: Arcane And Occult Lore 11-
5	3) KS: Medieval Bestiaries 15-
5	4) KS: Medieval History And Culture 15-
1	5) KS: Millennium City University 11-
1	6) KS: The Superhuman World 11-
1	7) KS: Wine 11-

Total Powers & Skills Cost: 239

Total Cost: 404

400 Matching Complications (75)

20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: Trismegistus Council (Infrequently, Mo Pow, NCI, Capture/Kill)
10	Physical Complication: Affected By Mental Powers That Affect Animal Class Of Minds As Well As Human Class (Infrequently, Slightly Impairing)
15	Psychological Complication: My Turn To Be The Bully Now (Common, Strong)
10	Psychological Complication: Intellectual Vanity; Has To Prove That He's Right (Common, Moderate)
15	Social Complication: Secret Identity (Prof. Allen Walker) (Frequently, Major)
10	Vulnerability: 2 x STUN from Ice/Cold attacks (Uncommon)

Total Complications Points: 75

Experience Points: 4

BAYKOK

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 HTH damage [4]
29	DEX	38	15-	
30	CON	20	15-	
15	INT	5	12-	PER Roll 12-
23	EGO	13	14-	
25	PRE	15	14-	PRE Attack: 5d6
10	OCV	35		
10	DCV	35		
3	OMCV	0		
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)
15	REC	11		
60	END	8		
19	BODY	9		
60	STUN	20		Total Characteristics Cost: 355

Movement: Running: 30m
Leaping: 18m

Cost	Powers	END
87	Bow And Arrows: Multipower, 87-point reserve	0
5f	1) Fiery Arrows: Blast 14d6 Reduced Endurance (½ END; +¼); Extra Time (Full Phase, -½), Limited Range (60m; -¼)	3
4f	2) Invisible Arrows: RKA 2d6 Armor Piercing (+¼), Invisible Power Effects (Fully Invisible, though the bow and the act of shooting are perceivable; +¾), Reduced Endurance (½ END; +¼); Extra Time (Full Phase, -½), Limited Range (60m; -¼)	3
5f	3) Deadly Arrows: RKA 3d6 Armor Piercing (+¼), Reduced Endurance (½ END; +¼); Limited Range (60m; -¼)	3
16	Magical Club: Hand-To-Hand Attack +4d6 Hand-To-Hand Attack (-¼)	2
37	Takes Many Forms: Shape Shift (Sight, Hearing, Touch and Smell/Taste Groups, any non-technological form), Instant Change Costs Endurance Only To Change Shape (+¼)	5
20	Demonic Form: Resistant (+½) for 20 PD/20 ED	0
40	Demonic Form: Life Support: Total (including Longevity: Immortality)	0

45	Home In All Realms: Extra-Dimensional Movement (any physical location in any dimension)	4
7	Fearsome Gaze: +15 PRE Only For Fear-/Intimidation-Based PRE Attacks (-1)	0
18	Runs Like The Wind: Running +18m (30m total)	2
7	Leaps Like A Deer: Leaping +14m (18m forward, 9m upward)	1
23	Find The Warrior's Soul: Detect Pure-Hearted Warriors 17- (no Sense Group), Range, Telescopic (+6 versus Range Modifier), Tracking	0
5	Demonic Eyes: Nightvision	0
10	Demonic Eyes: Sight Group Flash Defense (10 points)	0
20	Demonic Will: Mental Defense (20 points)	0
15	Demonic Form: Power Defense (15 points)	0

Skills

24	+2 Overall
15	+3 with <i>Bow And Arrows</i> Multipower
9	+3 with Concealment, Shadowing, and Tracking
3	Acrobatics 15-
3	Animal Handler (Equines, Raptors) 14-
3	Breakfall 15-
3	Climbing 15-
3	Concealment 12-
3	KS: The Chippewa People 12-
6	AK: Northern US and Canada 15-
3	AK: Chippewa Parts of Faerie 12-
3	Language: English (Chippewa is Native) (completely fluent)
3	Mimicry 12-
3	Navigation (Astral, Dimensional) 12-
3	Oratory 14-
3	Shadowing 12-
3	Stealth 15-
6	Survival (Arctic/Subarctic, Temperate/Subtropical, Mountain) 12-
3	Tracking 12-
3	WF: Common Melee Weapons, Bows

Total Powers & Skills Cost: 469

Total Cost: 824

400 Matching Complications (75)

15	Hunted: Tomahawk (Frequently, As Pow, Harshly Punish)
15	Hunted: Other Chippewa Spirits (Frequently, Mo Pow, NCI, Watching)
25	Psychological Complication: Seeks To Consume The Souls of Noble Warriors (Very Common, Total)
20	Psychological Complication: Loves The Thrill Of The Hunt (Very Common, Strong)
5	Vulnerability: 1½ x STUN from Chippewa-Blessed Weapons (Uncommon)
5	Vulnerability: 1½ x BODY from Chippewa-Blessed Weapons (Uncommon)

Total Complications Points: 75

Experience Points: 424

BAYKOK

Background/History: Baykok is a menacing creature from the Higher Lands, the portion of Faerie inhabited by the gods and demons of the Chippewa tribes. It has long plagued the Timasjomi tribe. The Timasjomi swore centuries ago to oppose it in all ways and were blessed with the Dawn Fire Ritual, which creates warriors specifically charged with battling Baykok and similar monsters. The current wielder of the Dawn Fire magic and weapons is Tomahawk of the Justice Squadron, who's fought Baykok on multiple occasions.

Personality/Motivation: Baykok is a demon who feeds upon the hearts and souls of true warriors for sustenance, though it also enjoys killing other people for sport. It has a particular antipathy for the Timasjomi tribe, which has opposed it for countless centuries, but it happily feasts on warriors from other cultures whenever the opportunity arises. The definition of a “true warrior” seems to involve both a love of martial matters in general as well as a desire to protect and defend others — thus, a generally peaceful superhero who only fights when he needs to and seeks peaceful resolutions to conflicts wouldn't qualify, no matter how heroic he might be. On the other hand, any hero or villain who particularly enjoys fighting might, provided he has some desire to protect someone or something.

Quote: “Sssss! I think your sssoul will be particularly tassy, mortal. But please, fight me! I know you musst.”

Powers/Tactics: This character sheet represents the sort of avatar that Baykok can project to Earth to work his will; in his home dimension of Faerie he's considerably more powerful. He fights primarily with his magical bow, which shoots fiery arrows, and a magic club. He can also change his shape, though he can't assume the form of any “technological” object (meaning just about any man-made device more complex than a Neolithic stone chopper). His shapeshifting powers make it easy for him to surprise or ambush his foes, but once battle begins he's a straightforward fighter.

Campaign Use: Baykok is an ideal foe for any character who, like Tomahawk, has some connection to the American Indians or their culture. If there's no such character in your game, you can change him into a similar but more appropriate figure — for example, a Southeast Asian version might have six arms, each wielding a distinct weapon.

To make Baykok a tougher foe for your PCs, increase his Characteristics until he's at the right level to really challenge them. If he's a bit too tough already, scale back his Combat Skill Levels and reduce his CON and DEX to about 23-25 each.



Appearance: Baykok is a skeletal American Indian warrior standing seven feet tall; he wears buckskins and carries an oversized bow. His eyesockets glow with small red flames, and he has a long forked tongue like a serpent.

BAYKOK FACTS

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

K/R: Baykok is a Chippewa demon who sometimes manifests on Earth in search of “noble warriors” (whom it kills to consume their souls). The Timasjomi tribe has opposed it for centuries; Tomahawk of the Justice Squadron is their current champion and Baykok's greatest foe.

-1: Baykok has shapechanging powers that make it easy for him to ambush his victims, but he can't assume the form of technological objects.

-4: Baykok is a skilled tracker and hunter; it's said he can even follow his prey across dimensions.

-6: Weapons blessed by Chippewa magic cause Baykok great pain.

BLACK FANG

Background/History: James Talmadge, a nice young man in his second year of college, had plenty of friends and an active social life. He also studied karate, though without great achievement. He still lived with his folks and felt great pride in his father, a successful judge. The Demonologist decided he wanted a judge serving him, especially to keep those stupid superheroes off his back. So the Demonologist cursed James with lycanthropy. It was easy. As the old movie put it,

“Even a man who is pure of heart

“And says his prayers at night

“May become a wolf when the wolfsbane

blooms

“And the moon is full and bright.”

That month, on the three nights of the full moon, the city reeled before an incredible string of “ripper” murders — and the medical examiner found that something had chewed away several pounds of each victim’s flesh. The police found one surviving witness, who could only babble hysterically about a black shape with fangs.

Finding his nightmares written up in the paper upset James a great deal. Within him, however, the beast grinned and found its name.

James’s father was even more upset when the Demonologist dropped in to give his ultimatum: serve him, or James would slaughter more people each month. As long as the Demonologist was satisfied, he would supply a talisman to prevent the change — but just for that month’s full moon. He advised the judge not to seek alternate means of restraining his son. “I have ways of knowing such things... and your situation can become worse. Such as if the authorities learn that you’re shielding a killer.”

Judge Talmadge tried chaining James in the basement during the next full moon. The beast broke the chains on the second night, escaped and killed two more people. The Demonologist visited the judge on the next morning, and the judge submitted.

Before leaving, the Demonologist offered a bit of advice. The curse of the werewolf, he said, was permanent and binding: James was always a werewolf, not just when the full moon shone, and the beast could slip out in moments of stress. “I suggest,” he said, “you live a quiet life. Or of course you could simply accept what you are.” The sorcerer smiled. “You may even come to like it.”

James hoped he wouldn’t — and tried not to. For years he fought against the beast, struggling to hold his temper in check and avoid anything that might frighten him. But each month there was a full moon, and that urge he could not resist. Then something even worse happened. During the “Blood Moon” event in October 2009, the foul magics of Takofanes the Arch-Lich transformed thousands of people around the world into werewolves. The spell forced Talmadge into Black Fang form for weeks... and during those weeks he recruited a pack of followers, lesser werewolves

to whom he was the alpha male. Some of those people have remained lycanthropes since the spell ended, even embraced their new, fearsome state, and they’re always waiting for Black Fang when he re-appears. Reveling in his position as top dog and the greater evil he can wreak because of it, Black Fang has taken to wearing trophies — bits of clothing scavenged from his victims, and often a coil of barbed wire around his arm.

Personality/Motivation: James Talmadge is now a timid, nervous wreck. He’s failing all his classes and avoids his friends. Black Fang, in contrast, fears nothing but confinement. The werewolf embodies all the hate, rage, lust, and violence that civilization tries to restrain. He loves stalking his prey and savoring their terror. The werewolf may also act out passions that James restrains. For instance, Black Fang might rape (and then kill) a girl James wants to date, or might hunt and kill someone who hassled James.

James remembers his actions as Black Fang as a vivid nightmare, which is the most his mind can do to shield itself from his other half’s deeds. Black Fang knows all of James’s skills but has little interest in his memories. The werewolf wants to eliminate the wimpy, moral human personality so he can have James’s body all the time.

Quote: (In a low growl) “Hello, little girl. Do you have a basket of goodies?”

Powers/Tactics: Black Fang is superhumanly strong and quick. Most injuries, except those caused by silver or fire, heal in less than a second (the special effect of his Resistant Protection). Exceptionally severe wounds still heal with great speed. Only a silver weapon or outrageous amounts of damage can kill Black Fang.

If James dies in human form, the curse slowly heals his wounds and brings him back from death. Once James lives again, the curse changes him to Black Fang, who completes the regeneration. At the GM’s option, this also causes the curse to worsen in some manner. Perhaps James changes into Black Fang every night, or he suffers fits of the werewolf’s bloodlust while still in human form.

Black Fang has James’s knowledge of karate. Untrammelled by human restraint, the beast fights with great skill and ferocity. A hairy, snarling monster doing karate chops and kicks may seem funny... but not when you’re on the receiving end.

The werewolf prefers to stalk people who are alone. If a group pursues Black Fang, he tries to pick them off one by one. If possible, he leads the pursuers somewhere they must split up, such as a dark, crowded warehouse. Black Fang is rationally conscious of silver weapons: people who openly carry guns become his preferred targets, and he tries to take the gun away before any other attacks.

Black Fang often begins an assault with a Presence Attack in hopes of paralyzing his prey with fear. If Black Fang can stalk his victim for a while, making the person already frightened, he can certainly gain extra dice of effect when he howls and leaps from the shadows.

A

BLACK FANG



Val	Char	Cost	Roll	Notes-
30	STR	16*	15-	Lift 1,600 kg; 6d6 HTH damage [3]
29	DEX	30*	15-	OCV: 10/DCV: 10
23	CON	10*	14-	
13	INT	3	12-	PER Roll 14
17	EGO	6*	12-	MCV: 6
25	PRE	12*	14-	PRE Attack: 5d6
9	OCV	30		
9	DCV	30		
3	OMCV	0		
7	DMCV	12		
7	SPD	25*		Phases: 2, 4, 6, 7, 9, 11, 12
20	PD	14*		Total: 32 PD (15 rPD)
20	ED	14*		Total: 28 ED (11 rED)
20	REC	13*		
45	END	5		
13	BODY	3		
40	STUN	10		

Total Characteristics Cost: 248
*: OIAID (-1/4)

Movement: Running: 32m

Cost Powers

Maneuver	OCV	DCV	Notes
Martial Arts: Karate			
4	Block	+2 +2	Block, Abort
4	Disarm	1 +1	Disarm, +40 STR
4	Dodge	0 +5	Dodge all attacks, Abort
5	Kick	2 +1	10d6 Strike
4	Punch	+0 +2	8d6 Strike
24	Claw/Bite: HKA 2d6 (4d6 with STR)		3
	OIAID (-1/4)		
2	Supernatural Toughness: Resistant (+1/2) for 3 PD/3 ED		0
	OIAID (-1/4)		
15	Supernatural Toughness: Resistant Protection (12 PD/8 ED)		0
	OIAID (-1/4), Does Not Work Against Fire Or Silver (-3/4)		
16	Lupine Speed: Running +20m (32m total)		2
	OIAID (-1/4)		
32	Supernatural Healing: Regeneration (3 BODY per Turn)		0
	OIAID (-1/4), Does Not Work On Some Damage (that caused by silver weapons; -1/4)		
5	Lupine Senses: +2 PER with All Sense Groups		0
	OIAID (-1/4)		
8	Lupine Senses: Discriminatory for Smell/Taste Group		0
	OIAID (-1/4)		
8	Lupine Senses: Tracking for Smell/Taste Group		0
	OIAID (-1/4)		
4	Lupine Senses: Nightvision		0
	OIAID (-1/4)		
2	Lupine Senses: Ultrasonic Perception (Hearing Group)		0
	OIAID (-1/4)		

END

8 **Cursed Beyond Death:** Regeneration (1 BODY per Hour), Resurrection (others can stop resurrection by inflicting a fatal wound with a silver weapon) Resurrection Only (-2), Only Works If Black Fang Is Slain In His Human Form (-1/2) 0

Perks

4 Contact: Judge Talmadge 11- (very useful Skills or resources)

Skills

- 16 +2 HTH
- 3 Acrobatics 15-
- 3 Breakfall 15-
- 3 Climbing 15-
- 2 KS: Karate 11-
- 3 Shadowing 15-
- 3 Stealth 15-
- 3 Tracking 12-

Total Powers & Skills Cost: 185

Total Cost: 433

400 Matching Complications (75)

- 20 **Accidental Change:** always during nights of the full moon (Uncommon)
- 10 **Accidental Change:** when angry, frightened, or in combat 8- (Common)
- 20 **Enraged:** if takes BODY (Common), go 11-, recover 11-
- 15 **Hunted:** himself 14- (Less Pow, Capture/Kill [James tries to restrain Black Fang and end the curse])
- 20 **Psychological Complication:** Fear Of Capture (Very Common, Strong)
- 10 **Psychological Complication:** Hates Leaving Victim Alive (Common, Moderate)
- 15 **Social Complication:** Secret Identity (James Talmadge) (Frequently, Major)

Total Complications Points: 75

Experience Points: 33

**BLACK FANG
FACTS**

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

N/R: Black Fang is a classical werewolf — bestial, vicious, and difficult to capture and control.

K/R: Black Fang has the traditional werewolf vulnerability to silver weapons and fire.

-2: Black Fang cannot transmit his lycanthropy by biting someone, or by any other means as far as anyone can tell.

-6: Black Fang has killed several victims who were known to be enemies of the Devil's Advocates; he may have some connection to that team.

-10: His Secret Identity is James Talmadge; he's the victim of a curse cast upon him by the Demonologist.

When James accidentally changes into Black Fang, the werewolf normally stays dominant for at least an hour. Each hour after the change, Black Fang and James pit EGO Rolls against each other. If James wins, he resumes human form. If Black Fang wins, he stays in control of their body for another hour. Other characters can force a change using Telepathy or Mind Control: making Black Fang surrender control to James requires an EGO +30 effect against the werewolf, while making James become Black Fang merely requires an EGO +10 effect against the human (Black Fang is helping, and has the stronger will.)

Black Fang isn't a "contagious" werewolf: people who survive his bite do not become werewolves in turn. The effects of lycanthropy can vary depending on the method by which a person becomes a werewolf, whether the person chose the state deliberately, and many other possible factors. Perhaps the Demonologist simply didn't want to inflict an epidemic of lycanthropy (at this time).

Campaign Use: Although Black Fang is a formidable combatant, a team of superheroes (magical or otherwise) can defeat him in a straight-up fight without much trouble. The challenge lies in catching the werewolf before he kills any more ordinary people... and what do the heroes do with Black Fang once they catch him? Even the Demonologist cannot rescind the curse now that Black Fang has killed, and the most powerful science or sorcery known to mortals can only suppress the curse, not remove it completely.

If Black Fang isn't powerful enough to supply a suitable challenge, add Damage Classes, Combat Skill Levels, points of Regeneration, or more DEX and SPD so he can fight nonmagical PCs on their own level. Against mystical heroes, Black Fang may need some Mental Defense or Power Defense — if his sheer speed and high Recovery are not defense enough. If the werewolf is too powerful, reduce his DEX and SPD.

Associates, Allies, And Adversaries: Whether he's in his human form or wolf-man form, Black Fang bitterly hates the Demonologist (and by extension, the Devil's Advocates). James would do almost anything for a chance to free himself from the curse; Black Fang has no objection to the "curse" but would gladly slaughter the Demonologist so as to be free of his occasional commands.

Takofanes the Archlich sometimes transforms people into werewolves to serve him, and has considered "recruiting" Black Fang to lead his lupine forces. For now it doesn't matter to him enough to risk a potential conflict with the Devil's Advocates, though.

Appearance: James stands 5'8" tall. He has a slender build, black hair, and ordinary features. He always seems nervous and jumpy. As Black Fang, James is still 5'8" tall but heavily built, with a shaggy black pelt, shining red eyes, clawed hands and feet, and a wolf's head and tail. In recent months he's begun wearing bits and pieces of clothing ("trophies" taken from his victims), and often a coil of barbed wire around his arm as well.

BLACKGUARD

Background/History: From a July, 2005 interview of Blackguard by the *Villainy Unbound* website during one of his brief periods of incarceration:

"My "secret origin?" Not much to tell, really, mate. I wasn't exactly whatcha'd call an altar boy as a kid — I got into all kinds'a trouble. Shopliftin', joyridin', vandalism, whatever seemed like fun. Then 'long about puberty I began to get real sick a lot, and the doctors couldn't figure out why. It passed after a year or so, and suddenly I went from bein' a scrawny kid to incredibly strong and tough. Someone told me later that I'm one'a those "mutants" ya read about in th' papers. Makes no difference to me. All I know is that now I can get into a lot more kinds of trouble and have a lot more fun."

Personality/Motivation: Blackguard is mostly a happy-go-lucky, enjoy life and what it brings you, let's-have-a-lotta-fun kind of guy. Compared to many villains he's pretty lighthearted. He just loves doing whatever he pleases, having fun, taking risks, and getting into fights — especially the latter. He's found out the best way to live life the way he wants to is to be a supervillain, so that's what he does.

Despite the fact that he steals and commits acts of violence for a living, Blackguard is an up-front guy. If he gives his word, he keeps it, no matter what it takes. If he makes a promise, he'll go to Hell and back to keep it. Sometimes he annoys his employers this way, but since this trait also makes him an extremely loyal hireling they can usually overlook any problems it causes.

Blackguard typically affects a mild British accent and speech patterns, but he was born in New Jersey.

Quote: "Ey! I think you're askin' for a bruising, mate — and I'm just the fella t' give it to ya."

Powers/Tactics: Blackguard is a brawler *par excellence*. His mutant powers make him much stronger than normal humans, and *much* more resilient. Hurting him, and keeping him down when you knock him down, is very difficult. In group fights Blackguard's often the last villain standing even when other, much more powerful, villains have fallen. Although he's got a fairly good sense of tactics, usually he just picks the target that looks the toughest and begins fighting. He particularly enjoys taking on foes who can give as good as they get, such as most bricks.

Although he loves to fight, Blackguard isn't really a killer. He'd use lethal force if he had to, but most of the time he's content to leave his opponents soundly beaten and unconscious.

A BLACKGUARD

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
23	DEX	26	14-	
40	CON	30	17-	
15	INT	5	12-	PER Roll 12-
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
20	PD	18		Total: 20 PD (20 rPD)
20	ED	18		Total: 20 ED (20 rED)
40	REC	36		
80	END	12		
20	BODY	10		
80	STUN	30		Total Characteristics Cost: 295

Movement: Running: 18m

Cost Powers

Cost	Powers	END
	Martial Arts: <i>Brawling</i>	
	<i>Maneuver</i> <i>OCV</i> <i>DCV</i> <i>Damage/Effect</i>	
4	Block	+2 +2 Block, Abort
4	Choke	-2 +0 Grab One Limb, 4d6 NND (2)
4	Disarm	-1 +1 Disarm, 60 STR to Disarm roll
4	Escape	+0 +0 65 STR vs. Grabs
4	Eye Gouge	-1 -1 Sight Group Flash 4d6
5	Hoist 'n' Heave	-2 -2 Grab Two Limbs, 70 STR to Throw
3	Hold	-1 -1 Grab Two Limbs, 60 STR
4	Low Blow	-1 +1 4d6 NND(3)
4	Punch/Backhand	+0 +2 12d6 Strike
5	Roundhouse	-2 +1 14d6 Strike
3	Tackle	+0 -1 10d6 +v/10 Strike; FMove; You Fall, Target Falls
3	Throw	+0 +1 10d6 +v/10; Target Falls
16	+4 Damage Classes (already added in)	
2	Use Art with Blades, Clubs	
10	Tough As Nails: Hardened (+¼) for 20 PD/20 ED	0
25	Tough As Nails: Resistant (+½) for 20 PD/20 ED Hardened (+¼)	0
120	Tough As Nails: Physical and Energy Damage Reduction, Resistant, 75%	0
6	Fast Runner: Running +6m (18m total)	1
3	Observant: +1 to PER Rolls with all Sense Groups	0

Skills

48	+6 HTH
3	Breakfall 14-
3	Concealment 12-
2	KS: The Superhuman World 11-
3	Persuasion 13-
3	Stealth 14-
1	Tactics 8-
6	WF: Common Melee Weapons, Common Missile Weapons, Small Arms

Total Powers & Skills Cost: 298

Total Cost: 593

400 Matching Complications (75)

- 10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 25 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
- 25 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 15 **Psychological Complication:** Loves To Fight (Common, Strong)
- 10 **Psychological Complication:** Honorable; Always Keeps His Word (Common, Moderate)
- 15 **Social Complication:** Public Identity (Blake Harrison) (Frequently, Major)

Total Complications Points: 75

Experience Points: 193



**BLACKGUARD
FACTS**

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

N/R: Blackguard is a supervillain with low-level super-human strength. However, he's incredibly tough, and recovers from attacks and injuries rapidly.

K/R: His real name is Blake Harrison; he's a former petty crook.

-2: Blackguard is a mutant.

-4: Although he's a criminal, Blackguard is in some respects an honorable person — if he gives his word, he keeps it no matter what it takes.

-8: Despite his British accent and speech patterns, Blackguard was born and raised in New Jersey.

Campaign Use: Blackguard makes a good henchmen or hireling for any number of villains, and perhaps a good archnemesis or Rival for a hero with a similar penchant for fighting. He also works well as a mainstay of a group of villains because of his resilience. On the other hand, if you want to exaggerate his *faux* Britishness he could become a comedic villain along the lines of Bulldozer or Foxbat.

To make Blackguard tougher, increase his STR to 40-50 and his SPD to 6. To weaken him, reduce his REC to 30 and his Damage Reduction to 50%.

Associates, Allies, And Adversaries: Blackguard's worked for or with a number of villains (including the Ultimates, VIPER, the Crimelords, and Mechassassin) and gets along well with most of them. Many villains find him a pleasure to work with, given how emotionally unstable so many villains are. One notable exception is Green Dragon; he and Blackguard have traded insults and blows several times. He's also got a rivalry going with Bulldozer through various websites and magazines, though they haven't yet fought to determine who's the better man.

Blackguard has worked with Kinematik and is sympathetic to his pro-mutant cause, but for now doesn't want to join up full-time. Kinematik's looking for ways to change his mind, such as engineering a run of "bad luck" or setbacks that convinces Blackguard he needs friends he can always rely on.

Appearance: Blackguard is a handsome white man, 6'2" tall with the muscular build of a brawler and athlete. His hair is flowing and black, and he has a matching short black beard and moustache. He wears a black shirt, brown pants, and black leather boots and belt. He doesn't wear gloves or a mask.

BLACK HARLEQUIN

Background/History: "Rinaldo, you get down into the basement right now!"

"But, Momma..."

"But, nothing! I've seen the way you've been looking at your sisters — they've seen it too. You're making everyone uncomfortable, you little pervert. Since you can't behave yourself properly around other people, I'm not going to let you *be* around other people. From now on, you live in the basement."

"But, Momma..."

That was when she slapped him. When she was done slapping him, she dragged him over to the basement door, shoved him down the stairs, and slammed the door shut.

It took a little groping around to find the lightswitch, but eventually the weak bulb hanging above his father's old workbench flickered on. A thick coating of dust lay over everything; no one had used the bench or the tools since Poppa died a few years ago. Some half-completed toys still sat there, crippled and forlorn.

Wiping away his tears, Rinaldo pulled out a shaping knife and decided to make something. He still remembered some of what Poppa had taught him. If the girls didn't want him around, fine. He'd make his *own* world, full of people who did.



Case Report 57J-23815, Rinaldo Maretti, parents deceased. Subject, aged 16, was remanded to the care of the state after his mother and sisters were found brutally murdered in their home, assailants unknown. The decedents displayed numerous tiny slash and stab wounds throughout their bodies, and bled to death following the brutal attacks. Subject had been living in his family's basement, with only a large collection of self-made models and puppets to keep him entertained. When asked why he was living in the basement, subject responded, "Because Momma told me to." Inquiries are being made regarding a foster home.



The foster home didn't quite work out. The Reynolds were nice enough people, he supposed, but so serious! They never seemed to have any fun, and they tried to take away his toys. He didn't stay there for very long. After all, the Official People wouldn't be likely to let him go if they found him around a *second* set of bodies. And there were so many other games to play, he didn't want anyone to stop him. The world was *such* a fun place!

All he really needed were a few supplies, and the Escapades could begin.



"The city was shocked today by the daring daylight robbery of Hanson's Jewelry Store by a troop of toy soldiers. An official police statement, issued earlier this afternoon, indicated that the soldiers, actually small robots, were armed with deadly miniature guns and killed four people during the course of the robbery. The robber, whoever he really is, made off with gems and jewelry worth over three million dollars."



The police weren't a problem. Thickwitted and slow, they never could manage to stop one of his Escapades before he was done. Those costumed crimefighters, though — they were another thing altogether. They looked so pretty, almost like big wind-up dolls, but they were no fun at all. The first time he met one, he barely got away; none of his little toys would hurt the big, annoying fellow. But he was learning to be more careful. They just wanted to lock him up, like Momma did, and he didn't want any of that. There are too many Escapades yet to have!

Personality/Motivation: Utterly sociopathic thanks to being raised by a repressed, domineering mother, the Black Harlequin expresses his antisocial tendencies through his twisted, macabre sense of humor. To him, a Joke isn't *really* a Joke unless the punchline hurts someone, and an Escapade (as he calls his crimes) isn't *really* an Escapade unless it involves death and destruction. Unpredictable and manic, he may caper and jig one moment, singing a merry tune all the time, and the next casually slash a few throats because his "accompanists" weren't singing along loudly enough. He particularly hates to see people sad or upset. Everyone should be jolly around a harlequin! Melancholy expressions tend to attract his attention — which is never pleasant. Often the hapless victim winds up dead, a bloody Glasgow smile carved into his cheeks by one of the Black Harlequin's knives.

Quote: "Laugh, and the world laughs with you... unless you're laughing at other peoples' suffering, in which case the world is never as amused as I am."

Powers/Tactics: The Black Harlequin does his fighting with gadgets, most of which resemble children's playthings. (His Jester's Cane is obviously a weapon, even if the heroes don't realize it until they've been on the receiving end of a Bodacious Wallop.) He's best known for his Attack Toys, tiny robots in wickedly whimsical forms — toy planes armed with real bombs, teddy bears wielding butcher knives, robots with little built-in guns, and so on. In game terms, these function as an Indirect attack, since they can approach the target from just about any angle. The Harlequin can only carry six of them, and their wind-up motors only last for one Turn each. They are Breakable OAFs, and as such have 11 DEF, so a single attack that does 12 BODY to one is enough to destroy the toy (causing the Black Harlequin much anguish).

Many of the Black Harlequin's attacks have Limited Range; he has to be within 2-10m (depending on the gadget) to hit a target with them. Since he's averse to suffering pain, he usually keeps his Combat Skill Levels in DCV on these occasions.

Campaign Use: The Black Harlequin works best in a sort of quasi-master villain role. He doesn't fit in with most teams of villains, but he's too weak by himself to challenge most superhero teams. So, you need to provide him with the right resources — thuggish henchmen, hidden bases, gadgets and gizmos — to make him a good match for the PCs. Alternately, you can arrange the scenario so the Black Harlequin outthinks the heroes and controls the action from the get-go, dragging them willy-nilly all over the city in response to his bizarre clues and threats.

During the winter holiday season Black Harlequin often attacks the city by leaving boxes of Attack Toys here and there for unsuspecting children to open. For even greater mayhem he



BLACK HARLEQUIN FACTS

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

N/R: The Black Harlequin is a lethally deranged supervillain who commits crimes using weapons disguised as toys and playthings: cherry bombs that really explode, teddy bears wielding tiny chainsaws, and so forth.

K/R: Black Harlequin prefers to avoid combat himself. If he can't simply finish his scheme before heroes show up, he turns his Attack Toys loose and then runs for it.

-2: Black Harlequin sometimes cobbles together a primitive, but effective, jetpack to assist him in fleeing the scene of a crime.

-10: His Secret Identity is Rinaldo Maretti.

unleashes the awesome might of Clarence, a "teddy bear" large and powerful enough to destroy buildings (use the Giant Ape character sheet on HSB 394 for Clarence). This is a "plot device" rather than something he creates with his VPP, and for him it's unusually predictable, but it's his favorite way to celebrate Christmas.

As a Hunter, the Black Harlequin employs his macabre humor to the full. He strikes through practical jokes and other such surprises, rather than attacking directly, so his "playmate" soon becomes extremely paranoid. A "joke" with a double-twist to it is even more fun. For example, he might send the hero a pie-in-the-face-o-gram, but before the messenger sets out to make the delivery, substitute a pie with acidic toppings for the normal delightful dessert. If the heroes attack and harm the innocent messenger, the Harlequin wins twice over.

To make the Black Harlequin more powerful, increase the size of his Gadget Pool (thus increasing his flexibility), and maybe allow him to change it in combat instead of just at his laboratory. Increasing his SPD to 6 might also be worth considering. To weaken him, get rid of the Gadget Pool altogether.

Associates, Allies, And Adversaries: Supervillains aren't the most balanced and stable group in the world, but even other deranged villains find the Black Harlequin disturbing and frightening. No one will play with him! Sometimes this makes him

A BLACK HARLEQUIN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
18	DEX	16	13-	
20	CON	10	13-	
25	INT	15	14-	PER Roll 14-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6

8	OCV	25		
7	DCV	20		
3	OMCV	0		
8	DMCV	15		
5	SPD	30		Phases: 3, 5, 8, 10, 12

8	PD	6		Total: 16 PD (8 rPD)
8	ED	6		Total: 16 ED (8 rED)

12	REC	8		
40	END	4		
10	BODY	0		
40	STUN	10		

Total Characteristics Cost: 195

Movement: Running: 22m

Cost Powers

Cost	Powers	END
55	Look What I Made!: Variable Power Pool (Gadget Pool), 45 Pool + 40 Control Cost Focus (all powers bought through VPP must have at least -½ worth of this Limitation; -½), Can Only Be Changed In Black Harlequin's Laboratory (-½)	var
30	Fiendish Toychest: Multipower, 60-point powers All OAF (-1)	
2f	1) Attack Toys: RKA 1d6 Armor Piercing (+¼), Constant (+½), Indirect (Source Point and Path can vary from use to use; +1), Reduced Endurance (0 END; +½); OAF (-1), 6 Charges lasting 1 Turn each (-½)	[6cc]
2f	2) Cherry Bomb: Blast 8d6 Area Of Effect (18m Radius Explosion; +½); OAF (-1), 8 Charges (-½)	[8]
2f	3) Confetti: Sight Group Flash 12d6 OAF (-1), Does Not Work Against Desolidified Characters (-¼), Limited Range (4m; -¼), 8 Charges (-½)	[8]
1f	4) Jacks: RKA 1d6 Area Of Effect (2m Radius Surface; +¼), Constant (+½), Uncontrolled (removable by spending a Full Phase to sweep them aside; +½) (34 Active Points); IAF (see text; -½), Activation Roll 14- (-¼), Only On Horizontal Surfaces (-0), DEX Roll Cancels Effect (-¼), Range Based On STR (-¼), Automatically Targets Hit Location 18 (-0), 2 Recoverable Charges (-1)	[2rc]
2f	5) Not-So-Silly String: Entangle 6d6, 6 PD/6 ED OAF (-1), Limited Range (40m; -¼), 8 Charges (-½)	[8]
2f	6) Giggle Gas: Entangle 3d6, 3 PD/3 ED Takes No Damage From Attacks (+1); OAF (-1), 8 Charges (-½), Limited Range (12m; -¼)	[8]

25	Jester's Cane: Multipower, 50-point reserve All OAF (-1)	
1f	1) Bodacious Wallop: HA +7d6 OAF (-1), Hand-To-Hand Attack (-¼)	3
2f	2) Sleepy-Gas: Blast 5d6 NND (defense is Life Support [Self-Contained Breathing]; +1); OAF (-1), Limited Range (4m; -¼), 6 Charges (-¾)	[6]
16	Armored Jester's Motley: Resistant Protection (8 PD/8 ED) OIF (-½)	0
10	Devilishly Fast: Running +10m (22m total)	1

Talents

4	Double-Jointed	
6	Lightning Reflexes: +6 DEX to act first with All Actions	

Skills

20	+2 with All Combat	
6	+2 with Contortionist, Sleight Of Hand, and Stealth	
3	Acting 14-	
3	Contortionist 13-	
3	Disguise 14-	
3	Electronics 14-	
3	Interrogation 14-	
3	KS: Jokes, Riddles, & Puzzles 14-	
3	KS: The Superhuman World 14-	
3	KS: Toys & Games 14-	
3	Lockpicking 13-	
3	Mechanics 14-	
3	Mimicry 14-	
3	Security Systems 14-	
3	Sleight Of Hand 13-	
3	Stealth 13-	
3	Streetwise 14-	
3	Ventriloquism 14-	
9	Weaponsmith (all categories) 14-	

Total Powers & Skills Cost: 243

Total Cost: 438

400 Matching Complications (75)

25	Hunted: PRIMUS (Frequently, Mo Pow, NCI, Capture)	
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)	
20	Psychological Complication: Sociopathically Macabre Sense Of Humor (Common, Total)	
15	Social Complication: Secret Identity (Rinaldo Maretti) (Frequently, Major)	

Total Complications Points: 75

Experience Points: 38

sad, but then he remembers his toys and thinks up another fun Escapade.

Appearance: The Black Harlequin is a tall, almost scarecrow-thin man. He wears either jester's motley in black and dark red, or a tuxedo-like outfit in the same colors. His face is concealed by greasepaint in a style that gives him a rather devilish grin, and he has a jester's cap on top of his head. He carries a Jester's Cane, and his pockets are stuffed full of his gimmicked weapons and deadly toys.

EXAMPLE POWERS FOR LOOK WHAT I MADE! POWER POOL

Here are some examples of devices the Black Harlequin might build with his Gadget Pool:

Chattering Teeth: This "novelty item" bites onto a victim and just keeps chewing until turned off or destroyed.

RKA 1d6+1 Armor Piercing (+¼), Constant (+½), Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Range Based On STR (-¼). Total cost: 20 points.

Choo, The Sad Little Train: Choo is sad, because he can't make proper train sounds like all the other locomotives. But the sound he can make has an oddly hypnotic effect on people, causing them to become sleepy.

Mental Blast 3d6, ACV (uses OCV against DMCV; +¼), Area Of Effect (16m Line; +¼) (45 Active Points); OAF (-1). Total cost: 22 points.

Jackknife-In-The-Box: This fiendish jack-in-the-box has a wickedly sharp knife to stab people with when he pops out.

RKA 3d6 (45 Active Points); OAF (-1), Extra Time (Full Phase; -½), Limited Range (6m; -¼), 1 Recoverable Charge (-¼). Total cost: 11 points.

Raggedy Aneurysm: This seemingly cuddly rag doll clamps onto a victim and generates sonic waves that cause painful internal bleeding.

RKA ½d6, Constant (+½), NND (defense is ED Resistant Protection defined as a force-field or the like; +1), Does BODY (+1) (35 Active Points); OAF (-1), Range Based On STR (-¼). Total cost: 15 points.

Rickity Rocket Jetpack: It belches smoke, makes funny noises, and looks like it might fall apart any second — but it works. And it's enough to let the Black Harlequin make his escape when things get tight.

Flight 44m (44 Active Points); OIF (-½). Total cost: 29 points.

Tears Of A Clown: People splashed with this caustic liquid have plenty to cry about themselves.

RKA 1d6, Armor Piercing (+¼), Constant (+½), Penetrating (+½) (34 Active Points); OAF (-1), Range Based On STR (-¼), 8 Charges lasting 1 Turn each (-0). Total cost: 15 points.

BLACK PALADIN

Background/History: Long centuries ago, in the time of good King Arthur, one of the greatest enemies of Camelot and the knights of the Round Table was the House of de Morphant, a family of French knights so black-hearted and cruel that people said *Quand il pleut, la monde pleure pour les méfaits de Morphant* ("When it rains, the world is weeping for the de Morphant's deeds"). And the most wicked of all the scions of de Morphant was Giles, known far and wide as the Black Paladin for his dark armor and even darker soul. Many of Arthur's best and strongest knights came against the Black Paladin only to have their bloody heads sent back to the King. With his deadly mace *Broyeur D'Espoir* ("Crusher Of Hope"), his terrible sword *Consummateur des Ombres* ("Eater Of Shadows"), and an enchanted suit of armor that let him vanish from one spot and appear somewhere else, the Black Paladin was virtually invincible.

When King Arthur heard that Giles de Morphant was marching on a French abbey to sack and pillage it, he sent his greatest knight, Sir Lancelot, at the head of a column of noble knights to stop the Black Paladin once and for all. The clash between Lancelot and de Morphant was fierce; mighty blows were given and received by both knights. After a day of fighting, the two parted, exhausted and bloody, but the Black Paladin had the better of the battle. His men routed Lancelot's knights, and though badly injured himself, he had dealt Lancelot so great a wound he felt certain his foe would die. Exultant despite his pain, he proceeded to the abbey. Finding that the nuns had fled because of how Lancelot delayed him, he flew into a rage and ordered the entire building put to the torch.

Meanwhile, the fleeing nuns came to Lancelot's encampment, where the tender ministrations of one of them, Elaine, healed Lancelot's wound. By the time the Black Paladin and his army returned, Lancelot was ready for them. And this time de Morphant's power and black magic did not avail him — Lancelot triumphed, leaving the Black Paladin face down in the muck of the battlefield.

But de Morphant did not die. Through malice he clung to life. After the battle had passed away, his lover, the witch Chantal, possessed of powerful sorcery, came to him. Unable to heal him as fully as Elaine had Lancelot, she worked a spell to preserve him, unchanged, until "he who is as your brother shalt awaken thee." Then she placed him in his secret tomb, long prepared against just such a day, and in despair and anguish took her own life.

BLACK PALADIN FACTS

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

N/R: The Black Paladin is a powerful supervillain who claims to be a knight from Arthurian times and to have once defeated Sir Lancelot. His mace, sword, armor, and shield are all enchanted. He also possesses a magical lance that he uses when riding his demonic steed, Darkling.

K/R: From 2003 to 2009 the Black Paladin was imprisoned in Stronghold, though the government never uncovered his true identity. He escaped when Menton broke free in 2009.

-1: The Black Paladin also knows a few spells, such as one to create a blinding fog and one to summon demons.

-4: Since resuming his villainous career in 2009, the Black Paladin has had the patronage of Baphomet, the Lord of Wrath. The arch-devil gave Black Paladin a signet-ring that allows him to teleport, thus replacing the enchanted armor Black Paladin lost when he was captured.

-6: The Black Paladin suffers painful burns if splashed with or immersed in holy water.

-10: His Secret Identity is John Black, a professor of medieval studies at Marquette University. He's been a visiting professor at Millennium City University on several occasions.

B**BLACK PALADIN****The Knight of the Crow**

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
27	DEX	34	14-	
30	CON	20	15-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	MCV: 5
30	PRE	20	15-	PRE Attack: 6d6
11	OCV	40		
10	DCV	35		
3	OMCV	0		
6	DMCV	9		
6	SPD	40		Phases: 2, 4, 8, 10, 12
12	PD	10		Total: 36 PD (24 rPD)
12	ED	10		Total: 36 ED (24 rED)
12	REC	8		
55	END	7		
20	BODY	10		
50	STUN	15		

Total Characteristics Cost: 298

Movement: Running: 18m
Teleportation: 40m

Cost	Powers	END
18	Crusher Of Hope: HA +8d6 OAF (enchanted mace; -1), Hand-To-Hand Attack (-¼)	4
78	Eater Of Shadows: Multipower, 157-point reserve All OAF (sword, -1)	
6f	1) Blade: HKA 1½d6 (4d6+1 with STR) Reduced Endurance (0 END; +½); OAF (-1) plus: Major Transform 8d6 (ordinary human into human with Unluck 3d6 and Distinctive Features [no shadow], heals back through special arcane ceremony) (standard effect: 24 BODY), Reduced Endurance (0 END; +½); OAF (-1), Linked (-¼), Only Works If HKA Does BODY (-½)	0
4f	2) Shadow Blast: Blast 12d6 Reduced Endurance (0 END; +½); OAF (-1)	0
58	The Lance Of Unvanquished Pain: HKA 2d6 (4d6-1 with STR) +2 Increased STUN Multiplier (+½); OAF (-1), Can Only Be Used On Horseback (-½) plus: Drain DEX 4d6 Delayed Return Rate (points return at the rate of 5 per Day; +2¼), Reduced Endurance (0 END; +½); OAF (-1), Linked (-¼), No Range (-½), Only Works If HKA Does BODY (-½), Can Only Be Used On Horseback (-½)	4
80	I Summon The Servants Of Baphomet: Summon one infernal being built on up to 600 Total Points [1] Expanded Class (demons, devils, and other infernal beings; +¼), Loyal (+½), Variable Summon (see text and Fantasy Hero, page 155; +¼); 1 Charge (-2)	
27	Blinding Fog Spell: Darkness to Sight Group 8m radius 4 Gestures (-¼), Incantations (-¼)	
60	Armor Of Wrathful Power: Resistant Protection (24 PD/24 ED) Hardened (+¼); OIF (-½)	0

40	Demon's-Head Shield: Multipower, 60-point reserve All OIF (shield; -½)	
2f	1) Protection: Physical and Energy Damage Reduction, 50%, Resistant OIF (-½), Activation Roll 14- (-¼), Costs Endurance (-½)	6
3f	2) Defense: +8 DCV OIF (-½)	0
5	Immortality: Life Support (Longevity: Immortality)	0
54	Signet Of Baphomet: Teleportation 40m, x16 Noncombat, x2 Increased Mass, Position Shift Reduced Endurance (½ END; +¼); OIF (-½)	3
6	Swift-Limbed: Running +6m (18m total)	1
33	Eye Of Souls: Detect Souls 13- (no Sense Group), Discriminatory, Ranged, Sense, Targeting	0

Talents

30	Premonitions: Danger Sense (immediate vicinity, any danger) 12-
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Perks

60	Follower: Darkling, a demon steed built on 300 Total Points (see HSB 100)
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Skills

32	+4 HTH
3	Fast Draw (Common Melee Weapons) 14-
3	Interrogation 15-
3	High Society 15-
3	AK: France 12-
3	KS: Arcane And Occult Lore 12-
3	KS: Medieval Culture 12-
3	KS: Medieval History 12-
3	Language: English (completely fluent; Old French is Native)
3	Language: French (completely fluent)
3	Oratory 15-
3	Riding 14-
2	PS: Professor 11-
2	SS: Archaeology 11-
3	Tactics 12-
3	Teamwork 14-
5	WF: Common Melee Weapons, Lances, Staffs, Whips

Total Powers & Skills Cost: 644**Total Cost: 942****400 Matching Complications (75)**

10	Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
25	Hunted: the Champions (Frequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
15	Psychological Complication: Hatred Of Christianity (Common, Strong)
15	Psychological Complication: Loves To Gloat and Torment Prisoners (Common, Strong)
15	Social Complication: Secret Identity (Giles de Morphant/John Black) (Frequently, Major)
20	Susceptibility: to holy water, takes 2d6 per Phase (Uncommon)

Total Complications Points: 75**Experience Points: 542**

Fast forward to 1993. John Black, an archaeology professor from Marquette University, was backpacking across France when he discovered something in a dark, tiny patch of forest — a tomb! It was old and ruined, with a fallen ceiling and all the walls partially collapsed, but clearly it was someone's sepulchre. Had he bothered to talk to the local people, he would have learned he was in *Forêt du Chevalier Noir*, the Forest of the Black Knight, and that they shunned it as cursed ground and a place of great evil.

Eager to find out more, Black clambered through the ruins until he found the coffin. With a little bit of struggling, he managed to get the stone lid off. Inside was a corpse — an amazingly well-preserved one. As he brushed dirt and dust off the face, he tried to translate the inscription on the inside of the coffin, speaking it out loud to make it easier. With a start, the corpse's eyes opened! Before Black could react, Giles de Morphant's powerful right hand was about his throat.

The next several hours were a haze of pain, as the Black Paladin tortured him. De Morphant discovered, to his satisfaction, that his lover's spell had prepared him for his new life; he could speak the man's strange English. And the prophecy had run true; the man was almost his twin. When he had learned enough to impersonate John Black, de Morphant slew him and walked out into a new world — a world of knights armored in gaudy skintight clothes with powers exceeding even his lover's wizardry. But he had slain the knights of his own day, and could just as easily slay these.

For a span of ten years the Black Paladin worked his evil upon the world, defying conventional law enforcement and superheroes alike to stop him. In 2003 he launched his grandest scheme ever: to resurrect Chantal! With the help of the supervillainess Talisman he committed ritual murders and nearly succeeded at transforming her sister, the heroine Witchcraft, into Chantal... but then Chantal betrayed them both in an effort to seize power for herself! In the end neither her evil nor his were strong enough to overcome the valor of the Champions. Chantal's spirit was banished, perhaps destroyed, and he was captured.

Sentenced to Stronghold, he fell into the grip of depression — or so everyone thought. His anguish was real at first; he was genuinely despondent about Chantal's betrayal and had little motivation to do anything. But a tool of evil as powerful as the Paladin cannot lay unwielded for long. Baphomet, a leading member of the Descending Hierarchy, contacted the Black Paladin through his dreams. In exchange for the Paladin continuing to spread misery, woe, destruction, havoc, and misery, the Lord of Wrath would grant him even greater power... power with which he might one day take revenge against Chantal, the Champions, and all his other enemies.



Appearance: The Black Paladin wears finely-crafted black plate armor and matching helm, with a blood-red surcoat and cape and Eater Of Souls usually in a scabbard at his left hip. In his right hand he typically carries Crusher Of Hope, and in his left he has a shield with his device, a crow sinister, emblazoned upon it.

Giles de Morphant (or “John Black” as he’s normally known in this time) is a tall, well-muscled, dark-haired man with dark eyes and a short, well-trimmed black beard. Even in his civilian identity he has a certain malevolent air that puts people off.

The dark flame within the Black Paladin's breast flared once more, and he accepted the offer — for what was the Lord of Wrath asking him to do, that he would not gladly do already? He maintained a facade of depression until 2009, when Menton's breakout afforded him a chance to escape. Baphomet returned his old weapons to him and granted him new armor and other gifts, and now the Black Paladin's shadow threatens to engulf the world once more....

Personality/Motivation: The Black Paladin is fiendishness personified. No deed is too evil for him, no sin too black. He has no respect for the sanctity of human life, the beauty of women, the charitableness of holy men, or anything else other than himself. He particularly enjoys tormenting his foes, whether it be with the rack and pincers or the simple knowledge of their own inevitable defeat and death at his hands. Gloating comes naturally to him; in his overconfidence he rarely hesitates to explain his schemes to his soon-to-be-dead foes.

Remembering the Christian purity and devotion of Arthur's knights, the Black Paladin reserves an especial hatred for Christianity and anyone associated with it. Many of his crimes have involved the desecration of churches, the violation of nuns, and the destruction and looting of Christian charities and institutions.

The Black Paladin affects a noble and honorable nature when treating with his foes, though neither mercy, honesty, nor faithfulness support his words. He speaks courteously (even if his words drip with malice), and in a tone and style reminiscent of when he first lived. Try to roleplay his “nobility” and speech patterns when using him in a game.

Quote: “You who stand against me shall fall deeper than the pits of Hell, for not even Lancelot can come against the Black Paladin and escape untouched. The sight of your life’s-blood spilling upon the ground shall be sweet to me, sweeter than the singing of nightingales.”

Powers/Tactics: The Black Paladin is a skilled, vicious knight armed with several magical weapons. His favorite is a mace, Crusher Of Hope, which inflicts devastating blows powerful enough to shatter castle walls. He also carries a sword, Eater Of Shadows. Not only is its blade deadly in its own right, but if the victim takes so much as a single point of BODY, the sword tries to consume his shadow. A person without a shadow suffers extraordinary misfortune (and looks quite odd to boot). The only way to get the victim’s shadow back is to perform a magic ritual in which the sword itself is used to carve arcane symbols (engraved on its ricasso) on the victim’s chest. Eater Of Shadows can also project a potent Shadow Blast, using the shadows it has stolen to destroy the Black Paladin’s foes. Because he carries a shield in his left hand, the Black Paladin can only wield one of these fearsome weapons at a time.

When riding his demonic steed Darkling, the Black Paladin often wields a third weapon, the Lance of Unvanquished Pain. Even the slightest scratch from it leaves the victim wracked and crippled with pain.

The Black Paladin wears an enchanted suit of armor forged for him by Baphomet, and an enchanted shield to match. On the ring-finger of his right hand he wears Baphomet’s Signet, which allows him to move from one place to a nearby place without crossing the space in between. He makes skilled use of this in combat, often teleporting behind a foe to obtain a Surprise Move bonus, or teleporting from enemy to enemy to keep any one of them from mounting a sustained attack against him.

The Black Paladin also has a few magical abilities. Some are spells learned long ago from the witch Chantal. He can conjure a thick fog to blind his foes, and then use his Eye Of Souls ability to keep track of where they are so he can attack them without difficulty. From Baphomet he’s gained the power to summon members of the Infernal Host to aid him. He can only do so once per day, and the more powerful the type of demon he chooses to summon, the fewer of them he can call to his aid. (See *Fantasy Hero*, page 155, for full information on the *Variable Summon* Advantage.)

De Morphant also possesses several Skills needed for his role as John Black, archaeology professor. (He maintains this identity, since the government never uncovered it when he was captured and Baphomet covered up his absence with a few well-placed spells.) His knowledge of modern civilization and history is fairly complete, though he may occasionally slip (particularly when using High Society).

Campaign Use: You can use the Black Paladin in several ways. For some PC groups he’s powerful enough to serve as a low-grade master villain, or perhaps as an ally of other powerful mystic villains (such as Dark Seraph, the Demonologist, Talisman, or the Slug). Alternately, he might take a job as “retainer” to a powerful master villain, though even then he’s likely trying to find a way to betray his “master” and turn the situation to his own advantage.

The Black Paladin’s function as Baphomet’s servant may also generate plots. After all, arch-devils are fickle patrons. Should the Black Paladin fail to satisfy Baphomet’s desires, the Lord of Wrath might very well take the gifts he gave de Morphant away....

If you want to strengthen the Black Paladin, perhaps to turn him into more of a “master villain” or character capable of taking on an entire PC team, you can increase his defense, or give him more spells and abilities. Another possibility is to allow him to Summon more demons, more frequently, so that he always has an “army” at his beck and call.

To weaken the Black Paladin, get rid of his Teleportation, remove some of his spells, reduce his sword’s HKA to 1d6 (or remove the sword altogether, or at least take away its Transform power), reduce Crusher Of Hope to an HA +6d6, and take away or weaken his Danger Sense.

Associates, Allies, And Adversaries: The Black Paladin’s a very active supervillain and has often worked with other villains such as Anubis, the Demonologist, Morningstar, Talisman, and the Ultimates in temporary partnerships. (He prefers to work with other mystic villains.) Most surprisingly he gets along well with Dark Seraph; each seems to “respect” the evil in the other, in a sense.

The handsome de Morphant has also cut something of a swath among the mystic villainesses of the Champions Universe. Brangomar, the Shadow Queen, finds him the most delightful “minion” on Earth. Rumor has it that he and Morgaine the Mystic, and he and Talisman, have had affairs, though there’s no proof of any of this.

On the other hand, the Black Paladin isn’t friends with everyone in the Mystic World. He intends to kill Eduard and Anais Vandaleur for their “insults” to him (*i.e.*, betrayal of him the one time they teamed up) as soon as a reasonable opportunity presents itself. The Circle of the Scarlet Moon he generally regards as being full of poseurs and fools. He won’t lift a finger to stop DEMON’s schemes unless he absolutely has to, but he won’t work with the organization either.

BLOODRAGE

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 HTH damage [4]
23	DEX	26	14-	
30	CON	20	15-	
18	INT	8	13-	PER Roll 13-
20	EGO	10	13-	
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
24	PD	22		Total: 24 PD (18 rPD)
24	ED	22		Total: 24 ED (18 rED)
20	REC	16		
60	END	8		
20	BODY	10		
60	STUN	20		Total Characteristics Cost: 327

Movement: Running: 12m

Cost Powers

Cost	Powers	END
93	Instill Rage: Mind Control 14d6 (Human class of minds) 6 Telepathic (+¼), Invisible Power Effects (victim believes actions were his own; +½), Reduced Endurance (½ END; +¼); Only To Cause Anger And Provoke Combat (-½)	6
56	Claws: HKA 3d6 (6d6 with STR) 2 Reduced Endurance (½ END; +¼)	2
18	Demonic Body: Resistant (+½) for 18 PD/18 ED 0	0
20	Demonic Mind: Mental Defense (20 points) 0	0
10	Demonic Body: Power Defense (10 points) 0	0
37	Demonic Body: Life Support (Total, including Longevity: Immortality but excluding Diminished Eating) 0	0
30	Remaining Unseen: Invisibility to Sight, Hearing and Smell/Taste Groups 3	3
20	Infernal Escape: Extra-Dimensional Movement (to a single location in Hell) 2	2
22	Detect Anger And Rage: Detect A Single Thing 13- (Unusual Group), Discriminatory, Range, Telescopic (+8 versus Range Modifier), Tracking 0	0
32	Demonic Body: Regeneration (2 BODY per Turn) 0	0
5	Tail: Extra Limb 0 Inherent (+¼); Limited Manipulation (+¼)	0

Perks

2 Fringe Benefit: Member of the Lower Nobility Of Hell

Talents

22 Universal Translator 15-

Skills

- 3 +3 OMCV with Instill Rage
- 24 +3 HTH
- 3 Concealment 13-
- 3 Conversation 15-
- 3 KS: The Descending Hierarchy 13-
- 3 AK: Hell 13-
- 2 KS: Earth's Superhumans 11-
- 3 Oratory 15-
- 3 Persuasion 15-
- 3 Shadowing 13-
- 3 Stealth 14-
- 3 Tactics 13-

Total Powers & Skills Cost: 423

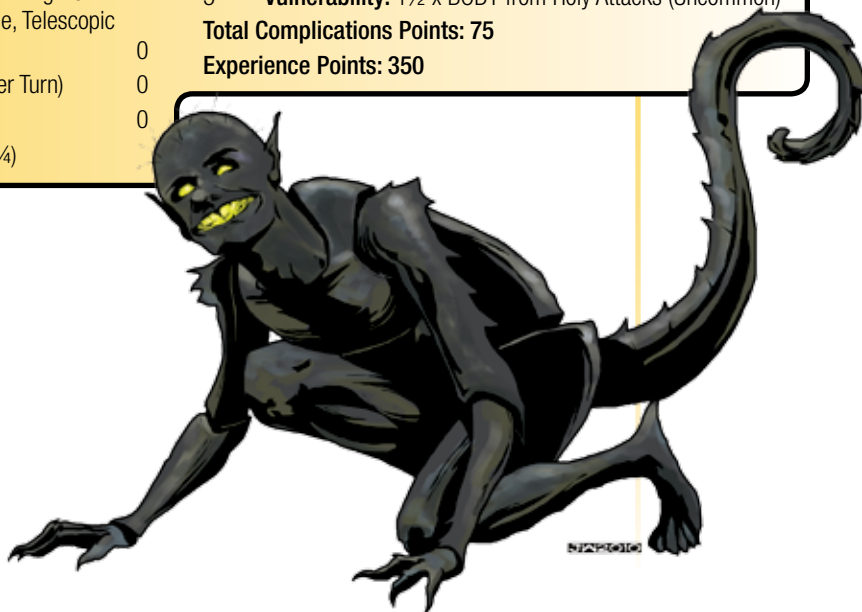
Total Cost: 750

400 Matching Complications (75)

- 20 **Hunted:** Forces Of Light (Frequently, Mo Pow, Harshly Punish)
- 15 **Hunted:** More Powerful Demons (Frequently, Mo Pow, PC has a Public ID or is otherwise very easy to find, Watching)
- 25 **Psychological Complication:** Loves To See Others Fight (Very Common, Total)
- 15 **Psychological Complication:** Fascinated By Earth's Superheroes, Especially Those With Hidden Savage-ries (Common, Strong)
- 15 **Psychological Complication:** Fears More Powerful Demons (Uncommon, Total)
- 15 **Susceptibility:** takes 2d6 damage instantly when exposed to Holy items or attacks (Common)
- 10 **Vulnerability:** 2 x STUN from Holy Attacks (Uncommon)
- 5 **Vulnerability:** 1½ x BODY from Holy Attacks (Uncommon)

Total Complications Points: 75

Experience Points: 350



BLOODRAGE FACTS

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

N/R: Bloodrage is a demon from the Netherworld who enjoys toying with humans. Its primary power is the ability to cause someone to become furiously angry.

K/R: Bloodrage also has vicious claws capable of wounding even the toughest superheroes.

-4: Holy attacks cause Bloodrage great pain.

-6: In fact, just exposing Bloodrage to Holy objects or powers causes it pain.

BLOODRAGE

Background/History: Bloodrage is a demon whose native home is the Netherworld (a plane to which it can return at will). As far as it can remember it has always existed... and always found humans fascinating toys to play with and feed off of.

Personality/Motivation: Bloodrage both physically and psychically feeds on rage, particularly the intense rage that occurs during combat. It uses its powers to manipulate people into fighting each other so it can voyeuristically satiate itself on the resulting emotions. During the twentieth century it discovered that costumed criminals and crimefighters are particularly rich sources of both nutrition and amusement.

Quote: “Ahhh, delicious... a bold, righteous anger with cinnamon whiff of frustration.”

Powers/Tactics: Bloodrage usually lurks invisibly around people or places where it might have the opportunity to feed. When a situation arises that it thinks can spark a conflict, it uses its Instill Rage power to fan that spark into a full-blown flame. Then it sits back and enjoys the fun. The victim usually can never tell that his fury didn't come from himself... and even if he eventually realizes he was psionically manipulated, convincing other people of that may not be possible....

Campaign Use: Bloodrage is a walking plot device for when GMs want to provoke combat between characters with no other good reason to fight. Heroes with *Enraged/Beserk* Complications, especially those who try to control these flaws and regret their failures to do so, are particularly appealing to Bloodrage; it's the surrender to the primal emotions of combat that it finds tasty.

To make Bloodrage more powerful, either give it more powers that it could use to manipulate people (such as Mental Illusions or Telepathy), or give it a suite of typical demonic powers (control over hellfire, for example, or even a Magic Power Pool). To weaken it, reduce its dice in Mind Control so it can only coax people into anger, not outright control them.

Appearance: Bloodrage is a horrible little demon with a segmented black exoskeleton bristling with spikes, overlong limbs, and a pointed tail that he curls protectively around himself. His eyes are bulbous and yellow, without pupils, and his face has a long snout and a sneering permanent grin showing lots of mismatched teeth. He stands about four feet tall, though the way he often hunches over it's difficult to gauge his true height.

BLOWTORCH

Background/History: Perry Johnson got his start as a pyromaniac early — he can't remember a time when he wasn't fascinated by the flames. As a child, he frequently started small fires just for the fun of watching them burn, and chased after fire trucks on his bike to see the towering sheets of flame as beautiful, precious fire claimed another tribute in the form of an office building or home. Even today he often spends his “recreation time” listening for reports of fires and driving over to watch his “good friends” in the Fire Department at work.

After high school, Perry joined the Army, hoping to have the opportunity to learn about and use incendiary weapons. He got his chance, and after he helped test some new models the Army was experimenting with, he made some insightful and useful suggestions to the development team.

Then the MPs caught him setting a little fire in the mess hall late one night. Despite his claim that he'd *found* the fire and was trying to put it out, he was court-martialed and dishonorably discharged. Disconsolate, he obtained a job as an arson investigator for an insurance firm, but that didn't work out — he only got involved with fires after they happened. He saw the aftermath, but not the birth or the flowering, and he couldn't stand that.

Finally, Perry's pyromania reached the point where he realized he should be *setting* the fires, not just watching them. That way he was sure to be in on all the glorious action! He snuck back onto the Army base where he'd been stationed, broke into the laboratory, and stole one of the experimental flamethrowers and some other equipment. A wave of destructive building fires soon announced that Blowtorch had arrived on the supervillain scene.

Personality/Motivation: Blowtorch is a psychotic pyromaniac who loves to watch things burn — including people. Anything that feeds his beloved flames is acceptable as fuel. The screams and smell of burning human flesh please him almost as much as seeing a towering skyscraper engulfed in flames from head to toe.

Blowtorch's affect and mood vary. When he's on a roll or succeeding at things (including combat), he tends to rhapsodize fire, shouting paeans of praise to it and even singing snatches of rock-'n'-roll songs that mention it. He'll giggle and caper, sometimes wasting a Phase for the sheer joy of it. If things aren't going so well, he tends to stare deeply into the flames, becoming morosely wrapped up in how wonderful they are. (In game terms, if things are going very well or very poorly for Blowtorch, the GM should have him make an EGO Roll; if he fails, he spends one Phase doing these things.)

Quote: “Blaze and burn, twist and turn, glorious fire, higher and higher!”

A

BLOWTORCH

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-
12	EGO	2	11-	
15	PRE	5	12-	PRE Attack: 3d6

6	OCV	15		
5	DCV	10		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	PD	4		Total: 18 PD (12 rPD)
6	ED	4		Total: 18 ED (12 rED)
7	REC	3		
35	END	3		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 110

Movement: Running: 14m

Cost Powers **END**

- 78 **High-Tech Flamethrower:** Multipower, 67-point reserve [125]
125 Charges for entire reserve (+¾); all OIF (-½)
- 4f **1) Concentrated Firestream:** RKA 3d6
Armor Piercing (+¼); OIF (-½)
- 3f **2) Fireball:** RKA 3d6
Area Of Effect (30m Radius Explosion; +½); OIF (-½), Requires 3 Charges Per Use (-½)
- 3f **3) Rapid-Fire Mini-Fireballs:** RKA 1d6
Armor Piercing (+¼), Area Of Effect (1m Radius; +¼), Autofire (5 shots; +1½); OIF (-½), Requires 2 Charges Per Use (-¼)
- 3f **4) Cone Of Fire:** RKA 3d6
Area Of Effect (16m Cone; +½); OIF (-½), No Range (-½), Requires 3 Charges Per Use (-½)
- 2f **5) Fuel Stream:** RKA 1d6
Armor Piercing (x2; +½), Constant (+½), Uncontrolled (removable by any means that snuffs the fire; +½), Reduced Endurance (0 END; +½); OIF (-½), Limited Range (20m; -¼), Requires 3 Charges Per Use (-½)
- 15 **Mini-Incendiary Grenades:** RKA 2d6 [6]
Area Of Effect (24m Radius Explosion; +½); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)

Martial Arts: Generic

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Dodge	—	+5	Dodge, Affects All Attacks, Abort
4 Punch	+0	+2	5d6 Strike

- 30 **Armored Costume:** Resistant Protection (12 PD/12 ED) 0
Hardened (+¼); OIF (-½)
- 2 **Fast Runner:** Running +2m (14m total) 0
- 3 **IR Mask Lenses:** Infrared Perception (Sight Group) 0
OIF (-½)

Talents

- 3 +6 DEX to act first with All Ranged Attacks

Skills

- 20 +4 with High-Tech Flamethrower Multipower
- 5 Accurate Sprayfire
- 5 Concentrated Sprayfire
- 3 Demolitions 12-
- 6 KS: Incendiary Weapons 15-
- 1 KS: The Military/Mercenary/Terrorist World 8-
- 2 KS: The Superhuman World 11-
- 2 KS: U.S. Army 11-
- 3 Mechanics 12-
- 2 PS: Soldier 11-
- 5 Rapid Attack (Ranged)
- 5 Rapid Autofire
- 3 Security Systems 12-
- 5 Skipover Sprayfire
- 3 Stealth 12-
- 4 WF: Small Arms, Flamethrowers, Grenade Launchers
- 14 Weaponsmith (Incendiary Weapons) 18-

Total Powers & Skills Cost: 246

Total Cost: 356

400 Matching Complications (75)

- 25 **Hunted:** the Champions (Frequently, Mo Pow, NCI, Capture)
- 25 **Hunted:** PRIMUS (Frequently, Mo Pow, NCI, Capture)
- 20 **Psychological Complication:** Psychotic Pyromaniac; Loves To Watch People And Things Burn (Common, Total)
- 15 **Social Complication:** Secret Identity (Perry Johnson) (Frequently, Major)
- 25 **Susceptibility:** to having his fuel tank ruptured by an attack that can ignite its fuel, takes 2d6 per Segment until he can douse the flames (Uncommon)

Total Complications Points: 75

Experience Points: 0



BLOWTORCH FACTS

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

N/R: Blowtorch is a supervillain who uses a high-tech flamethrower; he's a highly dangerous pyromaniac responsible for dozens of deaths and billions of dollars' worth of property damage.

-4: Blowtorch's costume and weapon are armored, but rupturing the fuel tank he wears on his back is likely to cause him serious injury by setting *him* on fire.

-10: His Secret Identity is Perry Johnson; he's a former US Army soldier and arson investigator.

Powers/Tactics: Blowtorch uses a modified high-tech flamethrower. The weapon has a variety of settings he controls by pressing buttons with his thumb or carefully squeezing the variable-use trigger. He can fire a concentrated stream of flame, larger balls or cones of flame, or a series of large goutts of flame. Perhaps most interestingly, he can soak a person in unburned fuel, then with the tiniest flick of the trigger, send a spark down the fuel stream to immolate the target. (This is bought as a Constant Uncontrolled attack, with Reduced Endurance even though the Flamethrower uses Charges, to represent how the victim keeps burning until the fire is put out.)

The Flamethrower uses a special form of highly-concentrated jet fuel, but in a pinch, Blowtorch can fill the tank with ordinary gasoline to replenish his Charges (reduce each slot's damage by 1-2 DCs, or perhaps more, to simulate the lower-quality fuel). Unfortunately, the weapon can be as dangerous to Blowtorch as to his enemies. If it takes even a single BODY of damage past its defenses from an energy attack (or any other attack that could ignite the fuel), it bursts into flame, causing Blowtorch to take 2d6 damage every Phase (no defense) until the flames are extinguished.

In combat, Blowtorch normally relies on his Concentrated Firestream attack most of the time, switching to the others only when he can take out multiple targets or obtain some other tactical advantage — the other settings all use up fuel much more quickly. If he loses his flamethrower, he can fall back on his martial arts training.

Campaign Use: For the most part Blowtorch is a run-of-the-mill mercenary villain who hires himself out for jobs where he might have the chance to start fires. (This includes, of course, any arson job; he's a highly sought-after expert at those.) However, his pyromania puts an interesting spin on things; he may compromise his employer's mission if he can't resist the opportunity to start a little fire.

If Blowtorch isn't strong enough to stand up to the heroes in your game, give him more incendiary weapons — maybe even ones built into his costume so they can't be taken away from him or destroyed easily. Some more Resistant Protection might help him, too. If he's too strong or dangerous, tone down his High-Tech Flamethrower until he's a viable, but not overwhelming, opponent.

Appearance: Blowtorch wears a charcoal-grey costume with a dark orange "flame" design licking up his arms and legs from his boots and gloves. His half-face mask is also dark grey, with the flame-orange around the eyes. His flamethrower's fuel tanks are strapped to his back, and connect to the rifle via an armored hose.

Out of costume, Perry Johnson is a 5'6" white man of average appearance in his mid-thirties. He has sandy blonde hair, hazel eyes, and a runner's build. He usually carries a few cigarette lighters and has a nervous habit of flicking them on, staring at the flame for a couple of seconds, then flicking them off.

BRAINCHILD

Background/History: Harold Jenkins can't remember a time when he didn't have mental powers. When he was in elementary school and junior high, he used them to keep bullies away from him — and he was already smart enough to conceal his powers while he did it. In high school he used his powers to get straight As, and girls, who couldn't withstand the force of his powers of mental domination. All in all, a most pleasant existence.

Already well-versed in many scientific subjects due to his innate intelligence and interest in such matters, Harold didn't bother with college. Instead, he went straight out into the working world — or, more precisely, the working underworld, since he realized he could use his powers to get money the same way he'd used them to get girls. He arrogantly christened himself “Brainchild” and set about robbing banks. His first few robberies were an astounding success; he flashily mind controlled the guards and loudly demanded money from the tellers, who just handed it to him, after which he walked out the door. Then he tried to rob a bank when Jonathan Keyes (the Drifter of the Justice Squadron) happened to be nearby. A few minutes later, the Drifter was posing heroically for the cameras and giving a post-battle interview while Brainchild was being taken by emergency vehicle to the nearest mental ward.

Humiliated and badly injured, Harold began to rethink his approach. He didn't like pain — in fact, he absolutely loathed it — and had little interest in getting involved with the usual sorts of battles people with superpowers seemed to participate in. He could make more money by using his mental and scientific talents to supply the underworld with goods and services. That would be nice, safe, and profitable.

After his mind had recovered from the Drifter's powers, and his body had healed, Brainchild served the rest of his term, was released, and then simply vanished. For a while he went to work for VIPER, but that turned out badly; no one there recognized his inherent brilliance, and his inability to follow orders or get along with his lab-mates led to a rather abrupt parting of the ways in which Brainchild walked off with several gigabytes of valuable VIPER data. Now UNTIL and other law enforcement agencies are looking for him because he violated the terms of his parole, and VIPER wants to kill him and get its data back. But he's smarter than all of them put together, and intends to stay far away from jail — or the business end of any VIPER blasters.

Personality/Motivation: For a mentalist, Brainchild is a relatively normal guy. All he asks out of life is to be left alone to accumulate as much money as possible so he can live like a king. The fact people want to stop him from doing this because he *steals* the money annoys him considerably. The way he sees it, he's entitled to some money, since he doesn't use his mental powers to conquer the world or anything, like Menton and those *other* villains. He's doing the world a favor, and he ought to be compensated for it.

Brainchild's goal as a criminal is to amass as much wealth as possible. He has very expensive tastes he likes to indulge; whenever possible, he lives in expensive hotel rooms and penthouses, eats the best food, drink the finest wines, and dates the most beautiful women (whether they'll date him of their own free will or not). If he doesn't have money, you can bet he's scheming to get some, somehow. If he ever hit a *really* big score, he would probably retire from crime — at least until the money ran out.

Quote: “I think I've got just the thing for you....”

Powers/Tactics: Brainchild is a mentalist with an average range of low-strength mental abilities. He usually makes his money with his talents as an electronics wizard and inventor — he supplies other criminals with gadgets or advice to help their crimes go more smoothly. Occasionally he hires himself out to help criminal groups; he does still commit a few crimes on his own, but they tend to be very low-risk ones.

Brainchild is a coward, though not an abject one. His fight with the Drifter taught him just how painful superpowered combat can be, and he has no desire to repeat the experience. He'll run rather than fight if confronted by superheroes. The only exception to this is that he absolutely cannot stand to be insulted or taunted; it brings back unpleasant memories of his childhood as an “egghead.” He's likely to turn on anyone throwing insults at him and try to teach him a lesson.

Coward or not, Brainchild is still a criminal, and sometimes displays a rather vicious streak. He will make sneak attacks or use “dirty blows” to gain a quick advantage, and he loves to torment his enemies when they're down (or to take unpleasant forms of revenge on them if they hurt or capture him). Superheroes who approach him simply as a cowardly little gadgeteer are in for a surprise.

Brainchild usually carries a large selection of gadgets (and sometimes the spare parts with which to build other gadgets). He's really more dangerous as a gadgeteer than as a mentalist, a fact his enemies sometimes forget. His favorite gadget is his Molecular Destabilization Pistol, which cancels the bonds between molecules, with effects up to and including total disintegration of the target. He'd really like to learn SS: Psionic Engineering so he can build devices into his helmet that augment his Mental Powers, but so far the secrets of that science elude him.

Campaign Use: Brainchild is a mercenary villain with a twist — one who'd rather supply equipment or help with planning a crime than carry out the crime himself. He could easily get mixed up with some people too powerful or evil for his own comfort, and need to turn to the PCs for help. Or, with some minor changes to his *modus operandi*, you could make him a member of GRAB.

If you want Brainchild to be more powerful (perhaps so he can serve as the focus of a scenario), give him a Gadget Pool. Alternately, you could boost his *Psionic Powers* Multipower to a 60 Active Point reserve, and all the slots accordingly. (You could also let him learn SS: Psionic Engineering and enhance his Psionic Powers with gadgetry.) If he's too powerful or capable for your PCs, get rid of some of his gadgets.

Associates, Allies, And Adversaries: Over the course of his career Brainchild has interacted with many other members of the Superhuman World, sometimes positively, sometimes not. His work as an underworld armorer makes him a competitor of Wayland Talos, and the two of them have become bitter rivals as a result. It wouldn't take much for Brainchild to get angry enough to go after Talos to get revenge.

The flipside of the revenge coin is that VIPER's still got Brainchild on its "wanted" list. The agent or supervillain who captures him (or can bring proof of his death) to VIPER will earn a big reward.

As a mutant, Brainchild supports Kinematik, though he has turned down offers to join the master of kinetic energy as a formal member of his team. Instead he helps the cause by selling Kinematik his gadgets and services at a substantial discount. If Brainchild were ever in serious trouble Kinematik might help him out as a "recruiting tactic."

As part of his efforts to learn SS: Psionic Engineering, Brainchild studies other mentalists as much as he can. He's particularly intrigued by Esper, partly due to the nature of her powers but partly because he finds her attractive. He'd love to meet her in person. He's also very interested in studying psionic technology that other villains use, such as Cadaver's *Zombification Pistol*.

Brainchild maintains informal contact via e-mail with other supervillains who are inventors or are known for their technological acumen, such as Lady Blue and Utility. They exchange information and bounce ideas off one another.

Appearance: Brainchild is an average-looking Caucasian man in his early thirties, 5'10" tall with short, dark brown hair. He wears a dark blue jumpsuit sort of costume, with orange-red boots, belt, and gloves. The belt is clearly a high-tech gadget (it generates a force-field), and attached to it on the right hip is an orange-red holster holding his *Molecular Destabilization Pistol*. On his back he wears an orange-red jetpack, and on his head there's an orange-red open-face helmet with goggles.



BRAINCHILD FACTS

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

N/R: Brainchild is a supervillain with minor psionic powers. He also builds and uses gadgets, including a molecular destabilization pistol, a force-field belt, and a jetpack.

K/R: Brainchild actually makes a lot of his money as an underworld armorer, supplying weapons and gadgets to other villains. His real name is Harold Jenkins.

-2: Brainchild stole some valuable data from VIPER years ago, and the snakes still want revenge on him.

-4: Brainchild *really* dislikes being mocked or insulted, and may become violent if subjected to such behavior.

-6: Brainchild is a mutant.

-8: Brainchild's never learned how to build devices to enhance his psionic powers, but really wants to, and might take some serious risks to acquire that knowledge.

A BRAINCHILD

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
18	CON	8	13-	
30	INT	20	15-	PER Roll 15-
25	EGO	15	14-	
20	PRE	10	13-	PRE Attack: 4d6

6	OCV	15		
6	DCV	15		
8	OMCV	15		
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)

6	REC	2		
55	END	7		
10	BODY	0		
30	STUN	5		

Total Characteristics Cost: 183

Movement:

Running:	12m
Flight:	30m

Cost Powers **END**

45	Psionic Powers: Multipower, 45-point reserve	
4f	1) Brain Blast: Mental Blast 3d6 Constant (+½)	4
4f	2) Mental Control: Mind Control 5d6 Cumulative (60 points of effect; +¾)	4
3f	3) Mind Games: Mental Illusions 6d6	3
3f	4) Telepathy: Telepathy 6d6	3
3f	5) Brain Scan: Mind Scan 6d6	3
1f	6) Brainlink: Mind Link (any one mind)	0
2f	7) Psychokinesis: Telekinesis (10 STR) ACV (uses OMCV against DCV; +0), Line Of Sight (+½)	3
25	Molecular Destabilization Pistol: Multipower, 50-point reserve All OAF (-1)	
2f	1) Partial Destabilization: Blast 10d6 OAF (-1), No Knockback (-¼), 12 Charges (-¼)	[12]
2f	2) Disintegration: RKA 3d6 OAF (-1), No Knockback (-¼), 12 Charges (-¼)	[12]
24	Force-Field Belt: Resistant Protection (12 PD/12 ED) OIF (-½)	0
15	Mindward: Mental Defense (15 points)	0
7	Force-Field Belt: Power Defense (10 points) OIF (-½)	0
20	Jetpack: Flight 30m OIF (-½)	3
6	Communications Array: HRRP OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

3	Nightsight: Infrared Perception (Sight Group) OIF (-½)	0
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3	Nightsight: Ultraviolet Perception (Sight Group) OIF (-½)	0
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Skills

3	Computer Programming 15-
3	Electronics 15-
3	Inventor 15-
1	AK: Millennium City 8-
2	KS: Current Events 11-
3	KS: General Knowledge And Trivia 15-
2	KS: Mentalists And Mental Powers 11-
3	KS: The Superhuman World 15-
2	KS: World Literature 11-
1	Mechanics 8-
3	Security Systems 15-
3	Stealth 13-
3	Systems Operation 15-
3	Scientist
2	1) SS: Anthropology 15-
2	2) SS: Biology 15-
2	3) SS: Chemistry 15-
2	4) SS: Physics 15-
2	5) SS: Psychology 15-

Total Powers & Skills Cost: 217

Total Cost: 400

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
15	Enraged: if tricked, fooled, or out-thought (Uncommon), go 11-, recover 11-
20	Enraged: if insulted, belittled, or mocked (Common), go 11-, recover 11-
25	Hunted: VIPER (Infrequently, Mo Pow, NCI, Capture/Kill)
25	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Intellectual Arrogance (Very Common, Strong)
15	Psychological Complication: Inferiority Complex; Must Prove His "Superiority" (Common, Strong)
15	Psychological Complication: Greedy (Common, Strong)
15	Social Complication: Public Identity (Harold Jenkins) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

JOSIAH BRIMSTONE

Background/History: It was a long, long time ago in a strange, distant land: New York City, 1972. Out of boredom and rebelliousness, Collin Kildare, a college student and the wealthy son of even wealthier parents, turned to the occult. On Walpurgisnacht he worked his greatest magic ever: a conjuration to call forth a demon from the Nether Realms.

It worked... but not the way he intended. Unbeknownst to anyone, even himself, Collin possessed a profound, innate talent for magic surpassing even that of most of the puissant mystics on Earth. What responded to his call was not just any demon — some lesser soldier or camp-follower of the armies of the infernal — but Belial, Duke of Hell and one of the most powerful beings in the Descending Hierarchy.

Belial gasped when he saw the power in young Collin — and then laughed with malefic glee when he realized the boy didn't know how to use it yet and had left himself vulnerable. He decided to do something about this impudent fool now, before he came into his power enough to pose a threat to Belial or his masters... and to have a bit of fun in the process. He grabbed the screaming Collin and tore from him his very soul. And then he worked a summoning himself, calling one of his minions to him: a demon of vast and terrible power, but still beholden to the Duke Belial shoulder-and-hip. He gave young Collin's soul to this demon as a plaything... but then removed the demon's own soul and thrust it into Collin's body!

Collin awoke the next morning thinking he'd had *way* too much to drink. Then he saw the smeared pentagram drawn on the floor in red paint, and his memory came flooding back. He could feel the demon's soul within him, fluttering against his flesh like a butterfly trapped in a man's hand. Terrified, he fled from college and his former life, hoping to find some way to reverse what had happened and regain his own soul.

But that proved far harder than he'd thought. The first few months and years were painful ones, as he stumbled through the Mystic World looking for answers to a question he could barely formulate. Even worse, he soon discovered that the demonsoul within him could break free, transforming his body into diabolic form so it could wreak great harm and evil. In time he developed a rigid self-control, the better to keep the demon chained within him, but not even his iron will was always enough: the very demonsoul within him corrupted him, making him prone to great rage, and during those times when his passions overcame his will the demon was most likely to break free for a time until his own personality re-asserted itself.

Collin, now calling himself “Josiah Brimstone” as a sort of ironic joke and way to keep his true identity and name a secret, traveled the world looking for the key with which to unlock the secrets that would enable him to regain his soul. He practiced meditation with *sadhus* in India, absorbing their holy wisdom and learning ways to control the demon within. He studied with Chinese and Japanese masters of the occult, practicing both martial arts and spellcraft with them. Hidden druidic circles in the British Isles, ancient cults in Russia, Middle Eastern fakirs and dervishes, Haida Indian shamans in British Columbia, and many others taught the quiet, somber man who possessed such great power but carried such a terrible burden. None of them could give him the key he sought — but with each mystic and magus he studied under, his already considerable power and knowledge grew even more. But he's never learned enough to storm the gates of Hell and regain by force what was taken from him so long ago.

In time Brimstone made his way back to the United States. Since then he's often found himself caught up in adventures. Sometimes he's on the side of the angels, helping some hapless person with a mystic problem... though often as not his “help” is a double-edged sword. At other times his demon-born selfishness and anger make him a threat to the peace and safety of innocent folk instead of a hero or helper. His burden is a terrible one, and he longs for the day he can set it aside forever... even if doing so costs him his arcane powers.

Personality/Motivation: Josiah Brimstone was once a cynical, jaded young man: a snob, a dilettante, an uncaring fool. Some of that changed when Belial replaced his soul with that of a demon, but for the most part things just got worse. Having a demon's soul inside him has made him selfish, arrogant, snide, sarcastic, insultingly judgmental, and annoyingly cryptic. Worst of all, he's prone to completely losing his temper in stressful situations or when exposed to holy magics — and when that happens, sometimes the demonsoul frees itself and takes over his body.

Brimstone often *tries* to do what he thinks is the “right thing,” on the theory that this will weaken the demonsoul. But between his negative personality traits and his Unluck he usually just makes things worse. Many heroes have concluded that turning down his offers of “help” is easier than working with him... which of course only angers him. And then there are the times the demonsoul influences his personality enough to make him act like a full-blown supervillain. (In game terms, the GM should roll his *Sometimes The Demonsoul Takes Over Psychological Complication* periodically; if the roll fails, Brimstone becomes thoroughly, unhesitatingly evil for a while.)

Josiah desperately wants to get his own soul back. He believes the demon Belial gave it to, or perhaps Belial himself, still has it. But even if that's true, that doesn't mean he can easily get it back. He's tried storming the gates of Hell twice to take it by force, only to be repulsed each time — because he lost it through his own folly, he has to find a way to get it back through his own maturity, responsibility, and good deeds, he can't just snatch it back. But he would be willing to risk much to regain it.

Quotes:

1. "Like the man said, there are more things in Heaven and Earth than are dreamt of in your philosophy. Believe me."
2. "If there's one thing I know about, it's fighting your inner demons."

Powers/Tactics: Josiah Brimstone is a supermage of great might, able to command the powers of Thaumaturgy with nothing more than the force of his will (though he usually adds a wave of the hand and a short incantation just for show). In addition to his vast repertoire of learned spells, he carries several enchanted items (see below), and his magical powers reduce his need to eat or sleep.

While Brimstone naturally possesses great magical talent, it's possible (but not necessarily true) that some of his magical power results from the fact that he's got a demon's soul instead of his own. But even if the demonsoul gives him power, it also creates many difficulties for him. Most prominently, in times of stress he's prone to transforming into the demon — the demonsoul takes control of him entirely, submerging his personality beneath its own and altering his form and powers to demonic ones. This most often happens when he becomes angry or suffers an injury, but it can also occur when he uses too much of his mystic power, or sometimes for no discernible reason at all. (In the case of his Accidental Change for using more than 60 points' worth of his VPP Pool in a single Phase, make the roll each Phase, with the roll increasing by 1 for each Phase he maintains that level of power use.) At the GM's option, Brimstone's Accidental Change rolls might be reduced a point or two for a day if he performs some particularly selfless good deed; the "good karma" this builds up makes it easier to quell the demonsoul.

When Brimstone transforms into the demon, he remains in demon form until the demon has acted for a minimum of one Phase. Then he and the demon begin engaging in EGO Roll Contests every Phase: if the demon wins, it remains in existence; if Brimstone wins, he regains control of the demon and reverts back to his normal form at the end of that Phase. The demon may also lose control if it takes BODY damage, if it uses too much of its own power, or sometimes for no reason anyone can fathom.



During his studies and adventures Josiah Brimstone has acquired several enchanted items of great power. The most daunting of these is *Gloomspire*, which resembles a sword too long to be held in one hand, though Brimstone can hold it one-handed with ease. It appears to be made out of some strange, greyish metal that seems to eat the light rather than reflect it. But it's not actually a sword in the traditional sense — it's more of a spiritual weapon. When it touches someone, it can cause great pain, even unto death, but it can also inflict emotional or mental torment, diminish the victim's force of personality, weaken or corrupt him, and so forth. *Gloomspire* has a terrifying reputation among the Mystic World; Brimstone's causing it to manifest is enough to give most mystics opposing him pause. (More than a few of them consider it an evil object, and Brimstone doubly evil for using it.)

JOSIAH BRIMSTONE

Val Char Cost Roll Notes

15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
24	DEX	28	14-	
20	CON	10	13-	
25	INT	15	14-	PER Roll 14-
30	EGO	20	15-	
50	PRE	40	19-	PRE Attack: 10d6

8 OCV 25

7 DCV 20

10 OMCV 21

10 DMCV 21

5 SPD 30 *Phases: 3, 5, 8, 10, 12*8 PD 6 *Total: 28 PD (20 rPD)*10 ED 8 *Total: 30 ED (20 rED)*

10 REC 6

80 END 12

15 BODY 5

40 STUN 10

Total Characteristics Cost: 282

Movement:	Running:	12m
	Flight:	40m
	Teleportation:	50m

Cost Powers

162	Thaumaturgy: Variable Power Pool, 90 Pool + 60 Control Cost Cosmic (+2); Only Magic (-¼)	END var
140	Gloomspire: Drain Characteristics 4d6 Expanded Effect + Variable Effect (any four Characteristics simultaneously; +2), Delayed Return Rate (points return at the rate of 5 per Hour; +1¾), Reduced Endurance (0 END; +½); No Range (-½)	0
30	The Phantasmagoric Flame Of Falthagar: Multipower, 60-point reserve All OAF (-1)	
3f	1) Hurlled Spark: RKA 4d6 OAF (-1), Range Based On STR (-¼)	6
2f	2) Arced Spark: RKA 3d6 Indirect (Path can arc over intervening obstacles; +¼); OAF (-1), Range Based On STR (-¼)	6
2f	3) Blossoming Spark: RKA 2d6 Area Of Effect (8m Radius; +½); OAF (-1), Range Based On STR (-¼)	4
2f	4) Comet Spark: RKA 2d6 Area Of Effect (24m Line; +½); OAF (-1), No Range (-½)	4
2f	5) Mesmerizing Spark: Suppress EGO 6d6 OAF (-1), Costs Half Endurance (to maintain; -¼), No Range (-½)	3

16	Martial Arts: HA +4d6 Hand-To-Hand Attack (-¼)	2
75	Mantle Of Mastery: Resistant Protection (20 PD/20 ED) Hardened (+¼)	0
20	Mystic Wards: Mental Defense (20 points)	0
15	Mystic Wards: Power Defense (15 points)	0
8	Demonsouled: Power Defense (+10 points) Only Versus Limited Type Of Attack (attacks that target the soul/spirit; -¼)	0
7	Mystic Wards: Life Support (Diminished Eating: only has to eat once a week; Diminished Sleep: does not have to sleep; Longevity: ages at one-eighth normal rate)	0
60	Wings Of The Zephirim: Flight 40m Reduced Endurance (0 END; +½)	0
67	Vermillion Transportal: Multipower, 67-point reserve	
6f	1) First Transportal: Teleportation 50m Reduced Endurance (½ END; +¼)	2
6f	2) Second Transportal: Teleportation 40m, x4 Increased Mass, x8 Noncombat	6
7f	3) Third Transportal: Teleportation 12m MegaScale (1m = 10 LY; +4½)	7
7f	4) Aportal: Teleportation 30m Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Power Defense; +1¼)	6
18	Dimensional Traveler: Extra-Dimensional Movement (any physical location in any dimension) Extra Time (1 Minute; -1½)	4
10	Astral Awareness: Dimensional (Astral Plane) for Sight Group	0
10	Astral Awareness: Dimensional (Astral Plane) for Hearing Group	0
29	Magesight: Detect Magic 16- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense	0
60	Mindsearching: Mind Scan 12d6	6
39	The Twining Of Demonic Souls: Detect Demons 16- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting	0
33	The Book Of Forlorn Imprecations: Clairsentience (Sight Group) 30-, Precognition, 8,000x Range (6,720,000m, or 4,176 miles) Reduced Endurance (0 END; +½); OAF (-1), Extra Time (minimum of 1 Minute to do a reading, and may take an hour or more; -1½), Precognition Only (-1), Time Modifiers (-½), Vague And Unclear (-½)	0
4	The Ring Of Eyes: Increased Arc Of Perception (360 Degrees) for Sight Group OIF (-½), Costs Endurance (-½), Visible (-¼)	1
118	The Demonsoul Embodied: Multiform (assume 1,739 point demon form), Instant Change No Conscious Control (see Complications and text; -2)	0
30	Mage's Blessing: Luck 6d6	0

Perks

- 1 Fringe Benefit: Library Of Babylon Borrower's Card
- 15 Money: Filthy Rich
- 10 Positive Reputation: powerful, but demonsouled and deadly, mage (among the Mystic World) 14-, +5/+5d6

Talents

- 3 Ambidexterity (no Off Hand penalties)
- 44 Danger Sense (any danger, any area, sense) 16-
- 5 Eidetic Memory
- 3 Simulate Death 15-
- 4 Speed Reading
- 20 **A Simple Spell Of Comprehension:** Universal Translator 14-

Skills

- 48 +6 with Thaumaturgy VPP
- 32 +4 HTH
- 1 Combat Driving 8-
- 3 Contortionist 14-
- 3 Conversation 19-
- 3 Deduction 14-
- 2 Gambling (Card Games) 14-
- 3 High Society 19-
- 3 Inventor (Spell Research) 14-
- 3 Navigation (Astral, Dimensional) 14-
- 3 Paramedics 14-
- 3 Persuasion 19-
- 15 Power: Magic 20-
- 3 PS: Chess 14-
- 3 PS: Magus 14-
- 3 PS: Meditation 15-
- 1 PS: Play Guitar 8-
- 1 PS: Play Piano 8-
- 3 Riding 14-
- 3 Sleight Of Hand 14-
- 3 Stealth 14-
- 6 Survival (Desert, Mountains, Temperate/Subtropical) 14-
- 3 TF: SCUBA, Snow Skiing, Hanggliding
- 6 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons

- 3 Scholar
- 2 1) KS: Alchemy 14-
- 3 2) KS: Arcane And Occult Lore 15-
- 2 3) KS: Art History 14-
- 1 4) KS: The Decadent Young Wealthy World 11-
- 4 5) KS: Demons 16-
- 1 6) KS: Nightclubs And Nightspots Of New York City 11-
- 4 7) KS: Extradimensional Beings 16-
- 2 8) KS: Famous Wizards 14-
- 2 9) KS: Haida Civilization, Myths, And Lore 14-
- 2 10) KS: Hermetic Wizardries 14-
- 2 11) KS: High Finance 14-
- 1 12) KS: The Kings Of Edom 11-
- 2 13) KS: Legends And Lore 14-
- 2 14) KS: Literature 14-
- 2 15) KS: Music 14-
- 4 16) KS: The Mystic World 16-
- 2 17) KS: Necromancy 14-
- 1 18) KS: The Superhuman World 11-
- 2 19) KS: Tarot Cards 14-
- 2 20) KS: Thaumaturgy 14-
- 2 21) KS: Theurgies 14-
- 2 22) KS: Voodoo 14-
- 2 23) KS: Witchcraft 14-
- 2 24) KS: Wondrous And Enchanted Items 14-
- 2 25) KS: World History 14-

Total Powers & Skills Cost: 1,306**Total Cost: 1,588****400 Matching Complications (75)**

- 10 **Accidental Change:** 11- when becomes Enraged (Uncommon)
- 15 **Accidental Change:** 14- when takes BODY damage (Uncommon)
- 10 **Accidental Change:** 8- when he uses more than 60 points' worth of his VPP Pool in a single Phase (see text) (Common)
- 10 **Distinctive Features:** Mystic Aura tinged with demonic soul (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 10 **Enraged:** when in combat or similarly stressful situations (Common), go 8-, recover 14-
- 15 **Enraged:** when attacked with holy powers/spells, or exposed to strong holy power (Uncommon), go 11-, recover 11-
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
- 10 **Hunted:** Trismegistus Council 14- (Less Pow, NCI, Watching)
- 20 **Psychological Complication:** Desperately Wants His Own Soul Back (Common, Total)
- 15 **Psychological Complication:** Sometimes The Demonsoul Takes Over (see text; Common, Strong)
- 15 **Social Complication:** Secret Identity (Collin Kildare) (Frequently, Major)
- 10 **Demonsoul's Mischief:** Unluck 2d6

Total Complications Points: 75**Experience Points: 1,188**

DEMONSOUL EMBODIED

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
30	DEX	40	15-	
40	CON	30	17-	
25	INT	15	14-	PER Roll 14-
30	EGO	20	15-	
50	PRE	40	19-	PRE Attack: 10d6
10	OCV	35		
10	DCV	35		
10	OMCV	21		
10	DMCV	21		
8	SPD	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12
35	PD	33		Total: 35 PD (35 rPD)
35	ED	33		Total: 35 ED (35 rED)
20	REC	16		
80	END	12		
30	BODY	20		
80	STUN	30		

Total Characteristics Cost: 511

Movement:

Running:	24m
Flight:	50m
Teleportation:	50m

Cost Powers

162	Demonic Thaumaturgy: Variable Power Pool, 90 Pool + 60 Control Cost Cosmic (+2); Only Magic (-¼)	var
62	Demonfire: Multipower, 62-point powers	
6f	1) Demonfire Blast I: Blast 12d6	6
6f	2) Demonfire Blast II: RKA 4d6	6
6f	3) Demonfire Blast III: Blast 10d6 Armor Piercing (+¼)	6
6f	4) Demonfire Blast IV: Blast 8d6 Area Of Effect (18m Radius Explosion; +½)	6
6f	5) Demonfire Blast V: Blast 8d6 Autofire (5 shots; +½)	6
6f	6) Demonfire Blast VI: Blast 6d6 NND (defense is Life Support [Safe Environment: Intense Heat]; +1)	6
6f	7) Demonfire Blast VII: RKA 2d6 +4 Increased STUN Multiplier (+1)	6
61	Demonic Mind: Multipower, 61-point reserve	
6f	1) Demonic Mindblast: Mental Blast 6d6	6
6f	2) Demonic Possession: Mind Control 12d6	6
6f	3) Demonic Illusions I: Mental Illusions 12d6	6
6f	4) Demonic Illusions II: Sight, Hearing, and Touch Group Images, -5 to PER Rolls Area Of Effect (16m Radius; +¾)	6

END

60	Mindsearching: Mind Scan 12d6	6
135	Claws Wreathed In Demonfire: HKA 3d6 (4d6+1 with STR) +2 Increased STUN Multiplier (+½), Penetrating (x2; +1), Reduced Endurance (0 END; +½)	0
97	Demonfire Aura: RKA 3d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (x2; +1), Reduced Endurance (0 END; +½); No Range (-½)	0
17	Demon's Skin: Hardened (+¼) for 35 PD/35 ED	0
44	Demon's Skin: Resistant (+½) for 35 PD/35 ED Hardened (+¼)	0
60	Infernal Shield: Physical and Energy Damage Reduction, Resistant, 50%	0
20	Demonic Mind: Mental Defense (20 points)	0
20	Demonic Shield: Power Defense (20 points)	0
40	Infernal Form: Life Support: Total (including Longevity: Immortality)	0
33	Demon Wings: Flight 50m Restrained (-½)	5
12	Demon's Legs: Running +12m (24m total)	1
67	Demongates: Multipower, 67-point reserve	
6f	1) First Gate: Teleportation 50m Reduced Endurance (½ END; +¼)	2
6f	2) Second Gate: Teleportation 40m, x4 Increased Mass, x8 Noncombat	6
7f	3) Third Gate: Teleportation 12m MegaScale (1m = 10 LY; +4½)	7
7f	4) Aportal: Teleportation 30m Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Power Defense; +1¼)	7
4f	5) Hellgate: Extra-Dimensional Movement (any physical location in any dimension)	4
5	Demon's Eyes: Infrared Perception (Sight Group)	0
5	Demon's Eyes: Ultraviolet Perception (Sight Group)	0
42	Sense Souls: Detect Life Force 14-, Discriminatory, Analyze, Range, Sense, Targeting, Tracking	0
10	Astral Awareness: Dimensional (Astral Plane) for Sight Group	0
10	Astral Awareness: Dimensional (Astral Plane) for Hearing Group	0
29	Magesight: Detect Magic 16- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense	0

Skills

48	+4 Overall
32	+4 HTH
3	Charm 19-
3	Concealment 14-
3	Conversation 19-
2	Gambling (Card Games) 14-



- 5 AK: Hell 16-
 5 KS: The Hosts Of Hell 16-
 3 KS: The Mystic World 14-
 3 Navigation (Astral, Dimensional) 14-
 3 Persuasion 19-
 15 Power: Magic 20-
 3 Sleight Of Hand 15-
 3 Stealth 15-
 3 Trading 19-
 7 WF: Common Melee Weapons, Common
 Missile Weapons, Small Arms, Whip

Total Powers & Skills Cost: 1,228

Total Cost: 1,739

400 Matching Complications (75)

- 15 **Accidental Change:** if he loses an EGO Roll Versus EGO Roll Contest with Brimstone in the Phase after the first Phase he gets to act (Very Common)
 10 **Accidental Change:** once per Turn, every Turn after the first 8- (roll increases by 1 per additional Turn) (Common)
 10 **Accidental Change:** 11- when takes BODY damage (Uncommon)
 10 **Accidental Change:** 8- when he uses more than 60 points' worth of his VPP Pool in a single Phase (see text) (Common)
 10 **Accidental Change:** 8- once per game session or adventure for no particular reason at all other than the GM's kind graces (Common)
 20 **Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
 15 **Enraged:** if thwarted or tricked (Uncommon), go 11-, recover 11-
 15 **Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
 15 **Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
 25 **Psychological Complication:** Utterly Evil (Very Common, Total)
 20 **Psychological Complication:** Overconfidence (Very Common, Strong)
 5 **Rivalry:** Professional (with other Greater Demons, for power and influence)
 25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 75

Experience Points: 1,339

Equally dangerous in its own way, but far less intimidating in appearance or effect, is the Phantasmagoric Flame Of Falthagar, which Brimstone took from the evil dimensional overlord of the same name after winning a contest of power. The Flame resembles an ordinary bit of fire... attached to a finely-wrought silver necklace as if it were some gemstone! Even more disturbingly, while hanging from the necklace the Flame burns downward, contrary to gravity. It doesn't burn the wearer, and Brimstone usually wears it under his shirt were people can't see it. If necessary, he can pull the Flame from the chain and hurl it at an enemy. Depending on what he wills, it can strike a single person, form a fireball, or the like. After it strikes, the Flame leaps back to Brimstone's hand to be thrown again or re-attached to the chain. Brimstone can also detach the Flame and hold it in his hand instead of throwing it; a person who gazes at the Flame while he's holding it can be made more susceptible to Mental Powers as long as Brimstone keeps waving it in front of their eyes.

Not an attack, but as useful in its own way as either Gloomspire or the Flame, is the Book of Forlorn Imprecations, a special deck of tarot cards Brimstone crafted himself. If he takes the time to do a reading, he gains glimpses of the future... though not always very precise ones.

One of Brimstone's instructors gave him the Ring Of Eyes, which looks like a finger-ring with a living human eye where a decorative stone might otherwise be, and etchings of other eyes along the rest of the band. On command these eyes all float out of the ring and encircle Brimstone's head in a slowly-rotating halo, giving him the ability to see all around himself at once.

Campaign Use: Josiah Brimstone is intended as a sort of unpredictable quantity you can thrust into your campaign. On the one hand, there are times when his knowledge and power could be of great help to the PCs (though admittedly there's always some risk when one gets involved with him). On the other hand, when his negative side has the upper hand — or even worse, when the demonsoul takes over — he's a powerful and deadly foe. His "Demonsoul Embodied" form should be tough enough to take on most teams of heroes; if not, consider boosting its powers until it is.

Several intriguing questions surround Josiah Brimstone. First, do demons *really* have souls? If so, that would seem to have some unusual theological implications. If not, what did Belial put inside young Collin Kildare? Second, if Brimstone succeeds in getting his own soul back and ridding himself of the demonsoul, will it cost him his powers entirely, or diminish them? Third, why didn't Belial just kill him? Obviously, it wasn't really by mere whim that Belial left him alive and in the grip of the demonsoul. It didn't take long for Brimstone to realize the arch-devil had a purpose in leaving him alive. It probably has something to do with wanting to exploit Brimstone's power... but given the wicked cleverness of the likes of Belial, it could be almost anything.

From Robert Caliburn (see CU 92, 145) Brimstone's learned of a potent mystical artifact called the Soul Gem, one of four *Elemental Gems* of unknown origin (Caliburn himself possesses one — the Flame Gem). It's possible that the Soul Gem could be a *big* help in Brimstone's quest to regain his own soul. But no one seems to know who possesses it (if anyone), or where it is... or if they do, they're not telling.

To make Brimstone tougher, increase the size of his VPP (and/or how much of it he can use at once without the risk of triggering the demon-soul), give him more powers outside of it, and/or increase his SPD to 6-7. To weaken him, get rid of Gloomspire and the Phantasmagoric Flame.

Associates, Allies, And Adversaries: Josiah Brimstone doesn't really have any allies in the Mystic or Superhuman Worlds... or any major enemies either, for that matter. He's so unpredictable and dangerous that no one wants anything to do with him if they can help it.

Appearance: Josiah Brimstone is a white male who looks like he's in his late twenties. He stands 6'0" and weighs about 175 pounds; he's got a rather thin, sometimes almost gaunt, build that conceals the great reserves of physical and spiritual strength within him. His hair is dark and often a little unruly; his complexion is pale, his face clean-shaven. He usually wears ordinary men's clothes, often with a black trenchcoat or Inverness cloak over them.

JOSIAH BRIMSTONE FACTS

Here are some facts characters and NPCs might know about Josiah Brimstone if they succeed with an appropriate Skill Roll. The best Skills for this would be KS: The Mystic World or the like; Brimstone doesn't usually mingle with the full Superhuman World.

N/R: Josiah Brimstone is a supermage of great power; he also wields several powerful magical weapons. He's considered very dangerous by most mystics.

K/R: Brimstone is selfish, arrogant, snide, sarcastic, insultingly judgmental, and annoyingly cryptic at the best of times, and often descends into pure cruelty and evil. He's also given to fits of violent rage; stress (such as being in combat) or exposure to holy magics are particularly likely to trigger his anger.

-1: Brimstone's negative personality traits are a result of having a demon trapped within his body. When stressed or subject to certain other conditions he may lose control of the demon, allowing it to take over his body and wreak havoc in the world.

-2: Brimstone doesn't have a demon trapped inside him, as most people think — he's actually had his own soul replaced with a demon's soul!

-6: The demon who replace Brimstone's soul with a demon's soul is Belial, one of the most powerful Dukes of Hell.

-10: His Secret Identity is Collin Kildare.

BROMION

Background/History: The Ordainer called Bromion didn't always work for Urizen the Lawgiver. Bromion was once a great Lord of Artifice, a Son of Los and one of his father's chief assistants at the forge of worlds. Bromion served as the Prime Avatar of Art's envoy to Order, personifying the critical faculty. He often worked with Urizen when the Zoas of Art and Order cooperated to create a civilization.

Bromion came to sympathize too strongly with Urizen's plans to regiment life throughout the Multiverse. He decided Urizen's Order was also the highest expression of Art. This led him into conflict with other children of Los. The dispute escalated until Bromion raped Oothoon, the soul of sweet delight and Emanation of his brother Theotormon. Outraged, Theotormon captured Bromion and imprisoned him. Bromion escaped, however, by renouncing his status as a Son of Los and cosmic entity. Instead he became one of Urizen's Ordainers.

When Bromion fell from Briah into the worlds of Matter, he lost much of his power. But with the Millworks (see text box) as a base of operations, Bromion still wields enough power to bring other worlds and beings under Urizen's sway. He is one of the most devoted and dangerous Lords of Order.

Personality/Motivation: Bromion is a fanatic. When he fell from true cosmic status and became a mere Ordainer, his mind shrank as well as his power. The Critic of the Cosmos became a mere shadow of his former self. His love of structure and planning hardened into a blind hatred of disobedience and "messiness." Even most of Urizen's mortal servants think that Bromion is a bit extreme, for he labors to eliminate free will so no one will ever disobey Urizen's Law. Superheroes and supervillains, with their unusual powers, gaudy costumes, and often-unrestrained conduct, embody the worst aspects of free will and, in Bromion's opinion, need to be destroyed or "fixed" as soon as possible.

The Lord of Order's impulse to tidiness rivals his drive to capture and "correct" rebellious mortals. The GM should make Unluck checks to mediate Bromion's dueling Psychological Complications: if Bromion rolls even a single point of Unluck, his neatness fetish forces him to break off combat and repair damage to the Millworks (or other places he's organized).

Deep down, Bromion knows his defection was wrong. Servants of Art painfully remind him of his former state. If a mystic dedicated to Artifice shows any sympathy, Bromion tries recruiting him to the side of Order so the mystic's defection will confirm his own. Bromion makes a special effort to destroy Servants of Art who scorn or mock Order.

Quote: "All evil is disobedience and disharmony. Without free will, there can be no evil. Submit!"

Powers/Tactics: Bromion no longer commands the incalculable power he once possessed as a conceptual entity, but his magical powers remain vast. His ability to shape thoughts curdled into a set of spells, the *Bindings Of Bromion*, for brute-force control of others. He also knows several other spells, either generic or developed by other Lords of Order.

In combat, Bromion typically uses one of his defensive Multipower slots, then devotes the rest of his Multipower reserve to an attack slot. He favors spells that prevent opponents from fighting back, then unleashes spells to inflict STUN once he restrains all his foes. Bromion uses his *Broad Blast* or *Area Mind Control* only if he loses his temper. He uses his Power Pool to create special senses or defenses; for instance, an Enhanced Sense to see through his own *Cloud Of Unknowing*, or a special defense to block an NND attack.

Bromion's importance to the cohorts of Order rests on his knowledge of magical smithcraft. He can create powerful magic items or completely transform a captive. Bromion can make a person as fanatically devoted to Order as he is, and even give them superpowers. Bromion prefers to work his smithcraft through the Millworks: once the Ordainer sets the Millworks machinery to a task, it and Bromion's drone servants can finish the job with no further supervision. (Obviously, this is something of a "plot device" ability, not a power that you should let PCs have!)

The Ordainer can do nearly anything a plot demands, if he has time to prepare the Millworks. For instance, Bromion can spy on other dimensions or look through time if the GM so desires, forcibly transport other beings to the Millworks, create magical superweapons, or assemble special-purpose Automaton minions. If Bromion expects an invasion of the Millworks, he re-organizes his Base with lots of traps and other defenses to repel intruders. (In game terms, the Millworks has a large Variable Power Pool for these things.)

Campaign Use: Bromion serves as a second-tier dimensional menace. He operates more subtly than Skarn or Tyrannon since he lacks their raw power — he typically seeks to convert leaders to his point of view and subvert or destroy mystics who could stop him, rather than launch an open invasion. The Ordainer is also a little less crazy or implacable than mega-villains such as Tyrannon, the Dragon, or the Kings of Edom. He's a fanatic, but characters might find ways to play on his obsessions and so gain short-term help against some greater menace.

To make Bromion more powerful, increase his SPD and END so he can launch more attacks in a Turn without exhausting himself. You could also increase his spell attacks' DCs, or make his Divine Power VPP. To make him less powerful, reduce his attacks to 60-some Active Points and lower his innate defenses.



The obsessed Ordainer is extremely likely to Hunt characters who interfere with his plans. Bromion usually delegates this task to spirits or superpowered mortals he captured and brainwashed, but he might set a trap for enemy mystics or engage in more devious schemes to capture a foe. He seldom kills captured enemies; the Lord of Order would rather convert them, whether by reason or soul-smithing.

Appearance: Bromion's head and arms look like those of a normal human. He has a narrow face. His lips are usually pursed in disapproval. Swirling, faceted robes cover the rest of his body. He could be thin or fat, tall or short. In addition to his shining, pastel robes, Bromion wears a cylindrical white headdress and a large, golden brooch.

Under his Ordainer's robes, Bromion is actually quite brawny: pumping bellows and swinging a hammer for a few eternities keeps even a spirit in good shape. But no physical, magical, or mental force can remove Bromion's robes — they're part of his self-image and therefore part of Bromion himself.

The *Bindings Of Bromion* take the form of rhomboids of colored light. Most of his other spells are generic globes and beams of light. His big repair spell has an especially impressive special effect: a miles-high phantom image of Bromion appears, and tendrils of white light spread out from its fingers. As the tendrils move through the Millworks, damage to the machinery disappears.

BROMION

Lord Of Order

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
26	DEX	32	14-	
30	CON	20	15-	
23	INT	13	14-	PER Roll 14-
26	EGO	16	14-	
30	PRE	20	15-	PRE Attack: 6d6
9	OCV	30		
9	DCV	30		
9	OMCV	18		
9	DMCV	18		
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)
15	REC	11		
60	END	8		
20	BODY	10		
50	STUN	15		
Total Characteristics Cost: 337				
Movement:		Running:	12m	
		Flight:	40m	
Cost Powers			END	
67	Minor Divine Power:	Variable Power Pool (Magic Pool), 40 Pool + 40 Control Cost	var	
Powers Can Be Changed As A Zero-Phase Action (+1); Only One Power At A Time (-½)				
130	Thaumaturgy:	Multipower, 130-point reserve		
9f	1) Bindings Of Bromion:	Mind Control 12d6	3	
Telepathic (+¼), Reduced Endurance (½ END; +¼)				
8f	2) Bindings Of Bromion:	Telekinesis (30 STR)	3	
ACV (uses OMCV against DCV; +0), Line Of Sight (+½), Reduced Endurance (½ END; +¼)				
7f	3) Bindings Of Bromion:	Entangle 3d6, 3 PD/3 ED	7	
ACV (uses OMCV against DMCV; +¼), Takes No Damage From Physical Attacks (see 6E1 217; +¾), Work Against EGO, Not STR (+¼)				
7f	4) Silver Circles Of Selestar:	Entangle 6d6, 6 PD/6 ED	3	
Reduced Endurance (½ END; +¼)				
7f	5) Bromion's Mental Bolt:	Blast 8d6	3	
ACV (uses OMCV against DCV; +0), Line Of Sight (+½), Reduced Endurance (½ END; +¼)				
10f	6) Bromion's Mystic Bolt:	Blast 8d6	4	
AVAD (defense is Power defense; +1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼)				
6f	7) Bromion's Broad Blast:	Blast 8d6	10	
AVAD (defense is Power Defense; +1), Area Of Effect (32m Cone Nonselective; +½); Gestures (-¼), No Range (-½)				
8f	8) Greater Binding:	Mind Control 12d6	10	
Area Of Effect (16m Radius; +¾); Gestures (-¼)				

6f	9) Cloud Of Unknowing:	Darkness to Sight Group, Mystic Group, and Danger Sense 2m radius	[8cc]	
Ranged (+½), Sticky (+½), Usable As Attack (defense is Power Defense; +1¼); 8 Continuing Charges lasting 1 Turn each (-0)				
9f	10) Nimbus Of Nullity:	Dispel Magic 20d6	9	
Variable Effect (any one Magic spell or power at a time; +½)				
3f	11) Cosmic Augmentation:	Boost Characteristics 5d6	4	
Variable Effect (any one Physical Characteristic at a time; +½); Costs Endurance (to maintain; -½)				
3f	12) Mental Shield:	Resistant Protection (10 PD/10 ED/6 Mental Defense)	2	
Costs Half Endurance (-¼)				
3f	13) Mystic Shield:	Resistant Protection (10 PD/10 ED/6 Power Defense)	2	
Costs Half Endurance (-¼)				
2f	14) Deflecting Disk:	Deflection	2	
6f	15) Teleport Gate:	Teleportation 20m	4	
Area Of Effect (1m Radius; +¼), Constant (+½), MegaScale (1m = 10,000 km; +2), Reduced Endurance (½ END; +¼), Usable By Other (+¼); Gate (-½)				
5f	16) Planar Portal:	Extra-Dimensional Movement (any physical location in any dimension), x4 Increased Mass	3	
Reduced Endurance (½ END; +¼), Usable By Other (+¼); Extra Time (Full Phase; -½)				
60	Cosmic Smithcraft:	Multipower, 180-point reserve		
All Concentration (concentrate to 0 DCV; -½), Extra Time (1 Turn; -1¼), Gestures (-¼)				
4f	1) Cosmic Smithcraft:	Severe Transform 4d6 (any physical change, heals back through another application of this power)	13	
Improved Target Group (any physical change; +1), ACV (uses OMCV against DMCV; +¼); common Limitations described above (-2½)				
4f	2) Cosmic Smithcraft:	Severe Transform 4d6 (any mental change, heals back through another application of this power)	18	
Improved Target Group (any mental change; +1), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Line Of Sight (+½), Works Against EGO, Not BODY (+¼); common Limitations described above (-2½), Limited Target (mental "objects" in the minds of sentient beings; -½)				
4f	3) Cosmic Smithcraft:	Severe Transform 4d6 (any spiritual change, heals back through another application of this power)	18	
Improved Target Group (any spiritual change; +1), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Line Of Sight (+½), Works Against EGO, Not BODY (+¼); common Limitations described above (-2½), Limited Target (spiritual "objects" in sentient beings; -½)				
4f	4) Repair Millworks:	Healing BODY 5d6	0	
Reduced Endurance (0 END; +½); Only Works On The Millworks (-1)				

12	Cosmic Form: Hardened (+¼) for 25 PD/25 ED	0
12	Cosmic Form: Impenetrable (+¼) for 25 PD/25 ED	0
37	Cosmic Form: Resistant (+½) for 25 PD/25 ED Hardened (+¼), Impenetrable (+¼)	0
60	Cosmic Form: Physical and Energy Damage Reduction, Resistant, 50%	0
40	Cosmic Immunity: Life Support (Total, including Longevity: Immortality)	0
10	Cosmic Eyes: Sight Group Flash Defense (10 points)	0
20	Ordered Mind: Mental Defense (20 points)	0
10	Ordered Body: Power Defense (10 points)	0
70	Effortless Travel: Flight 40m No Turn Mode (+¼), Reduced Endurance (0 END; +½)	0
10	Astral Awareness: Dimensional (Astral Plane) for Sight Group	0
10	Astral Awareness: Dimensional (Astral Plane) for Hearing Group	0
15	Mystical Sight: Detect Magic 14- (Sight Group), Discriminatory, Analyze	0
Perks		
150	The Millworks: Base built on 750 Total Points	
10	Fringe Benefit: Dimension Lord (Head of State)	
Talents		
20	Universal Translator 14-	
Skills		
3	Analyze Magic 14-	
3	Breakfall 14-	
3	Deduction 14-	
3	AK: Outer Planes 14-	
3	AK: Upper Planes 14-	
13	Power: Thaumaturgy 19-	
3	Spell Research (Inventor) 14-	
3	Scholar	
2	1) KS: Cosmic Secrets 14-	
2	2) KS: Dimension Lords And Cosmic Entities 14-	
2	3) KS: Magic Smithing 14-	
2	4) KS: Matter Smithing 14-	
2	5) KS: Mind Smithing 14-	
2	6) KS: Spirit Smithing 14-	
2	7) KS: Thaumaturgy 14-	
2	8) KS: Time Magic 14-	
2	9) KS: Urizen's Law 14-	
Total Powers & Skills Cost: 910		
Total Cost: 1,247		

400 Matching Complications (75)

- 10 **Hunted:** agents of Chaos (Infrequently, As Pow, Kill)
- 10 **Hunted:** Urizen (Frequently, Mo Pow, Watching)
- 20 **Psychological Complication:** Won't Compromise Or Negotiate (Very Common, Strong)
- 20 **Psychological Complication:** Hates Disrespect And Disobedience (Very Common, Strong)
- 15 **Psychological Complication:** Driven to Create And Maintain Order (Common, Strong)
- 15 **Psychological Complication:** Hunting Servants Of Artifice (Common, Strong)
- 15 **Susceptibility:** to areas consecrated to Chaos, take 1d6 damage per Phase when within such areas (Uncommon)
- 15 **Unluck:** 3d6
- 5 **Vulnerability:** 1½ x STUN from Chaos Magic (Uncommon)
- 5 **Vulnerability:** 1½ x BODY from Chaos Magic (Uncommon)

Total Complications Points: 75

Experience Points: 847

EXAMPLE POWERS FOR MINOR DIVINE POWER POWER POOL

Clear Air: Bromion banishes all foul and corrupt odors from around himself.

Change Environment (cleanse the air), Area Of Effect (8m Radius; +½). Total cost: 7 points.

Eye Of Artifice: Bromion can see through anything shaped by intelligence — whether physical or mystical. He cannot see through natural, unshaped, opaque matter. (This ability requires the GM's permission, since it involves putting a Special Power in a VPP.)

Fully Penetrative for Sight Group (blocked by natural opaque matter), Telescopic (+6 versus Range Modifier) for Sight Group. Total cost: 24 points.

Invincible Shield Of The Ordered Mind:

Bromion concentrates on the perfect law of Urizen to block even the deadliest mental assaults.

Resistant Protection (11 Mental Defense), Hardened (+¼), Reduced Endurance (0 END; +½). Total cost: 19 points.

Perfect Surprise: The Ordainer forbids reality to give any clue of his intent so that he may strike without anyone anticipating his attack.

Invisibility to Danger Sense. Total cost: 20 points.

THE MILLWORKS

Bromion's Base is a plane called *the Millworks*. This dimension, a Yetziratic realm in the sephiroth of Netzach, consists of two interpenetrating spaces. The first space is a vast foundry and machine shop full of gears, lathes, furnaces, triphammers, and conveyer belts, lit by gas jets and vats of molten metal. The second space is mostly empty and lit by sourceless, clear white light. Huge, silvery spheres ranging from 100 to 200 feet in diameter hang in the void. Irregular, rounded holes in the spheres give access to the second space. Occasionally a conveyer belt, chain, or curving bridge of silver metal reaches between spheres.

The machine space has normal gravity and lots of catwalks to walk upon. The sphere space seems to have normal gravity — a fixed “up” and “down” — but a person can walk around in empty space as if there was a floor. Effectively, a character's Running becomes an equal amount of Flight. If a person wants to move up or down, he walks up or down an imaginary stairway. If a person stands still for more than a few seconds, a disk of silvery metal two meters in diameter grows under his feet. Such disks vanish shortly after people leave them.

A race of bizarre humanoids tends the Millworks. These creatures have the legs and head of a horse and a four-armed humanoid torso, but are covered in shiny black chitin and have large compound eyes, like an insect. These workers never tire and obey Bromion without question. They are also completely devoid of original thought: they do only what Bromion commands, even to the point of letting someone kill them because Bromion didn't order them to defend themselves.

Bromion and his workers try to capture all intruders and “reprocess” them in the machines to turn them into loyal servants of Order. This involves melting captives down in special furnaces and casting a new person from the resulting soul-metal.

BROMION FACTS

Here are some facts characters and NPCs might know about Bromion if they succeed with an appropriate Skill Roll. The best Skills for this would be KS: The Mystic World, KS: Cosmic Beings, or the like; Bromion doesn't usually mingle with the full Superhuman World.

N/R: Bromion is a dimensional lord; he rules a realm called the Millworks. He favors order, planning, and discipline, and fights anything he considers disharmony, disobedience, or chaos.

K/R: Bromion was once a powerful Lord of Artifice, but he sinned against his fellow lords of Art after becoming too enamored with the Order promoted by the Zoa Urizen; he was captured, but escaped by renouncing most of his power and becoming one of Urizen's Ordainers.

-1: Bromion created a series of spells, the *Bindings Of Bromion*, for restraining people that have since passed into the general body of Thaumaturgy used by mystics throughout the Multiverse.

-2: Bromion typically prefers to restrain or capture attackers and intruders, then render them unconscious, then use the machinery of the Millworks to “remake” them as obedient servants of Order.

-6: Chaos magic has a strong effect on Bromion, and just being in a place consecrated to Chaos causes him pain.

BULLDOZER

Background/History: “Ladies and gentlemen... the all-time wrestling champion of the world... undefeated in over three hundred matches... the holder of all heavyweight belts and titles... BULLLLLL-DOZER!”

As the roar of the crowd built to a crescendo, louder even than the “Rock You Like A Hurricane” blaring from the speakers, the champion himself stepped out into the arena, and the cheers got even louder. Tall, broad-chested, devilishly handsome, incredibly muscled, he lifted the ropes and stepped into the ring.

“Outta my way, you... PATHETIC... loser!” he said, shoving the announcer to the side as he grabbed the microphone. “Hey, people! It's great to be here tonight in Nashville!” More cheers from the hometown crowd.

“I bet you're all wonderin' how it is that Bulldozer got to be the biggest, baddest, toughest, meanest, strongest wrestler the world has ever seen! All these other jabronies here tonight would love to know my secret, but since there's no way they'll ever be as good as me, I'll tell you!”

“I used to be an ordinary guy, like all'a you. I worked construction, drivin' — you guessed it — a bulldozer! And no one was as good at bulldozin' as me!”

“One day my crew and I were cleaning up the wreckage of one of these supervillain labs. You know the kind of guy — a pencil-neck geek in a labcoat who couldn't get a woman on his best day, sitting around designing killer robots. Well, I spent all day bulldozing that junk, and I guess there must've been something weird left lying around that those tights-wearing pansy superheroes didn't find — some radioactive crap or a mutant virus or something.

“I spent all day — *all day* — bulldozing that stuff around. Any stupid magazine tells you otherwise is lying! No one makes Bulldozer quit, no one! When my eight hours were done, I got down off the 'dozer and headed over to the bar to have a few brewskis. Yeah, that's right, beer! None of those fancy wines or stupid umbrella drinks those heroes drink; I drink a man's drink — beer!” More cheering from the crowd. He paused to let the roar die down a little.

“So here I am, driving home on my Harley, and this woman in this beat-up old station wagon comes across the yellow line and slams into me! I know those magazines say I was the one who lost control, but they're WRONG! Bulldozer NEVER loses control! I can ride better and fight better than any Hell's Angel! She was checking out my fabulous form and stopped watching the road, that was what happened!”

A BULLDOZER

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 12.5 tons; 10d6 HTH damage [5]
20	DEX	20	13-	
30	CON	20	15-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
24	PD	22		Total: 24 PD (14 rPD)
24	ED	22		Total: 24 ED (14 rED)
20	REC	16		
60	END	8		
20	BODY	10		
70	STUN	25		Total Characteristics Cost: 246

Movement: Running: 20m
Leaping: 20m

Cost	Powers	END
12	Supertough Skin: Hardened (+¼) for 24 PD, 24 ED	0
17	Supertough Skin: Resistant (+½) for 14 PD/14 ED Hardened (+¼)	0
20	Ha! You Think Your Stupid Attack Can Hurt Me?: Damage Negation (-3 DCs Physical and Energy) Requires A CON Roll (-½)	0
8	Strong Legs: Running +8m (20m total)	1

Skills

24	+3 HTH
2	KS: Motorcycles 11-
2	KS: Professional Wrestling 11-
1	KS: The Superhuman World 8-
2	PS: Construction Worker 11-
2	TF: Construction And Agricultural Vehicles, Two-Wheeled Motorized Ground Vehicles

Total Powers & Skills Cost: 90

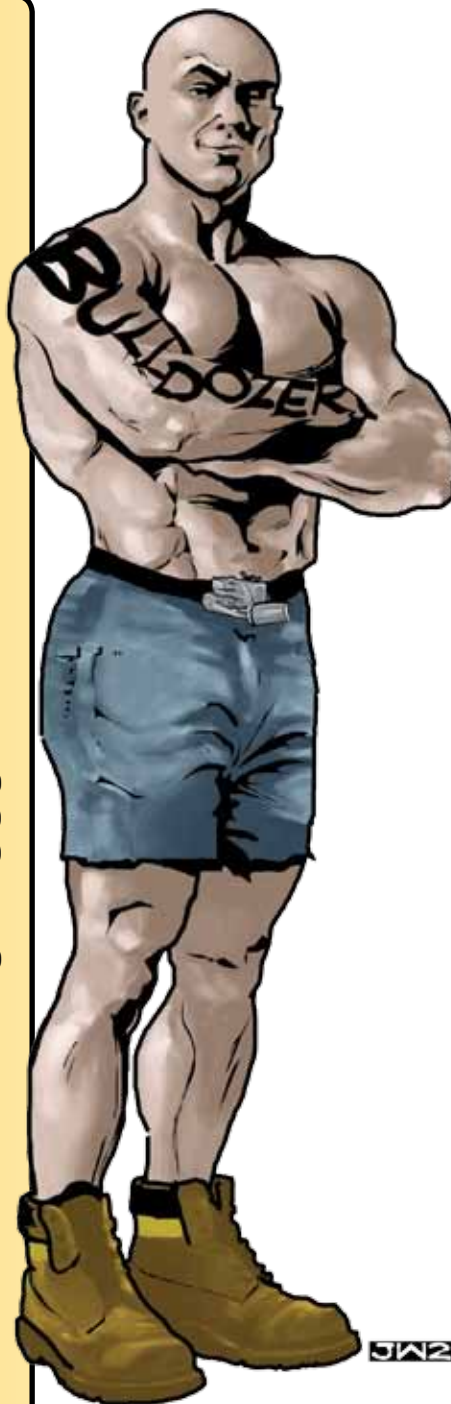
Total Cost: 336

400 Matching Complications (75)

20	Enraged: if mocked or not taken seriously (Very Common), go 11-, recover 14-
25	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Relentlessly Macho; Thinks He's God's Gift To Women (Common, Strong)
10	Psychological Complication: Arachnophobia (Fear Of Spiders) (Uncommon, Strong)
15	Social Complication: Public Identity (Brad Powers) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0



JAN 2010

BULLDOZER FACTS

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

N/R: Bulldozer is a loudmouthed, trash-talking, super-strong villain.

K/R: His real name is Brad Powers; he used to be a construction worker.

-4: Bulldozer is terrified of spiders.

“So, the impact knocked me and my hog into this tree. Any other guy would’ve been dead as disco, but Bulldozer DON’T KILL THAT EASY! I wasn’t even knocked unconscious! The police say different, but they’re liars! They’re just jealous of this amazing bod of mine!” More cheers, mostly from women this time. He already had three women coming up to his hotel room later, but there were a few more in the crowd who were going to get an invitation. And no woman ever turned down the ’Dozer!

“I got sick of lying there, so without thinkin’ I pried apart what was left of my bike and walked away. I was ALWAYS strong and tough, but now I was the strongest, toughest guy there ever was! I crush buildings! I throw cars the way other men throw baseballs! There’s NO ONE AS... TOUGH... AS... ME!” The cheers were so loud he could barely hear himself talk, but it was time for the wrap-up. “I’m the envy of every man — and the fantasy of every woman!”

“Hey! — Bulldozer!” The sound of a nightstick on the bars of his cell brought him back to reality. Guard Kowalski wanted something.

“Hey there, sweet thing; you finally ready to spend some time with a real man?”

“Shut up, you pig. Get ready; you’re being transferred to the Class C ward; we need this maximum-security cell for someone who’s actually dangerous.”

Personality/Motivation: Bulldozer is one of the most overbearing, obnoxious villains in the Superhuman World. He thinks he’s the strongest, toughest, most unbeatable guy there is, despite the fact he’s almost never won a fight against another super-strong person. His ambition is to be the greatest pro wrestling villain ever, and he acts like it; he desperately hopes someone will start a superhuman wrestling league so he can prove just how good he is.

Bulldozer is relentlessly macho, insulting anyone weaker than him (“wimps”) and coming on to any woman who’s even remotely attractive (“They all want a piece of the ’Dozer”). He doesn’t take women, even superheroines, seriously at all. The first time a female superhero hits him in HTH Combat, he may take extra damage from the shock — though he’ll quickly bounce back to “put her in her place.”

Quote: “You think you can take me on, wimp?!?? Get ready to feel what pain is really like!”

Powers/Tactics: Bulldozer is a classic “brick,” with superhuman strength and resistance to injury. If he’s ready for the impact, he can bounce powerful attacks off his super-tough skin. That’s about all he’s got going for him.

In combat, Bulldozer looks for the biggest, toughest male on the opposite side and selects him for “a beating he’ll never forget!” He constantly talks trash, often opening the battle not with a punch but with a feat of strength and a Presence Attack — that way he not only impresses the ladies, he lets the other guy know who’s about to pulp him. Insults like “geek,” “wimp,” “loser,” “bookworm,” and “dweeb” pepper his conversation, making it all the more enjoyable to beat him.

Campaign Use: Bulldozer works best as a source of humor and entertainment, particularly in otherwise grim or serious games. His overinflated ego and non-stop posturing make it all the more satisfying for heroes to beat the daylight out of him. He’s nowhere near tough or competent enough to take on an entire superteam; he works best as a master villain’s hireling or part of a villain team (though who’d want to be teammates with him remains a mystery).

Making Bulldozer more powerful doesn’t always work well, because it’s more fun for him to be so obnoxious even though he’s not as strong as many bricks. But you can easily boost his STR and defenses if necessary, and perhaps even give him some “brick trick” abilities (though nothing too sophisticated or requiring any finesse). Making him weaker involves reducing his STR and defenses.

Bulldozer often Hunts heroes — mostly super-strong ones who’ve beaten him, so he can get “a rematch” — but not very effectively. He simply confronts them in public, again and again, always convinced when he loses that “the wimp cheated!” and that *next* time he’ll show him who the toughest man is.

Associates, Allies, And Adversaries: Pretty much no one else in the Superhuman World likes Bulldozer. Super-strong male superhumans get tired of his posturing, his challenges, and his insults. Superheroines and villainesses get even more tired of his come-ons, his crude comments, and his misogyny. Even Ogre, who’s not exactly sophisticated, thinks Bulldozer is a jackass.

Appearance: Bulldozer is a big guy — about 6’5” tall — with the broad shoulders and extraordinarily well-developed musculature of a super-strong human. He shaves his head, and has the word “BULLDOZER” tattooed down the length of his right arm. He usually wears nothing more than cut-off jeans and workboots — after all, he knows how much women enjoy the unobstructed view of his rippling muscles.

BUZZSAW

Background/History: Despite the fact that his friends always thought of him as “one lucky sonuvagun,” Ron Friese hadn’t accomplished much in life. He sort of coasted through high school, never getting into serious trouble but not making a name for himself either. After graduation he went to truck driving school and got a job driving the big rigs. It paid well, but it wasn’t exactly stimulating work.

Then one day in a bar, Ron got into a long conversation with this guy. The guy was talking all about how he belonged to this group of winners — tough guys who didn’t let “the man” tell them what to do and got rich on their own terms. The more he talked, the better it sounded to Ron, even if some of the things he described weren’t even close to legal. He told the guy he’d like to join up with this “group of winners.”

He woke up the next morning in a VIPER training facility with a raging hangover — turned out that guy he’d been drinking with was a VIPER recruiter. Joining up with the snakes seemed like a good idea to Ron (or at least a helluva lot more exciting than driving a truck!), so he didn’t try to run away. But he soon found out that VIPER training wasn’t all blaster practice and mock combats; there were lots of guys ordering you around, making you clean stuff and do all kinds of disgusting chores.

One day when he refused to clean the Voltaic Chamber after one of the Nest Leader’s “information extraction sessions,” Ron was severely beaten and punished with a week of janitorial duty. Later that night as he worked and nursed his bruises, he came to one of the labs. He wasn’t even allowed in there, but someone had left the door unlocked and there was still a light on inside. He snuck in and found one of the Nest’s scientists burning the midnight oil as he put the finishing touches on a new weapon — a pair of gauntlets that could launch razor-sharp blades at high velocity.

Then Ron got an Idea. Why stick around here and do grunt work when he could make himself rich with those gauntlets? He bashed the scientist in the head, put on the gauntlets, snatched up the CD with all the project data on it, and fought his way past security to freedom. He almost didn’t make it, but by a stroke of dumb luck a couple of the agents pursuing him were hit by a pickup truck, and that created enough of a distraction for him to lose his hunters.

The next time the world saw Ron Friese he was wearing a blue and white costume to go with the gauntlets and calling himself *Buzzsaw*. And, as he likes to put it, “the world ain’t never been the same since!”

Personality/Motivation: Despite copious evidence that he’s not the cleverest, most powerful super-crook ever, Buzzsaw has a streak of confidence a mile wide. There’s no challenge he can’t tackle, no hero he can’t fight, no girl he can’t get, no problem he can’t solve. His persistent “dumb luck” may have a lot to do with this, but Buzzsaw tends to be clueless about a lot of things... particularly his own shortcomings.

Quote: “Time to cut you down to size, pal.”

Powers/Tactics: Buzzsaw’s only real “power” is his Buzzsaw Shooter Gauntlets, which can be pretty deadly and with which he’s pretty skilled (for example, he has several Autofire Skills). For him, tactical sophistication is making a Multiple Attack with his two Gauntlets at once — usually he just moves into position and starts firing. He’ll choose the most obvious (largest, flashiest, most dangerous) target first, but is smart enough to move on to someone else if it becomes apparent his buzzsaws can’t really affect that person.

Campaign Use: Buzzsaw is on the low end of the totem pole in the Superhuman World of the Champions Universe. He’s basically just an athletic guy with a gimmicky gadget — take the Gauntlets away from him and there’s really nothing to him. That makes him great “cannon fodder” for all sorts of employers, and someone the PCs can take out quickly to show how powerful they are. But you never know; some master villain may decide to take him on as a “project” and “upgrade” him...

...which could involve one of several approaches. Cybernetic implants could boost his Characteristics, making him faster, stronger, and deadlier. More gadgets would give him a greater range of tactical options, and probably more defense and movement. Or you could transform him from a bumbler into a skilled warrior-athlete by raising his Acrobatics and Breakfall rolls, increasing his Running, giving him some Martial Arts, and so on. To weaken him, remove most (or all) of his Autofire Skills.

Associates, Allies, And Adversaries: VIPER still wants its Buzzsaw Gauntlets back from Buzzsaw, and isn’t particularly picky about whether he’s still alive when it gets them. One of VIPER’s Dragon Branch villains, Oculon, particularly hates Buzzsaw and would happily see him dead.

Appearance: Buzzsaw is a white male, 5’8” tall with a slender, athletic build. His costume is blue and white; its most notable element are the double-barrelled “bladeshooter” gauntlets on both of his hands, which shoot razor-sharp blades (usually they look like miniature sawblades, but sometimes they’re disks with ordinary edges).

**A****BUZZSAW**

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
17	DEX	14	12-	
15	CON	5	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
13	PRE	3	12-	PRE Attack: 2½d6
6	OCV	15		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
5	PD	3		Total: 13 PD (8 rPD)
5	ED	3		Total: 13 ED (8 rED)
7	REC	3		
30	END	2		
12	BODY	2		
26	STUN	3		

Total Characteristics Cost: 93

Movement:	Running:	12m
	Leaping:	6m

Cost	Powers	END
38	Buzzsaw Shooter Gauntlets: RKA 2d6 Armor Piercing (+¼), Autofire (5 shots; +½), 64 Charges (+½); OIF (-½), No Knockback (-¼)	[64]
5	Buzzsaw Shooter Gauntlets: Another Gauntlet (total of 2)	[64]
16	Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
1	Strong Leaper: Leaping +2m (6m forward, 3m upward)	1
10	Dumb Luck: Luck 2d6	0

Skills

8	+4 OCV with Buzzsaw Shooter Gauntlets
5	Accurate Sprayfire
1	Acrobatics 8-
3	Breakfall 12-
5	Rapid Autofire
5	Skipover Sprayfire
3	Stealth 12-
1	TF: Large Motorized Ground Vehicles

Total Powers & Skills Cost: 101**Total Cost: 194****400 Matching Complications (75)**

25	Hunted: VIPER (Infrequently, Mo Pow, NCI, Kill)
25	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
15	Social Complication: Public Identity (Ron Friese) (Frequently, Major)

Total Complications Points: 75**Experience Points: 0****BUZZSAW FACTS**

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

N/R: Buzzsaw is a costumed criminal who wears super-tech gauntlets that shoot incredibly sharp “buzzsaw” missiles.

K/R: His real name is Ron Friese; he used to be a VIPER agent.

-1: Despite being a low-powered villain, Buzzsaw’s extremely overconfident, willing to take on just about any challenge.

CADAVER

Background/History: James Cadmus was a research biologist at Millennium City University who was studying the genetic mechanisms of aging and death. He was convinced that he could find a way to treat the body so that it would age far more slowly and be significantly less prone to aging-related maladies.

Initially Cadmus's theories showed promise, but he soon ran into roadblocks. Becoming increasingly frustrated, he directed his research down other, less ethically acceptable, avenues. Eventually the University found out; he was fired and his grant money rescinded.

Raging at the fools who couldn't see how close he was to a major breakthrough, Cadmus continued working on his own in a laboratory he cobbled together with what little money he had, and some more he borrowed from VIPER. Finally, after months of nearly non-stop work, he had one of those breakthroughs he'd been talking about for years. He invented a device he called the Rejuva-Ray, which he believed would retard, and perhaps even reverse, the aging process in human beings. And who better to test it on than himself?

He strapped himself in and started the machinery. Just as the power built to maximum and the device began to emit a loud technological whine in preparation for firing, a squad of VIPER agents burst in. Cadmus owed the snakes money. He hadn't responded to the Nest Leader's demands for payment, so now they were here to make him pay!

Unfortunately the agents came in at *precisely* the wrong time. Their attack damaged the Rejuva-Ray machine. It exploded, bombarding Cadmus with improperly calibrated energies and setting his makeshift laboratory on fire. All but one of the agents was killed by the blast and flames. Assuming Cadmus had perished as well, VIPER wrote the whole thing off as a loss.

But Cadmus had lived. Somehow the strange rays had *changed* him. Instead of slowing the biological processes that led to death, they'd somehow sped them up without killing him. He *looked* like a corpse, but he wasn't one. In fact, he was stronger, tougher, and faster than most humans despite the fact that he resembled a zombie.

Thinking he could reverse the process, Cadmus went back to work. Unfortunately, the explosion and fire had destroyed all his data, and something about the accident had affected his mind. Try as he might, he couldn't keep his mind on track or think as clearly as he once had. The more he worked, the more thoughts of controlling other people, of having humanity obey him, crept into his mind.

It wasn't long before Cadmus's new personality totally overwhelmed his old. He began referring to himself as *Cadaver* and started work on a new invention: a "zombiefiction pistol" that allowed him to control other peoples' thoughts. Despite the trouble he'd had trying to re-create

his Rejuva-Ray, developing the pistol came to him easily. Soon he was stalking the streets, looking for victims for his newfound powers.

Personality/Motivation: Two conflicting emotions rule Cadaver's mind. The first, and strongest, is a desire to control people. He's never satisfied with having just a few slaves; he wants *lots* of them, and eventually he wants to control everyone on the planet.

The other impulse, which seems to grow weaker as the years pass, is a desire for a new, improved body. He doesn't just want to go back to his old body (though that would be better than nothing), he wants to undo the negative aspects of the accident (the grey skin, for example) while keeping the positive ones (such as enhanced strength and reflexes). If he hears about a PC or NPC who does scientific work that might assist in this project, he'll probably try to steal their data (or even kidnap them).

Quote: "Now you are my slave... soon all the world will follow."

Powers/Tactics: Cadaver's accidental transformation to a corpse-like being wasn't entirely a bad thing. While he looks hideous, he's a lot stronger, tougher, and faster than ordinary humans, and he doesn't need to eat or sleep. But that by itself isn't enough to accomplish his goals, so he invented the *Zombiefication Pistol*, which lets him take control of peoples' minds. Depending on the setting, he can exert either short-term or long-term control (though even the long-term control will wear off eventually if he doesn't renew it with repeated shots). Either setting turns the victim's skin the same shade of grey as his own (and sometimes makes their hair fall out), so it's obvious whom he's controlling.

Unless he's working with other villains, Cadaver usually prefers to remain in the background and let controlled minions do his fighting and dirty work. This is particularly effective because he knows superheroes and cops won't use many of their abilities or weapons on his minions for fear of harming innocent people. If he thinks the odds are turning against him he's quick to flee.

Campaign Use: Cadaver could work by himself, or could join a team of other villains. Plots he devises on his own will almost always revolve around attempting to take control of large numbers of people (for example, he might try to build his mind control technology into radio transmitters so he can control the thoughts of anyone who listens to the radio).

To make Cadaver a tougher foe (since right now he's sort of a one-trick pony), you have two options. First, you could give him more powers related to his "semi-living" state. For example, perhaps he has powers of spirit projection or control (see *Champions Powers* for some possibilities). Second, you could give him more weapons and gadgets. Perhaps the skulls he wears on his bandolier are actually some type of gas grenade, for instance.

CADAVER FACTS

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

N/R: Cadaver is zombie-like supervillain with corpse-grey skin. He's tough and strong, but his main superpower is his "Zombiefication Pistol" that lets him take over other people.

K/R: The victims of Cadaver's Zombiefication Pistol have grey skin that matches his own; he can't hide the fact that he's controlling someone.

-4: Cadaver's crimes mostly involve trying to take control of lots of people, but some involve the theft of biological data, equipment, and the like.

-6: Attacks that manipulate or project Life Energy are particularly effective against Cadaver due to his "semi-living" state.

-8: Cadaver would like to "restore" his body to its normal human look while keeping his super-human abilities, or perhaps even to build himself an all-new body.

-10: His Secret Identity is James Cadmus; he used to be a scientist working on life-extension technology.

B

CADAVER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
18	DEX	16	13-	
22	CON	12	13-	
15	INT	5	12-	PER Roll 12-
14	EGO	4	12-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
12	PD	10		Total: 12 PD (6 rPD)
12	ED	10		Total: 12 ED (6 rED)
8	REC	4		
40	END	4		
13	BODY	3		
40	STUN	10		
Total Characteristics Cost: 174				

Movement: Running: 18m



Cost	Powers	END
84	Zombification Pistol: Multipower, 135-point reserve [32] 32 Charges for entire Multipower (+¼); all OAF (-1)	
3f	1) Short-Term Zombification: Mind Control 12d6 ACV (uses OCV versus DMCV; +¼); OAF (-1), Perceivable (victim is obviously Mind Controlled, see text; -¼)	
4f	2) Long-Term Zombification: Severe Transform 6d6 (person into Cadaver's willing slave, heals back normally) ACV (uses OCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼); OAF (-1), Limited Target (mental "objects" in the minds of sentient beings; -½), Perceivable (victim is obviously controlled, see text; -¼), Requires 3 Charges (-¾)	
6	Semi-Living Body: Resistant (+½) for 6 PD/6 ED	0
60	Semi-Living Body: Damage Negation (-6 DCs Physical and Energy)	0
16	Semi-Living Body: Regeneration (1 BODY per Turn)	0
35	Semi-Living Body: Life Support (Total)	0
6	Swift Runner: Running +6m (18m total)	1

Skills

9	+3 with <i>Zombification Pistol</i> Multipower
2	Computer Programming 10-
1	Electronics 8-
3	SS: Biology 12-
3	SS: Chemistry 12-
3	SS: Genetics 12-
5	SS: Mind Control Technology 14-
3	SS: Physics 12-
1	SS: Psionic Engineering 8-
3	Stealth 13-
2	Systems Operation 10-

Total Powers & Skills Cost: 249

Total Cost: 423

400 Matching Complications (75)

20	Distinctive Features: grey, corpse-like skin, no hair, no lips, and glowing red eyes (Concealable with Effort, Causes Extreme Reaction [fear, disgust])
20	Hunted: Sentinels (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Megalomaniac; Wants To Control Everyone In The World (Common, Strong)
10	Psychological Complication: Wants New, Improved Body (Uncommon, Strong)
15	Social Complication: Secret Identity (James Cadmus) (Frequently, Major)
10	Vulnerability: 2 x STUN from Life Energy attacks (Uncommon)
10	Vulnerability: 2 x BODY from Life Energy attacks (Uncommon)

Total Complications Points: 75

Experience Points: 23

Associates, Allies, And Adversaries: Cadaver has worked with other villains in the past, either as a partner or a hireling, but he doesn't get jobs like that often. Most villains just find him too creepy; the mystic villains that might appreciate his creepiness are a bit put off by his use of technology.

Cadaver is intensely interested in any villain who might have the biological know-how to restore him to a "better body," such as Teleios or Dr. Moreau. Unfortunately he's still a bit too low on the supervillain food chain to have a chance of getting in touch with them... but if the opportunity arises, he'll jump at it no matter how many minions he has to sacrifice.

On the other hand, at least one villain — Brainchild — is equally interested in Cadaver, but for his technology not his powers. Brainchild believes (correctly) that studying the Zombification Pistol would be enough to get him started learning Psionic Engineering.

Cadaver bitterly hates VIPER for destroying his Rejuva-Ray and "forcing" him to become a supervillain. He won't work for the snakes, and in fact will take any chances he has to interfere with their plans... provided he thinks he can do so safely.

Appearance: The Cadaver is a male, 5'10" tall, with grey skin the color of a corpse. He has no hair on his head except for eyebrows, his eyes glow a demonic red, and he has no lips (so his teeth can be seen). His costume consists of a brown breechcloth, brown boots, brown leather wrappings around his hands and lower arms, a brown "collar" around his neck, and a brown bandolier to which he's attached several jawless human skulls. On his left hip he wears a holster that holds his Zombification Pistol.

CAIRNGORM

Background/History: Most people who look at Andrews MacAllister think nothing of him. He's just an old man, the guy who runs the rare book shop downtown, the one who always seems to have an annoyed look on his face and doesn't like to talk to anyone unless they're a customer. That's all accurate enough — on the surface. But there are depths to Andrews MacAllister, depths like ancient caves... caves filled with the darkest shadows.

As a young man, MacAllister was simply bitter and misanthropic. As he got older, his dislike of his fellow man worsened. Then one day, he read in an ancient incunabula of a secret sect of druids — druids who served the Old Gods of earth and forest and stream, druids who rejected the company of man to such an extent that they spilled human blood on their altars.

MacAllister had never paid any attention to religion before, and he certainly didn't believe in magic, but he found the thought of this cult... intriguing. He began researching it, learning all that he could. Soon that led to explorations of the occult. When he felt he'd learned enough, he went in search of the cult... for something told him it had survived to the modern day.

It took years of searching and undergoing many harrowing experiences, but in time MacAllister's faith was rewarded. On a moonless night in the heart of a thick forest that had never known the touch of axe or chainsaw he found them. Recognizing his desire, and the power within him, the Dark Druids admitted him to their circle of worship of the Old Gods.

MacAllister began to learn real magic — and it wasn't long until the blood of his first sacrificial victim flowed through his fingers. The feeling of it filled him with exultation, as if it were something he'd been missing all his life without knowing it.

So adept did MacAllister prove at the work of the Dark Druids that he soon surpassed most of his teachers and became one of the group's leaders. Only one other druid, a man named Leach, was accounted greater than he in learning and power. The thought of it consumed MacAllister with envy and hatred, but he masked his emotions and agreed to help Leach with the circle's greatest project ever: the quest for a powerful enchanted item they could sense lay somewhere within the British Isles.

For years the Dark Druids sought the item, eventually narrowing their search down to a particularly wild area of the Scottish Highlands. They explored the area carefully and found a cave, one that led deep into the earth. Lighting torches, they went into the depths. They were so close now that all of them could feel the item's power.

At last they emerged into a large natural cavern. In the midst of the cavern was a strange altar, though none of them could say whether it was a natural formation or made by the hand of man. And on that altar sat a brown gem shot through with amethyst-like veins.

The Dark Druids moved forward, eager to seize the item, with Leach in the lead. But before he could lay his hands upon the gem, MacAllister seized him, threw him down upon the altar, and sacrificed him to the Old Gods. The other Dark Druids drew back in horror, knowing none of them could match MacAllister's power.

With Leach's blood streaming around his feet, MacAllister picked up the gem. It whispered in his mind, telling him it was the *Earth Gem*, full of power over "the bones of the earth and the clay of humanity." As if compelled he pressed the Gem to his forehead. Pain wracked his body for a few moments, but then it passed. The Gem remained stuck to him, and he felt himself filled with power — greater power than any he had ever known. Taking the name *Cairngorm* to reflect his rebirth, he led the other Dark Druids out of the cave and into ever-greater darkness.

Personality/Motivation: Cairngorm is a devoted servant — perhaps *the* most devoted servant in the world — beings he refers to as "the Old Gods of Earth." By this he means pre-Christian earth and nature deities whose intentions toward humanity aren't always beneficial. In fact, he regularly sacrifices human beings to the Old Gods, since human



CAIRNGORM FACTS

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

N/R: Cairngorm is a Scottish supervillain who has the power to manipulate both earth and human flesh and bone.

K/R: He's also a skilled supermage; he leads a malevolent cult of murderous druids.

-1: Cairngorm's powers result, in part, from his control of the Earth Gem, one of the four Elemental Gems (see CU 92).

-6: Because of his attunement to the mystic force of Earth, Cairngorm experiences great pain when attacked with Fire.

-10: His Secret Identity is Andrews MacAllister; he's a rare book dealer in Edinburgh.

blood energizes them and makes them inclined to look kindly on him and his followers and grant them small favors.

Even if he weren't the leader of a cult of human-sacrificing druids, Cairngorm would still be a villain. He's cruel, selfish, petty, vain, powerhungry, arrogant, and despises nearly all of his fellow men. The fewer people there are in the world to bother him, the better he likes it. Worshipping the Old Gods just gives him an excuse to kill off as many humans as he can.

Quote: "Human fool! The powers of the Old Gods are manifest through me, and with them I will strike you down and cleanse the earth of your foul presence."

Powers/Tactics: Cairngorm has a wide variety of powers, making him a flexible and dangerous opponent. First, the Earth Gem has enhanced his magic generally, making him a formidable super-mage. He lacks the raw power of the likes of Dr. Yin Wu or Skarn the Shaper, but he knows plenty of clever ways to use his 40 Active Points' worth of Variable Power Pool to cause trouble for his enemies. Most of his spells have a "druidic," "nature," or "earth" special effect of some sort, rather than looking like typical Thaumaturgy.

Second, the Earth Gem has given him two related sets of powers. At its most basic level, it allows him to manipulate the earth and soil. He can cause earth to "flow" up and engulf a foe or form a barrier, or make it "open" as a pit beneath someone's feet. Most impressively, at his command the earth "lashes out" with a spear- or tentacle-like protrusion to bash his foes. He can also "ride" on a "wave" of earth, or cause the earth to part so that he "burrows" through it. More fundamentally, the Earth Gem grants its possessor control over "human clay" — a person's flesh and bones, in other words. He hasn't fully mastered all these powers yet, but so far can use them to force a person to move as he wills, bend bones and

joints in incredibly painful ways, or heal injured flesh.

The Earth Gem isn't a Focus; it's been attached to Cairngorm's body for so long that it's now a part of him (it could only be removed with a combination of surgery and mystic rituals). In fact it's "infused" his body with the power of earth, making his bones as tough as rock and his flesh as durable as the ground. As a result he's highly resistant to injury and can survive various conditions that would kill normal people.

Campaign Use: Cairngorm can function in your campaign in many different ways. The most common is as a quasi-master villain leading the Dark Druids and hatching plots of his own. Usually these take place in the United Kingdom or Europe, but he goes where the Old Gods tell him to. On the other hand, despite his general misanthropy he might team up with other villains if he found a good reason to, or the Old Gods require it of him.

If you want to use Cairngorm frequently in your campaign, you should consider this question: who or what are the Old Gods? Are they actual pagan deities inimical to human life? Demons masquerading as gods? Corrupt Emphyreans? Extradimensional invaders? Or something else altogether?

To make Cairngorm tougher, expand either or both of his Multipowers (see the relevant sections of *Champions Powers* for plenty of possible new powers). To weaken him, convert the Earth Gem to an OAF so the PCs can take it away from him (at least temporarily).

Associates, Allies, And Adversaries: Cairngorm hates humanity and prefers to have as little to do with it as possible, so he doesn't really have positive relationships with any other superhumans. The one exception is Samhain, whom he believes is also a servant of the Old Gods (even if he doesn't know it), and who at times seems strangely willing to obey his commands.

Cairngorm particularly despises the Circle of the Scarlet Moon. The Circle and the Dark Druids have clashed over control of some sites of mystic significance in the British Isles, and he intends to wipe the Circle out as soon as he has the chance.

Appearance: Cairngorm looks like an aged but still vigorous white man. He seems to be about sixty years old, with grey hair that reaches to his shoulders and a grey beard. His dark, sunken eyes often flash with anger or glitter with malice. Attached to the center of his forehead is the Earth Gem, a facetless oval crystal that's brown with veins of purple shot through it. He wears light brown hooded robes (with darker brown highlights and accents) and often carries his curve-bladed sacrificial dagger. His hands are permanently stained red with the blood of the hundreds of people he's murdered over the years.

B CAIRNGORM

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	20	13-	
25	CON	15	14-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6

8	OCV	25		
7	DCV	20		
8	OMCV	15		
8	DMCV	15		
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)
12	REC	8		
80	END	12		
17	BODY	7		
60	STUN	20		Total Characteristics Cost: 273

Movement: Running: 24m
Tunneling: 16m

Cost	Powers	END
100	Thaumaturgy: Variable Power Pool (Magic Pool), 40 Pool + 40 Control Cost Cosmic (+2)	var

80 **Molding The Flesh Of Earth:** Multipower, 80-point reserve

5f **1) The Earth Engulfs You:** Entangle 8d6, 4 PD/4 ED
Only Affects Targets On The Ground (-¼) 6

3f **2) The Earth Opens Beneath You:** Tunneling 10m through PD 5 materials
Usable As Attack (doesn't affect characters with Flight; +1¼), Ranged (+½); Only To Form Pits Beneath Targets (-1) 5

6f **3) The Earth Lashes Out To Strike You:** Blast 8d6
Indirect (Source Point and Path can differ from use to use; +1); Target Must Be On/Near Earth (within 16m; -¼) 6

5f **4) The Earth Rises Up To Block You:** Barrier 4 PD/4 ED, 6 BODY (up to 15m long, 6m tall, and 3m thick), Opaque (Sight Group) 5

75 **Molding Human Clay:** Multipower, 75-point reserve

3f **1) I Control Your Flesh:** Telekinesis (30 STR)
ACV (uses OMCV against DCV; +0), Line Of Sight (+½); Only For Puppeteering (see APG 122; -1) 7

6f **2) I Twist Your Joints And Bend Your Bones:** Drain BODY and DEX 3d6
Expanded Effect (two Characteristics simultaneously; +½), Delayed Return Rate (points return at the rate of 5 per Minute; +1); Only Works On Fleishy Beings (-¼) 7

4f **3) I Repair What Has Been Torn Asunder:** Healing BODY 4d6, Can Heal Limbs 4

10 **Sacrificial Dagger:** HKA 1d6 (2d6-1 with STR)
Armor Piercing (+¼), +1 Increased STUN Multiplier (+¼); OAF (-1), No Knockback (-¼)

8 **Earth-Infused Form:** Resistant (+½) for 8 PD/8 ED 0

60 **Earth-Infused Form:** Physical and Energy Damage Reduction, 50%, Resistant 0

24 **Earth-Infused Form:** Life Support (Self-Contained Breathing, Diminished Eating: only needs to eat once per week; Diminished Sleep: only needs eight hours of sleep per week; Safe Environments: High Pressure, Intense Cold, Intense Heat, Low Pressure/Vacuum; Immunity [all poisons]) 0

42 **Earthen Travel:** Multipower, 42-point reserve

1f **1) Riding The Earth:** Running +12m
Side Effect (RKA 1½d6 to ground in an Area Of Effect (Line) equal in size to the distance the character moves, automatically occurs, only affects environment; -½) 1

3f **2) Going Through The Earth:** Tunneling 16m through 8 PD material, Fill In
Limited Medium (earth/stone; -½)

Talents

5 Fringe Benefit: Membership (leader of the Dark Druids)

Talents

3 Bump Of Direction

Skills

20 +2 with All Combat

2 Bureaucratics 10-

1 Forgery (Documents) 8-

3 AK: The British Isles 13-

3 KS: Arcane And Occult Lore 13-

2 KS: The Mystic World 11-

3 KS: Rare Books And Manuscripts 13-

3 PS: Book Collector 13-

1 Riding 8-

2 SS: Geology 11-

3 Stealth 13-

2 Trading 10-

Total Powers & Skills Cost: 488

Total Cost: 761

400 Matching Complications (75)

20 **Hunted:** New Knights Of The Round Table (Infrequently, Mo Pow, NCI, Capture)

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

10 **Hunted:** Dweomer (Infrequently, As Pow, Capture)

20 **Psychological Complication:** Devoted Servant Of The Old Gods Of Earth (Common, Total)

15 **Social Complication:** Secret Identity (Andrews MacAlister) (Frequently, Major)

20 **Vulnerability:** 2 x STUN from Fire attacks (Common)

20 **Vulnerability:** 2 x STUN from Fire attacks (Common)

Total Complications Points: 75

Experience Points: 361

CAPTAIN CHRONOS

Background/History: Suddenly, there was a blinding flash! — and then a funny-looking man in a silver lamé jumpsuit was standing in the middle of the street, where no one had been before.

He stood there for a few seconds, looking all around him while passersby gawked. Some laughed, but he didn't pay any attention. Then he took a careful look at some gizmo he had on his left arm. "Perfect!" he exclaimed. "2002, just as planned. I only hope I'm not too late...." And then he vanished, as if he'd never been there.

Captain Chronos *claims* to be from the future — the very distant future, thousands of years from the present day. According to what he's told both heroes and reporters, he's come back in time (or been sent back) "to prevent the collapse of the time-stream and save all reality." He refuses to say any more, claiming that if he gives people from this timeframe too much information, it could have "a negative effect on history."

Though most people think he's simply a nut, he's not lying. He *is* from the future, and he *did* come back to save reality. In the year 6000 AD, Earth is a wasteland, an ecological disaster zone where the few remaining humans live in domed cities. A group of scientists, hoping to avert this disaster, built a powerful, sophisticated robot they were going to send back in time to change history and preserve Earth. One of the scientists, Dr. Mgn, tried to stop them, claiming they didn't understand time travel and historical manipulation well enough yet to be sure of succeeding. Unfortunately for humanity, Dr. Mgn was right... and he was unable to convince any of his colleagues.

"Project Savior" went forward as planned, but choral instabilities during the robot's trip back in time warped its programming, sending it to 1985 instead of 5198 and turning it into the fiendish, life-destroying Mechanon, one of the worst supervillains in human history. When Earth of 6000 AD didn't change as expected, Dr. Mgn went back to work, studying time travel and historiology. In time he had a son, Hzl, and trained him to follow in his footsteps.

By the time Hzl was an adult, he and his father felt they had enough of an understanding of the nature of Time to try to correct the mistake that had been made. Equipping himself with portable time-travel technology, Hzl journeyed back in time to the late twentieth century. To more easily "blend in," he adopted the costumed identity of Captain Chronos.

Captain Chronos hasn't confronted Mechanon directly yet because Mechanon is a temporal "wild card." Any interaction between the two of them is likely to have *severe* consequences for the future course of history, so Chronos doesn't want to try to stop Mechanon once and for all until either

(a) he's certain there's no chance he'll fail, or (b) he has to act to prevent an even greater possible chrono-disaster. He's already aware that he can't just transport Mechanon through time, and that his powers will have little (if any) impact on the evil robot (see *The Book Of The Machine*, page 44, for more information about Mechanon and time travel). But he has to defeat Mechanon somehow and "repair" the timestream, or the sixty-first century is doomed. And he can't even tell anyone from the twenty-first century about it, lest he risk radically changing future history and making his job even harder!

Personality/Motivation: As Captain Chronos, the young Dr. Mgn's goal is twofold: first, to correct the problems his father's friends caused by sending the Saviour Unit (now known as Mechanon) back into the past; second, to alter the course of history *just enough* that sixty-first century Earth is a paradise rather than a wasteland. In short, he has to defeat Mechanon and then alter Reality — not exactly a simple task. He's *painfully* aware of just how easy it is for him to do something in the past that would have unintended negative consequences in the future, so every step he takes is taken with *extreme* caution after extensive chrono-calculations to determine the impact of his actions. To make sure that things go the way he wants them to, he sometimes has to do things that seem incomprehensible, weird, mysterious, or even criminal or evil, but ultimately it's all in a very good cause. He can't tell anyone about his mission because giving people glimpses of their own future could change that future, and that could cause even more problems.

As a scientist/historian, Captain Chronos has a strong streak of scientific curiosity, and this sometimes sidetracks him in the middle of an adventure — he's fascinated by the things he sees and people he meets, and sometimes can't resist learning more: "Hey, you're Ironclad! Wow, it's great to meet you. I've read all about you in my history books!" He often starts to describe a famous event from another person's life, realizes that event hasn't happened yet, and stops halfway through a sentence. People who spend a lot of time around him may soon find this a little annoying.

Given the precision with which he times everything he does, Captain Chronos gets really annoyed with people who are habitually late or dawdle. He's got things to do, and doesn't want someone who doesn't understand what's at stake wasting his time. He often gives people like that advanced chronographs of his own making, programmed to beep them with reminders when *he* wants them to be somewhere or do something.

Quote: "Wow, that was great! It was just like the time you beat Firewing with... oh, wait, hasn't happened yet. Never mind!"

Powers/Tactics: Captain Chronos wears a *Chronosuit* that gives him the ability to manipulate the passage of time. Besides giving him the power to travel through time (Extra-Dimensional Movement), this allows him to achieve many other effects, such as:

Temporal Acceleration — Captain Chronos accelerates a person through time so rapidly the victim ages, withers, and eventually dies/collapses.

Temporal Disharmony — Captain Chronos “jerks” the target backward and forward through time, stressing the target’s system to the point where he passes out.

No Sleep 'Til Brooklyn — Captain Chronos rapidly accelerates the target through time for about a day, until the target is too sleepy to remain awake.

Age Manipulation — Captain Chronos reverses or accelerates the flow of time around a person or object, making it younger or older.

Temporal Ambush — Captain Chronos stops time throughout reality, puts a big physical object (like a rock) over his target’s head, slightly redirects an attack or moving object, or otherwise puts his target in harm’s way. Then he returns to where he was standing and starts time again. The rock falls (or the like), hurting the target. To the target and everyone else, it’s as if the rock appeared out of nowhere to fall on him!

Fast Time, Slow Time Bubbles, Rapid Healing — Captain Chronos can put a person in a bubble of fast time (to make him move much more quickly, though this tires the subject out quickly) or slow time (to keep him from moving at his normal speed). He can also put someone in a bubble of fast time so they heal from their injuries in the blink of an eye.

Stop Time Bubble — Captain Chronos can put the target in a bubble of stopped time, preventing him from moving or doing anything. Only people with temporal or dimensional manipulation powers can escape until Captain Chronos chooses to disperse the bubble. (Editor’s note: this is bought as an NND Entangle, which is an egregious rules violation — but it’s all in the sake of fun. If you don’t want to open up this can of worms, though, just ignore this attack.)

Rapid Transit — Captain Chronos stops time throughout reality, walks up to 60m from where he started, and then starts time again. To others, he seems to have vanished from his starting point and reappeared instantly at his destination.

Walkin’ To Jerusalem — Captain Chronos stops time throughout reality, walks across Earth to get to wherever he wants to go, and then re-starts time. If he wants to cross the ocean, he selectively reverses time around Earth until he reaches the point where the continents are joined together, walks to where he wants to be, and then fast-forwards time back to the present day.

Gone Out For Food — Captain Chronos stops time throughout reality, walks to whatever restaurant he feels like eating at, starts time so he can get something to eat, then reverses time and walks back to where he was. He often brings food back to his friends, keeping it in a stop time bubble so it remains fresh:

“I sure could go for some Greek food,” Defender said.

::Captain Chronos gets up:: “One second...”

::Captain Chronos doesn’t appear to move, but suddenly there’s a basket of food in his hand:: “Here, I got this from this great little place I know in Athens — in 1869.”

By manipulating time, Captain Chronos can also perform incredibly fast mathematical calculations, move before anyone else in combat, and so forth. Many of Captain Chronos’s powers won’t work against someone who also has temporal manipulation powers, or dimensional manipulation powers (such as many forms of Teleportation).

Additionally, Captain Chronos wears two important gadgets. The first is his *Chronogoggles*, which allow him to view the past or the future without actually having to travel there. In his spare time he uses them, in conjunction with his HRRP, to watch episodes of classic TV shows on the date they were originally broadcast. Through their precognitive function, the Chronogoggles let him perceive, and thus avoid, dangerous situations just about to occur. The second is his Omnichronometer, the most advanced and accurate timepiece ever created. It not only tells him what time it is right now, it tells him what point in time he’s at in the entire timestream, can keep track of the time between or until multiple events, and so on. Even though the Captain is naturally attuned to the basic passage of time, the Omnichronometer is invaluable to him.

In combat, Captain Chronos is a reasonably effective fighter. Not only does his unusual set of powers give him plenty of attack options, he can use Fast Time to make his allies even more dangerous than normal. His Time Shift Field (which advances everything inside it by about a picosecond, creating a nearly impenetrable protective barrier) protects him from counterattack. He typically uses Temporal Ambush, Slow Time, Fast Time, and Stop Time the most, saving his more unusual attacks for unusual circumstances.

Because he’s not from this time period, there’s something subtly “wrong” about Captain Chronos, even when he’s in his Secret Identity. Most people notice this discomfiting feeling, though they can never explain exactly what it is.

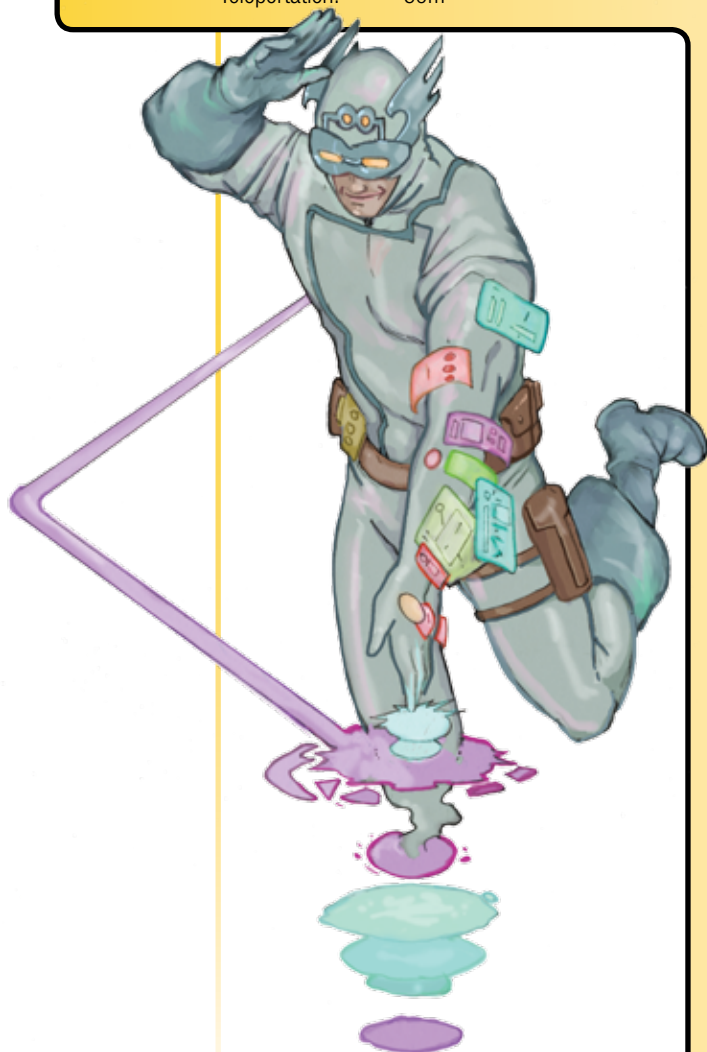
Campaign Use: Captain Chronos is a walking plot device. He can show up anywhere and do just about anything. Since he has to keep his motives mysterious, he’s likely to clash with the heroes as much as help them — “Hey, why’s Chronos all of a sudden trying to kidnap the Senator?” Since he *can’t* explain why it’s *crucial* to reality that the Senator be elsewhere in 3.729571846 hours, he ends up looking like a villain.

CAPTAIN CHRONOS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
20	DEX	20	13-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
5+3	SPD	30+20*		Phases: 3, 5, 8, 10, 12 (2, 3, 5, 6, 8, 9, 11, 12)
6	PD	4		Total: 36 PD (30 rPD)
6	ED	4		Total: 36 ED (30 rED)
10	REC	6		
40	END	4		
10	BODY	0		
30	STUN	5		

Total Characteristics Cost: 180
*: OIF (chronosuit; -½)

Movement: Running: 12m
Teleportation: 60m



Cost	Powers	END
75	Temporal Manipulation Powers: Multipower, 112-point reserve All OIF (chronosuit; -½)	
7f	1) Temporal Acceleration: RKA 1½d6 NND (defense is temporal/dimensional manipulation powers or Life Support [Longevity]; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); OIF (-½)	0
6f	2) Temporal Disharmony: Blast 6d6 NND (defense is temporal/dimensional manipulation powers or Life Support [Longevity]; +1), Constant (+½), Reduced Endurance (0 END; +½); OIF (-½)	0
7f	3) No Sleep 'Til Brooklyn: Blast 9d6 NND (defense is temporal/dimensional manipulation powers or Life Support [Diminished Sleep]; +1), Reduced Endurance (0 END; +½); OIF (-½)	0
7f	4) Age Manipulation: Major Transform 6d6 (anything into older/younger/newer version of itself; heals via the application of any chronal manipulation power) Improved Result Group (+¼), Reduced Endurance (0 END; +½); OIF (-½)	0
7f	5) Temporal Ambush: Blast 8d6 (physical) Indirect (Source Point and Path can vary from use to use; +1), Reduced Endurance (0 END; +½); OIF (-½)	0
3f	6) Fast Time Bubble: Aid SPD 7d6 Ranged (+½), OIF (-½), Recipient Must Spend 2 END Per Point Of Extra SPD Used While Aid Remains In Effect (-½)	6
7f	7) Slow Time Bubble: Drain SPD 7d6 Reduced Endurance (0 END; +½); OIF (-½)	0
1f	8) Stop Time Bubble: Entangle 1d6, 1 PD/1 ED NND (defense is temporal/dimensional manipulation powers, see text; +1), Takes No Damage From Attacks (+1); OIF (-½), Costs Endurance To Maintain (-¼), Increased Endurance Cost (x5 END; -2)	15
7f	9) Rapid Healing: Simplified Healing 9d6 Reduced Endurance (½ END; +¼); OIF (-½)	4
75	Time Shift Field: Resistant Protection (30 PD/30 ED) Hardened (+¼); OIF (-½)	0
12	Chronogoggles Picture-Within-A-Picture: +5 DCV OIF (-½), Requires A Danger Sense Roll (-½)	0
60	Time Travelling: Multipower, 90-point reserve All OIF (chronosuit; -½)	
6f	1) Time Travel: Extra-Dimensional Movement (any date or place in time), x4 Increased Mass OIF (-½)	6
6f	2) Rapid Transit: Teleportation 60m Reduced Endurance (0 END; +½); OIF (-½)	0
5f	3) Walkin' To Jerusalem: Teleportation 20m MegaScale (1m = 10,000 km; +2), Reduced Endurance (0 END; +½) OIF (-½)	0
4	Gone Out For Food: Life Support (Diminished Eating: No Need To Eat) Usable Simultaneously (up to 8 people at once; +1); OIF (-½)	0

- 47 **Chronogoggles:** Precognitive and Retrocognitive Clairsentience (Sight and Hearing Groups) 0
Reduced Endurance (0 END; +½); OIF (-½), Precognition/Retrocognition Only (-1)
- 17 **The Best Omnichronometer Ever Made:** Detect Time 25- (no Sense Group), Discriminatory, Analyze OIF (-½) 0
- 6 **The Best Omnichronometer Ever Made:** HRRP (Radio Group) 0
OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)

Talents

- 3 **Timesense:** Absolute Time Sense
- 21 **Chronogoggles:** Danger Sense (immediate vicinity, out of combat, Sense) 18- OIF (-½)
- 3 **Fast Math:** Lightning Calculator
- 20 **Split-Second Time Shift:** Lightning Reflexes: +20 DEX to act first with All Actions
- 8 **Fast Reading:** Speed Reading (x1000)
- 13 **Linguistic Training:** Universal Translator 13- Earth Languages Only (-½)

Skills

- 25 +5 with Temporal Manipulation Powers
- 3 Combat Piloting 13-
- 3 Computer Programming 13-
- 15 Cramming (x3)
- 3 Electronics 13-
- 15 KS: Earth Culture 1970-2020 25-
- 10 KS: History 20-
- 3 KS: The Superhuman World 13-
- 3 PS: Watchmaker 13-
- 3 SS: Physics 13-
- 3 SS: Dimensional Physics 13-
- 8 SS: Temporal Physics 18-
- 3 Stealth 13-
- 3 Systems Operation 13-
- 3 Teamwork 13-

Total Powers & Skills Cost: 545**Total Cost: 725****400 Matching Complications (75)**

- 15 **Distinctive Features:** discomfitting “aura” (Not Concealable; Noticed And Recognizable)
- 25 **Hunted:** the Time Elemental Entropus (Frequently, Mo Pow, NCI, Capture/Kill)
- 20 **Hunted:** Dr. Destroyer (Infrequently, Mo Pow, NCI, Capture/Kill)
- 20 **Psychological Complication:** Must Save Reality/Hunting Mechanon (see text; Common, Total)
- 20 **Psychological Complication:** Code Versus Killing (Common, Total)
- 10 **Psychological Complication:** Scientific Curiosity (Common, Moderate)
- 15 **Social Complication:** Secret Identity (Prof. Tempus Carlson) (Frequently, Major)
- 15 **Susceptibility:** to being Teleported or moved through time by someone else, takes 3d6 damage instantly (Uncommon)
- 20 **Vulnerability:** 2 x Effect from Drains (Common)

Total Complications Points: 75**Experience Points: 325**

If you need to make Captain Chronos more powerful, the best way is to increase the strength of his defenses until he’s almost impossible to hurt — his powers are already effective (and strange) enough (though you could add some Active Points to them if you wanted). You could also get rid of his OIF and turn all his powers into natural abilities. Making him less effective is tricky, but you can shave some points off of his various chronal powers if you take care not to make him completely ineffective.

Captain Chronos would only Hunt a hero if he were convinced the hero was somehow crucial to preventing the temporal disaster he’s here to save the world from. If that’s the case, though, he’ll stop at nothing (short of killing) to remove the hero from the picture, or make sure he’s where he *must* be at a given point in time.

Associates, Allies, And Adversaries:

Other heroes and villains generally don’t know what to make of Captain Chronos, and as a result most of them want nothing to do with him. But sometimes heroes are trusting enough (or desperate enough), or villains greedy enough, to accept his help despite the fact they know he has a hidden agenda.

Captain Chronos keeps as close an eye as he can on Timelapse (page 302) and other time-manipulating villains, who are “wild cards” in his plans and need to be controlled so they don’t cause irrevocable damage to the timestream.

Captain Chronos is Mechanon’s most implacable foe (though Mechanon doesn’t know it). See above for more information.

Appearance: Captain Chronos wears a silver lamé bodysuit sort of thing, seemingly patterned after the aviator outfits worn by some Pulp-era heroes. The right glove and both boots are flared; the left glove is not flared because most of his left forearm is encased in what looks like a mini-computer (it’s actually the most advanced chronometer in existence for the next fifty or sixty centuries). The costume covers his head, but leaves the face open, and there’s a little silver wing on either side of his head. Across his eyes he wears his Chronogoggles, big goggles with dark blue lenses that have a vertical arc of electricity slowly zapping back and forth across them. On his back he wears a slim pack of some kind that attaches at the shoulders and waist.

CAPTAIN CHRONOS FACTS

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

N/R: Captain Chronos is a strange super-human with time travel and time-manipulation powers. Sometimes he acts like a hero, sometimes a villain, and sometimes he does things that are just plain weird.

K/R: Captain Chronos claims to be from the future, and to be acting to prevent some sort of Earth-shattering disaster that will occur if he doesn’t “correct” the timeline. There’s no proof of this, though; he could just be a nut.

-2: Captain Chronos goes out of his way to avoid killing or seriously harming anyone.

-6: If someone else teleports Captain Chronos or moves him through time, he suffers intense pain due to “feedback” from his own devices/powers.

-8: Due to the temporal acceleration that swirls around him, Captain Chronos is affected by Drains more strongly than most people.

-10: His Secret Identity is Tempus Carlson; he’s a physics professor at Millenium City University.

A

CATERAN

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
26	DEX	32	14-	
40	CON	30	17-	
25	INT	15	14-	PER Roll 14-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
9	OCV	30		
9	DCV	30		
3	OMCV	0		
7	DMCV	12		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
20	PD	18		Total: 20 PD (14 rPD)
20	ED	18		Total: 20 ED (14 rED)
20	REC	16		
80	END	12		
25	BODY	15		
70	STUN	25		

Total Characteristics Cost: 368

Movement:

Running:	22m
Leaping:	20m
Swimming:	8m

Cost	Powers	END
18	Claymore: HKA 2d6 (5d6+1 with STR) Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼), Real Weapon (-¼)	0
12	Tireless: Reduced Endurance (½ END; +¼) on 50 STR (2 END)	0

CATERAN FACTS

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

N/R: Cateran is a super-strong villainess who wields a claymore. She claims to be over 300 years old.

K/R: Cateran mostly commits robberies; despite the fact that she carries a greatsword she seems to prefer fisticuffs and to avoid killing.

-6: Cateran is a mutant.

-10: Her Secret Identity is Heather McGowrie; she was born in Scotland in 1644.



Martial Arts: Wrestling

Maneuver	OCV	DCV	Damage/Effect
4 Choke	-2	+0	Grab One Limb; 2d6 NND(2)
4 Escape	+0	+0	65 STR vs. Grabs
3 Hold	-1	-1	Grab Two Limbs, 60 STR for holding on
4 Reversal	-1	-2	STR 65 to Escape; Grab
3 Slam	+0	+1	10d6 +v/10; Target Falls
3 Take Down	+2	+1	10d6 Strike; You Fall, Target Falls

14	Tough Skin: Resistant (+½) for 14 PD/14 ED	0
16	Mutant Physiology: Regeneration (2 BODY per Hour)	0
10	Strong-Willed: Mental Defense (14 points)	0
5	Mutant Physiology: Power Defense (5 points)	0
5	Immortal: Life Support (Longevity: Immortality)	0
10	Swift-Limbed: Running +10m (22m total)	1
8	Strong Leaper: Leaping +16m (20m forward, 10m upward)	1
2	Strong Swimmer: Swimming +4m (8m total)	1

Perks

30	Well-Connected and 27 points' worth of Contacts of a picturesque and intriguing nature (various, all over the world, to be defined by the GM)
1	Fringe Benefit: International Driver's License
2	Fringe Benefit: Passport
10	Money: Wealthy

Talents

15	Combat Sense 14-
3	Lightsleep

Skills

32	+4 HTH
3	Acting 14-
3	Animal Handler (Bovines, Equines) 14-
3	Charm 14-
3	Climbing 14-
3	Disguise 14-
2	Gambling (Card Games) 14-
3	High Society 14-
2	KS: World History 11-
2	Lifespan Of Centuries: +4 to KS: World History; Only For Events Since 1650 (-1)

- 1 Language: Arabic (basic conversation; Gaelic is Native)
- 1 Language: Mandarin Chinese (basic conversation)
- 3 Language: English (completely fluent)
- 1 Language: French (basic conversation)
- 1 Language: Portuguese (basic conversation)
- 1 Language: Russian (basic conversation)
- 1 Language: Spanish (basic conversation)
- 1 Language: Turkish (basic conversation)
- 3 Mimicry 14-
- 2 Navigation (Land) 14-
- 3 Oratory 14-
- 3 Persuasion 14-
- 3 Riding 14-
- 3 Stealth 14-
- 3 Streetwise 14-
- 3 Trading 14-
- 7 TF: Common Motorized Ground Vehicles, SCUBA, Small Planes, Small Rowed Boats, Small Wind-Powered Boats, Snow Skiing
- 7 WF: Common Melee Weapons, Common Missile Weapons, Small Arms, Staffs
- 2 Weaponsmith (Muscle-Powered HTH) 14-
- 3 Traveler
- 1 1) AK: Africa 11-
- 1 2) AK: The British Isles 11-
- 1 3) AK: China 11-
- 1 4) AK: Europe 11-
- 1 5) AK: India 11-
- 1 6) AK: The Middle East 11-
- 1 7) AK: Russia 11-
- 2 8) AK: Scotland 14-
- 1 9) AK: The United States 11-
- 1 10) CK: Edinburgh 11-
- 1 11) CK: London 11-
- 1 12) CK: New York City 11-
- 1 13) CK: Paris 11-
- 1 14) CK: San Francisco 11-

Total Powers & Skills Cost: 306

Total Cost: 674

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)
- 20 **Psychological Complication:** Honorable (Common, Total)
- 10 **Psychological Complication:** Hates To Be Confined, Restrained, Or Told What To Do (Uncommon, Strong)
- 15 **Social Complication:** Secret Identity (Heather McGowrie) (Frequently, Major)

Total Complications Points: 75

Experience Points: 274

CATERAN

Background/History: Heather McGowrie has never found a place or time she could truly call her own. Born in Scotland in 1644, she was a woman trapped in a man's world. Though she grew up tall and lanky and strong — stronger than any of her brothers or their friends — she was forced into a woman's lifestyle. Sewing and cooking and tending to small children wasn't what she wanted, though. She wanted to ride, and wield a sword, and fight, and have adventures! The only time she truly felt alive was when the old men were telling stories and tales and she could shut her eyes and feel as if she were taken away into another world.

When she got old enough that young men were coming 'round to court her, she'd finally had as much as she was going to take. They were all so weak, soft-seeming, and close-minded that she just couldn't stand the thought of being with any of them. They weren't truly men, they were boys playing at it, and damned if she'd play along with them. Finally she stole a horse and rode away, thinking to ride to Edinburgh or London or some other city and make her fortune there.

She was stopped by a band of brigands and freebooters, or caterans as they were called then in the Highlands, before she'd ridden half a day. Her pretty horse, and pretty self, were rich prizes indeed for those men. But the pretty girl had fangs, as they found out when she broke the arms of two of them and crushed the skull of another with a blow from her fist. Almost before they knew it, she'd convinced them to let her join them.

She enjoyed the life of a brigand — it offered her a freedom like nothing she'd experienced before. She learned how to fight, ride, kill, and take what she wanted. Soon she led the brigands, and the "Men of the Heather" became a group to be reckoned with. More and more outlaws, hearing of her band's exploits, came to join her. But it was too good to last. The lairds of the clans could no longer stand for her depredations and pillaging, and came against the Men with a small army of Highlanders. Seeing no reason to stay and die, Cateran took to her horse and left her men to their fate.

She spent the next few years roaming around Scotland and the British Isles savoring her freedom. It was during this time she discovered just how strong she was — why, she lifted the Stone of Dunleavy easily with but one hand, that had not been lifted by anyone at all in seventy-five years! The biggest, burliest men were no match for her in contests of strength. And she realized something more — she didn't seem to be growing old. Her face and form showed twenty years, but she'd been on this Earth twoscore or more.

That last thought scared her. Had she been cursed by the Devil somehow to walk the Earth forever like the Wandering Jew? Feeling her mortal soul was in peril, she rode to the nearest abbey and asked to be admitted. Seeing the trouble that lay upon her soul, the Mother Superior took her in as a lay sister.

The religious life lasted about a month for Heather. She soon found she couldn't stand it. Every minute of the day and night was regimented, ordered, and regulated. What a waste! She quickly came around to thinking of her longevity not as a curse from the Devil, but as a gift — from God or from whom, she didn't know, and she didn't really care anymore. She just decided to make the best of it.

She spent the next two centuries wandering the world. She saw the glittering spires of London and visited the king's court in the noble garb of a lady. She explored the Black Forest and wrestled bears in the Russian taiga. She watched Schliemann excavate Troy. In disguise, she crept into Mecca, and later explored the Ottoman Empire in the same guise. She learned how to sail, and traveled the length and breadth of the British Empire, from Africa to India to China. And then, at long last, she came to America.

The Twenties and Thirties found her in New York City. Now here, she thought, here is a country where people know how to live! No centuries-old traditions, no caste system, and rules that let just about everyone do anything he — or she — wanted. She took to it like a fish to water. Whenever she needed money, a little bit of robbery or theft did the trick nicely.

Then came World War II. She'd avoided the First World War by staying in the Orient, but this time she wanted to get involved. She went back to Europe and, in disguise, joined a Scottish regiment. She acquitted herself nobly and well. When the war ended, she decided to return to America. This time she chose the West Coast.

She found San Francisco to her liking. There were a few of these "heroes" out there who sometimes tried to keep her from robbing banks, but she never had much trouble with them — fancy clothes aren't enough to overcome three hundred years of experience. She decided to join in their fun, and adopted the name "Cateran" for her brigandish exploits.

Since then, Cateran's been a supervillainess, mostly in California, but drifting from time to time to other cities as suits her mood. Lately she's been spending a lot of time in Millennium City; it has a new and vibrant air to it unlike anything she's ever experienced before. She's not as well known to the public as other, flashier, villains, but she's having a fine time and doing well for herself, so she doesn't mind one bit.

Personality/Motivation: Cateran is very much a free spirit. Not only does she intensely dislike being confined, bound, or restrained in any way, she won't take orders, do what people expect from "a lady," or restrict her options at all if she can help it. She's her own woman, and no one else's. She'll do as she pleases, and damn those who don't like it. She enjoys her freebooting, high-living lifestyle and wouldn't trade it for anything in the world.

Although this attitude has led her to a life of crime, at heart Cateran is an honorable, often rather peaceable, person. She doesn't fight for no reason, doesn't inflict needless pain, attacks from surprise only when there's no other way to win to freedom, and won't go back on her word once she's given it. Despite centuries of experience as a warrior, Cateran prefers not to fight, or to kill, if there are other options. Fighting's stupid if you can grab the swag and run away, after all. And killing doesn't usually do much but start feuds. Oh, she's killed before, dozens or hundreds of times, in battle and out of it, but she'd just as soon not slash someone with her sword if a blow from her fist will knock him out of the fight.

Now over 350 years old, Cateran has developed a somewhat fatalistic view of life. People, places, ideas — they all grow old and pass away sooner or later, all but her. For this reason she avoids becoming attached to people or to objects; she knows she'll lose them eventually, and doesn't want the pain of loss. As a result, she often comes across as world-weary, cynical, and coldly unsympathetic, even though for the most part she's none of those things.

Cateran has an annoying habit of calling all men "lad" unless they're noticeably elderly (*e.g.*, old wizards with long white beards).

Quote: "You might want to be reconsidering that course of action, lad."

Powers/Tactics: Cateran is a mutant with much greater than normal human strength, resilience, and reflexes. Had she lived millennia ago, she'd probably have come down to us in legend and folklore as some sort of goddess, but in today's world she's had to settle for the life of a supervillainess.

Cateran is a smart and cagy combatant with years of fighting experience. She won't simply wade in and start slugging her foes unless that seems to be the quickest way to end the fight. She'll use her environment, Hold her Actions and react appropriately, and otherwise fight intelligently. Her high SPD gives her a real edge in many battles; she sometimes "plays possum" and fights like a typical slow "brick" (*i.e.*, limits herself to SPD 4) until she can catch her foe off-guard with a Surprise Move.

Cateran carries a two-handed Scottish claymore for use in battle if she need it, but she prefers "roughhousing" and fisticuffs more than cutting people to ribbons — she's not a killer, she's a freebooter. She'll only draw the sword if someone

makes her angry, is resistant to her strength, or draws a weapon on her first. She doesn't even bother to bring it along on a lot of missions.

In many ways, Cateran's out of combat skills are more important than her strength. She's been all over the world, speaks several languages, and knows how to do all kinds of things. She's especially adept at disguising herself; she's lived half her life walking in "someone else's shoes."

Campaign Use: Cateran makes a good villain for plots involving robbery and theft. She'll work as straight hired muscle if she must, but prefers to be her own boss as much as possible — and she'll never work for someone who wants her to act dishonorably.

Cateran might serve well as a potential love interest for a male PC. The right influence could appeal to the romantic side of her personality and steer her away from crime and into a life of heroism and adventure.

If Cateran is too powerful for your campaign, reduce her SPD to 5 or 6, get rid of her Claymore, and reduce her DEX to 20. If she's not powerful enough, increase her STR and defenses until she is.

Associates, Allies, And Adversaries: Cateran's worked with or encountered many different villains (and heroes!) over the course of her career. She gets along best with GRAB, a group she often allies herself with. Their attitudes toward crime mirror her own, and that Cheshire Cat is a pretty handsome fella. If GRAB ever wants to expand its ranks, Cateran would definitely be considered for membership.

On the opposite end of the spectrum, she considers most VIPER agents and villains to be pompous idiots or deluded fools. She's stolen from VIPER several times and would gladly do so again. Snakes who try to stop her learn what it feels like to get hit with a greatsword.

Cateran doesn't really think of herself as "a mutant" and doesn't pay much attention to Kinematik's cause. She's met the man a time or two and finds him dislikeable and arrogant. In her experience mutants (like other minorities) will eventually be accepted; it just takes time... and she has plenty of that.

Appearance: Cateran looks pretty good for a 350-year-old: red hair cut short so that it frames her face — the face of a beautiful 30 year-old woman — and a trim, muscular, well-built figure. But she's also 6'4" tall, and thus rather imposing. She usually wears a sort of blousy white shirt cut to accentuate her figure, a kilt-like skirt of tartan (no sporran, though), and black boots. When she carries her claymore, it's in a back sheath.

THE CURSE

Background/History: Thousands of years ago the Pharaoh Amen-hab-itep was buried with great pomp and ceremony in a secret tomb not far from the fabled Valley of the Kings. As the tomb was sealed, the priests called upon the power of the god Anubis to place a terrible curse on it: whomsoever would be the first to violate the tomb would be fated to become its guardian, a creature of great magical power and singular purpose.

Centuries passed... and the tomb remained inviolate. For some reason tomb robbers never found out about it, and in time the curse uncharacteristically began to fade. By the late twentieth century it was weak indeed... but by no means gone.

In 1998 an archaeological expedition that included graduate student Scott Thomaszewski discovered Amen-hab-itep's tomb. Realizing from the state of the outer doors that it was intact, and thus might even eclipse King Tut's tomb for riches and knowledge, the expedition leaders chose to wait a few days before opening it so they could have proper security measures in place.

But Thomaszewski was too impatient to wait. While the rest of the expedition was sleeping he crept back to the tomb's entrance. Carefully using a crowbar, he wedged the outer doors open... and activated the curse. Without warning Thomaszewski was psychically and mystically assaulted and transformed into a mummy-like being of great power... but because the curse was so weak after thousands of years, it was unable to fasten onto his mind as well as it fastened onto his body. Instead of becoming the tomb's guardian he simply went on a rampage, using his newfound powers to slaughter the entire expedition.

A few weeks of wandering in the desert brought Thomaszewski back to his normal self, or at least his right mind. He still had the guardian's form and powers, but his human personality re-asserted itself. He figured out what had happened, and then realized he could never truly return to normal society... but with the power of life and death literally in his hands, he could become fabulously rich. Soon a new supervillain was offering his services to the underworld — a strange, mummy-garbed man who simply called himself *the Curse*.

Since then the Curse has cut a swath through the world, killing almost at will anyone he's been hired to kill. And slowly but surely the curse has continued to eat away at Thomaszewski's mind, making him less and less human and more of a monstrous thing five thousand years away from home.

THE CURSE FACTS

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

N/R: The Curse is a supervillain who looks (and acts) something like an ancient Egyptian mummy from a horror movie. His touch is instantly lethal to most people, even superhumans.

-1: The Curse seems to be mentally unbalanced somehow; occasionally during battle or missions he'll stop in mid-action and begin muttering to himself in mixed English and Ancient Egyptian.

-6: Holy magics and powers cause the Curse intense pain.

-10: His Secret Identity is Scott Thomaszewski; he used to be a Millennium City University graduate student in archaeology.

B THE CURSE

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
25	DEX	30	14-	
50	CON	40	19-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
40	PRE	30	17-	PRE Attack: 8d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
7	DMCV	12		
4	SPD	20		Phases: 3, 6, 9, 12
40	PD	38		Total: 40 PD (40 rPD)
40	ED	38		Total: 40 ED (40 rED)
30	REC	26		
100	END	16		
30	BODY	20		
76	STUN	28		Total Characteristics Cost: 393

Movement: Running: 12m

Cost Powers

Cost	Powers	END
172	Death Touch: RKA 7d6 NND (defense is Life Support [Longevity]; +1), Does BODY (+1), Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼); No Range (-½), Only Versus Living Beings (-1), No Knockback (-¼)	0
130	Matter-Aging Touch: RKA 6d6 NND (defense is Life Support [Longevity]; +1), Does BODY (+1), Reduced Endurance (½ END; +¼); No Range (-½), Only Versus Non-Living Objects (-½), No Knockback (-¼)	13
65	Matter-Aging Tunneling: Tunneling 12m through 20 PD material Reduced Endurance (½ END; +¼)	2
20	Cursed Vitality: Hardened (+¼) for 40 PD/40 ED	0
50	Cursed Vitality: Resistant (+½) for 40 PD/40 ED Hardened (+¼)	0
20	Divided Mind: Mental Defense (20 points)	0
20	Divided Ka: Power Defense (20 points)	0
40	Cursed Vitality: Life Support (Total, including Longevity: Immortality)	0

Talents

15 Combat Sense 13-

Appearance: The Curse looks like a classical Egyptian mummy with a pharaoh's headdress. Early in his career, when his American personality remained dominant, he often "accessorized" by adding sunglasses, a belt, or other modern touches; in more recent years, as his personalities have balanced, he usually eschews such touches.



Skills

10	+5 OCV with Death Touch
1	Computer Programming 8-
2	AK: Millennium City University 11-
2	KS: Egyptian Civilization And Culture 11-
1	KS: The Superhuman World 8-
1	Language: Ancient Egyptian (basic conversation; English is Native)
2	SS: Anthropology 11-
2	SS: Archaeology 11-
1	Streetwise 8-

Total Powers & Skills Cost: 554

Total Cost: 947

400 Matching Complications (75)

15	Hunted: Ma'at at 14- (As Pow, Limited Geographical Area, Kill)
15	Hunted: Dr. Ka (Frequently, As Pow, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Casual Killer (Very Common, Strong)
15	Psychological Complication: Split Personality (see text) (Common, Strong)
15	Social Complication: Secret Identity (Scott Thomaszewski) (Frequently, Major)
10	Vulnerability: 2 x STUN from Holy magics/powers (Uncommon)
10	Vulnerability: 2 x BODY from Holy magics/powers (Uncommon)

Total Complications Points: 75

Experience Points: 547

Personality/Motivation: The Curse's two personalities — his normal human one and the one the curse would impose — continue to war with each other. Neither can fully assert itself anymore, but neither can either of them be suppressed for a long period of time. During the day the Thomaszewski personality's more likely to dominate; at night the monstrous guardian personality (which, by its current twisted logic, regards nearly anyone important as a "tomb violator" worthy of death) often holds sway. During any stressful situation, the Curse may have trouble keeping control of himself. Once each combat the GM should roll his Psychological Complication; if he fails, he spends 1d6 Phases standing in place, twitching, sometimes mumbling to himself in mingled English and Ancient Egyptian, as his two selves fight for his body.

Quote: "Your deeds have laid a Curse upon you... and I am here to fulfill it."

Powers/Tactics: The magics of the ancient malediction that gave the Curse his powers have made him a formidable mystical killing machine. First and foremost among his powers is his *Death Touch*, which can kill nearly anyone, including many superhumans, instantaneously. (He can also instantly age, and thus effectively disintegrate, unliving matter.) Beyond that he's superhumanly strong and immensely durable. If he has any weaknesses, they're that he's comparatively slow in combat (for a superhuman) and has no movement or sensory abilities (beyond his Combat Sense).

Campaign Use: The Curse requires careful handling due to the overwhelmingly powerful nature of his Death Touch — he could easily kill several PCs if you're not cautious. In many cases the heroes' goal in fighting the Curse shouldn't be to come to grips with him, it should be *avoiding* him while finding ways to stop him indirectly (by, say, luring him into a puddle and then dropping a high-voltage line on him).

If you need to make the Curse an even tougher opponent, increase his SPD to 5 and give him the ability to Teleport. To weaken him just ratchet down the dice in his attacks to a more comfortable level for your campaign, and perhaps decrease his defenses a little as well.

The Curse is possibly the most tenacious Hunter in the Champions Universe. He doesn't have to eat or sleep and can remain focused on his goal with fanatic intensity. The only warning his quarry may have is the muffled *clack* of his skeletally thin feet on the pavement or floor as he approaches....

Associates, Allies, And Adversaries: Almost no one gets along with the Curse; he's too strange, unpredictable, and deadly for most supervillains to want to have anything to do with. It's possible that the god Set might somehow force him to work with Anubis (page 13) to further some scheme of the night-god's.

CYBERMIND

Background/History: Ever since he can remember, Dan Simanowitz has been a whiz with computers. As a little kid, he'd sneak into his father's office and play around with Dad's computer, even though he wasn't supposed to — that just made it all the more fun. By the time he was 13, and his parents had finally bought him a computer of his own, he'd found out something amazing. He could make the computer work without even touching it! Somehow he could reach "inside" the machine with his mind, making it do whatever he wanted. He could rewrite the programs, change the images on the screen, make it run subroutines, and more... all without touching either the keyboard or the mouse. He could even turn machines on and off by mental control.

It wasn't long before "DanMan" was one of the hottest hackers in cyberspace, penetrating secure computers with ease thanks to his cyberkinetic powers. But he was still young and inexperienced, and it wasn't long before the FBI caught up to him. Tried, arrested, and convicted, he was sentenced to a juvenile detention facility. That slowed him down a little; he had almost no access to computers there, though he could sometimes mess around with a secretary's desktop machine if he got close enough to get a glimpse of it.

By the time he was 18, Dan had learned a few things from the other young criminals incarcerated with him (including some other, more experienced, hackers). He hadn't reformed at all, but he was determined not to get caught so easily next time — or, if he did things right, caught at all. Knowing his superpowers would be a selling point, he created the identity of Cybermind, superhacker supreme. Since then he's become the bane of computer security personnel around the world. He's young, powerful, successful, and having the time of his life.

Cybermind's successful criminal career came to an abrupt halt in 2006 when he got just a *little* too ambitious. Through a combination of clever hacking, deduction, and dumb luck, he figured out that the superhero Defender, leader of the Champions, is James Harmon IV. He launched a scheme to drive Defender insane and allow himself to take over Harmon Industries. When the Champions discovered what was happening and fought back, the cybernetic feedback from the Defender armor Cybermind was cyberkinetically controlling badly injured him. He plunged into a coma that hasn't lifted since, despite the efforts of numerous doctors. Today he's one of the longest-term residents of the medical facility at Stronghold, and for all anyone can tell may remain there for the rest of his life.

CYBERMIND FACTS

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

N/R: Cybermind is a supervillain who's a cyberkinetic — he can manipulate computers and other machines with the power of his mind.

K/R: His real name is Dan Simanowitz. Since 2006 he's been imprisoned in the medical facility at Stronghold in a deep coma that resulted from cyberkinetic feedback he suffered during a failed attempt to destroy Defender.

-2: Cybermind isn't a fighter; if confronted with force he'll flee.

-4: Cybermind has a serious case of "hacker's ego" — he can't stand insults to his computer skills or resist a challenge to break into a system.

-8: Cybermind is particularly susceptible to psionic powers.

-10: Cybermind knows Defender's secret identity.

Personality/Motivation: Now in his late thirties, Cybermind is still pretty much a kid. Even in juvie, he never had to do too much growing up, take much responsibility for himself, or learn to respect others. His way of thinking is, if I can get away with taking something, the owner didn't deserve it anyway. Penetrating computer security is a big game to him, a test of his powers and a way to earn "bragging rights" in the hacker community. Any suggestion that he *can't* crack a particular computer system is likely to make him all the more determined to try, and to succeed.

Quote: "Keyboard? I don' need no steenkin' keyboard, senyor."

Powers/Tactics: Cybermind is a *cyberkinetic*, a person who can operate machines with his mind. He can interface with computers and similar technology, taking control of them, and sometimes even displaying false images on them or the like. His *Computer Programming* and *Systems Operation* Skills are reflections of his powers more than legitimate skills; he's never formally studied computer science, engineering, or anything else. For such an accomplished hacker, he often displays an odd ignorance of common hacker terms, practices, and equipment.

Cybermind isn't really a combatant; he doesn't like to fight, and would never even think about killing or hurting someone else. In dangerous situations, he'll probably break and run unless he has a way to fight back — and sometimes even then. He's in it for the money and thrills, not the chance to get beaten up by some superhero. The only time he's likely to be of any use in a fight is in high-tech environments where he can use his cyberkinetic powers to take control of weapons and security systems. In the right circumstances, or against the right types of heroes (like gadgeteers, powered armor wearers, or robots), he can be an effective opponent.

Cybermind is fairly fast physically, but mentally he can act much more quickly. In game terms, he has +3 SPD with his cyberkinetic powers. He gets Phases on Segments 2, 4, and 7 on which he can only use his cyberkinetic powers. (See Menton's description in CV1 for information on how this works.)

Campaign Use: Depending on the nature of your PC group, Cybermind could be the focus of a major story arc (as computer-oriented heroes pursue him through cyberspace, or the team tries to prevent him from conducting some sort of high-tech robbery) — or he could just be a henchvillain hired by a master supercriminal to help with some plot. In the hands of the likes of Dr. Destroyer or Binder, Cybermind could become a major threat to humanity. He could penetrate military computers to steal secrets, take over missile launch systems, and casually wreck jetliners by interfering with air traffic control equipment.

If you want to make Cybermind more powerful, or more combat-capable, you can expand his Mental Powers to affect the Human class of minds as well, or you could supply him with some weapons and gadgets. To make him less powerful, simply decrease the Active Points in his cyberkinetic powers.

Associates, Allies, And Adversaries: Although Cybermind mostly kept to himself during his criminal career, he was known to work for other villains who could afford his services. He's done jobs for the Ultimates, the Crimelords, Holo-caust, Utility, and VIPER, among others, and they consider him a reliable employee. On the other hand, he once attempted to double-cross King Cobra and get more money out of him for a job. He nearly paid for that mistake with his life, and if King Cobra has anything to say about it he still will, eventually.

Cybermind once accidentally penetrated some of Mechanon's computer systems. As if an organic being able to mentally manipulate machines weren't bad enough, now the impudent fleshling was invading *its* computer systems! Mechanon feels undying hatred for Cybermind and will kill him if it ever gets the chance.

Robotic or similar technological villains, like Automaton and Syzygy, generally hate and fear Cybermind because they fear his powers. If they get the chance to kill him, they will.

Defender remains very concerned about Cybermind. He knows the villain has learned his secret identity, and if he ever comes out of his coma that's going to be a major problem for the Champions' leader. Unfortunately there's not much he can do about it at this point but worry.

Appearance: Cybermind wears a lightly-armored costume constructed to look like somewhat heavier armor, in red and purple: red breastplate, legs, gauntlets, belt, and helmet; purple stomach/thighs, boots, arms, and backpack. The backpack has gold coils leading to his helmet and gauntlets, but that's all for the sake of misdirection — a hero who thinks to disable him by taking away his "weapons" will quickly learn the backpack is just for carrying things. Cybermind's powers often manifest with an accompanying light phenomenon of dark-colored spots around his hands and/or head.

In his civilian identity, Dan Simanowitz is 5'9" tall, with short brown hair, dark eyes, and the build of someone who exercises regularly.

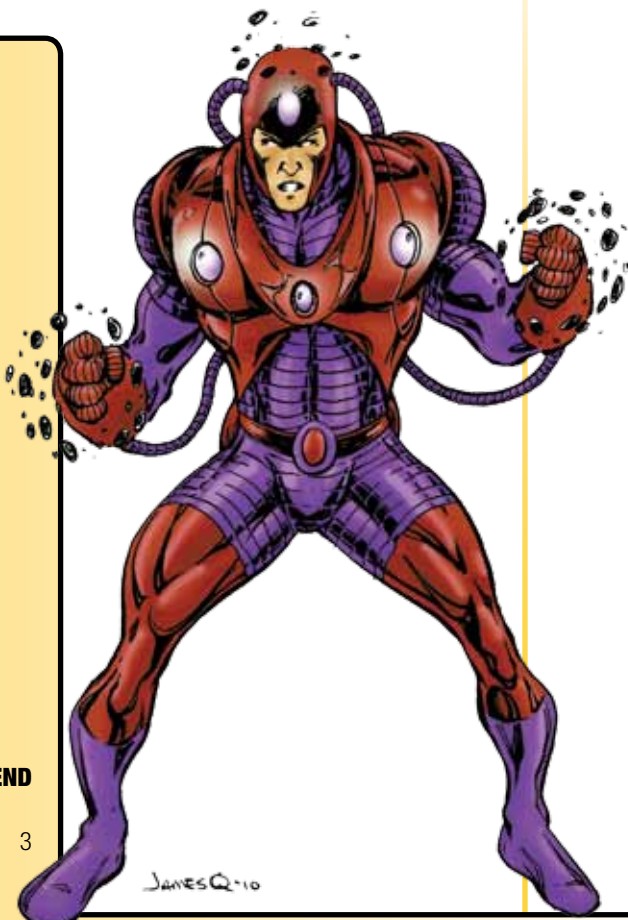
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CYBERMIND

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
15	CON	5	12-	
30	INT	20	15-	PER Roll 15-
24	EGO	14	14-	
15	PRE	5	12-	PRE Attack: 3d6
4	OCV	5		
5	DCV	10		
9	OMCV	18		
8	DMCV	15		
4	SPD	20		Phases: 3, 6, 9, 12
4	PD	2		Total: 10 PD (6 rPD)
6	ED	4		Total: 12 ED (6 rED)
5	REC	1		
30	END	2		
10	BODY	0		
26	STUN	3		Total Characteristics Cost: 134

Movement: Running: 12m

Cost	Powers	END
60	Machine Control: Mind Control 12d6 (Machine class of minds) Reduced Endurance (½ END; +¼); Unified Power (-¼)	3
60	Machine Images: Mental Illusions 12d6 (Machine class of minds) Reduced Endurance (½ END; +¼); Unified Power (-¼)	3
60	Machine Communications: Telepathy 12d6 (Machine class of minds) Reduced Endurance (½ END; +¼); Unified Power (-¼)	3
27	Machine Manipulation: Telekinesis (20 STR), Fine Manipulation Reduced Endurance (0 END; +½); Only To Control Machines And Machine Parts (-1), Unified Power (-¼)	0
20	Speed Of Thought: +3 SPD Only To Use Mental/Telekinetic Powers (-½)	0
12	Armored Costume: Resistant Protection (6 PD/6 ED) OIF (-½)	0
12	Wideband Senses: HRRP (Radio Group)	0



Cost	Skills
13	Computer Programming 20-
3	Electronics 15-
3	KS: Computer Games 15-
1	KS: The Superhuman World 8-
3	PS: Computer Gamer 15-
3	Systems Operation 15-
Total Powers & Skills Cost: 277	
Total Cost: 411	
400 Matching Complications (75)	
25	Hunted: Mechanon (Frequently, Mo Pow, Kill)
20	Psychological Complication: Code Versus Killing (Common, Total)
15	Psychological Complication: Hacker's Ego; Can't Resist A Challenge To His Abilities (Common, Strong)
15	Social Complication: Public Identity (Dan Simanowitz) (Frequently, Major)
30	Vulnerability: 2 x Effect from Mental Powers (Very Common)
Total Complications Points: 75	
Experience Points: 11	

DEADMAN WALKIN'

Background/History: Darren Williams was once one of the highest-paid assassins in the world. He had an almost-unblemished record, and had never been captured or hurt on the job... until he came to Vibora Bay on a contract to kill a City Councillor and Robert Caliburn put two bullets in his chest.

He “woke up” in the morgue a few days later, amazed to discover he was alive... only to find out that he wasn't. He was *unlive*, or undead if you prefer, though he had no idea why. Never one to look a gift horse in the mouth, he escaped from the facility, murdering two medical examiners on the way out. Since then he's continued his lucrative career as a killer for hire, though he takes on a lot more superhuman and paranormal targets than he used to.

Personality/Motivation: In life, Darren Williams was greedy, callous, cruel, and sociopathic. In unlife, Deadman Walkin' is all of those things, and more. He's developed an active loathing for anyone living, a hatred of them for their ability to enjoy the simple pleasures he no longer can (eating, sleeping, companionship...). The only joy he gets now is in killing people — and he's always eager to enjoy himself some more.

Quote: “In a second you'll be dead like me... but *you* won't be gettin' back up.”



Powers/Tactics: There's nothing complicated about Deadman Walkin's abilities: he's an undead assassin. His attacks are the weapons he favored in life (rifle, handgun, knife), and his undead state makes him far stronger and tougher than he ever was when he still had to breathe. Thanks to his resilience, he's willing to take foolish risks if he has to, like jumping off tall buildings to escape pursuers. He thinks of himself as indestructible, though he's not.

Deadman Walkin' prefers to strike from surprise whenever he can — all he asks out of unlife is a little unfair advantage, as he likes to say. His favorite method of taking out a target is sniping, but he can also use explosives, poison, or close combat if he has to. If confronted and forced into open combat, he'll fight at first, but cut and run as soon as things start to go wrong.

As an undead being, Deadman Walkin' is susceptible to spells and powers of a necromantic nature. For example, a spell to control or harm zombies works on him, though he's not strictly a zombie. The GM determines whether his Physical Complication applies to a particular ability.

Campaign Use: Deadman Walkin' comes with one big background mystery: how did he come back to “life”? Did a mystic raise him from the dead for some reason? Did ambient magical energies, a Necromancy spell gone wrong, or a powerful Voodoo ritual improperly controlled spontaneously cause his resurrection as a free-willed zombie? Do Caliburn's angel-touched bullets have unintended side effects? Was Williams simply too strong-willed to die? The answers to those questions may just lead to more questions, including: will whatever brought him back to unlife make him more powerful over time?

If you want to make Deadman Walkin' more powerful, you can increase his Characteristics (turning him into a sort of brick), or you can give him mystic powers relating to his undead state. Maybe he has a death touch, can project bolts of necromantic energy, or the like. To weaken him, reduce his Characteristics a little and his Damage Reduction to 25%.

Associates, Allies, And Adversaries: Deadman Walkin' works more for governments and businesses than superhuman employers, but he's open to contracts from anyone who can pay. Past employers from the Superhuman World have included Slun, Joseph Otanga, and ARGENT, all of whom he maintains irregular contact with.

Appearance: If it weren't for the fact that he long ago gave up the ghost, Deadman Walkin' would look like a fit, muscular man. As it is, his skin has the pallor of death, with bluish lips and sunken eyes. Here and there he's stitched up gashes and wounds, since he no longer heals like a living being does. He wears tattered military fatigues and gear... but his weapons (a rifle, a sidearm, and a large knife) are in perfect condition, clean and well-polished, creating an eerie contrast.

A DEADMAN WALKIN'

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
21	DEX	22	13-	
25	CON	15	14-	
15	INT	5	12-	PER Roll 12-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
7	DMCV	12		
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)
11	REC	7		
50	END	6		
20	BODY	10		
60	STUN	20		Total Characteristics Cost: 253

Movement: Running: 18m

Cost Powers

Cost	Powers	END
26	Rifle: RKA 3d6 Armor Piercing (+¼), No Range Modifier (+½); OAF (-1), Beam (-¼), No Knockback (-¼), 8 Charges (-½)	[8]
21	Handgun: RKA 2d6+1 +2 Increased STUN Multiplier (+½); OAF (-1), Beam -¼, No Knockback (-¼), 2 clips of 12 Charges each (-0)	[12]
12	Bowie Knife: HKA 1d6+1 (3d6-1 with STR) Armor Piercing (+¼); OAF (-1), No Knockback (-¼) plus: Range Based On STR (+¼) for knife; OAF (-1), Lockout (cannot use HKA at all until Charge is recovered; -½), 1 Recoverable Charge (-1¼)	3
20	Undead Form: Resistant (+½) for 20 PD/20 ED	0
60	Undead Form: Physical and Energy Damage Reduction, 50%, Resistant	0
8	Undead Eyes: Sight Group Flash Defense (8 points)	0
8	Undead Ears: Hearing Group Flash Defense (8 points)	0
10	Undead Mind: Mental Defense (10 points)	0
35	Undead Form: Life Support (Total)	0
6	Swift: Running +6m (18m total)	1
5	Undead Eyes: Nightvision	0
5	Undead Eyes: Infrared Perception (Sight Group)	0
39	Sense Life: Detect Life Force 14- (no Sense Group), Discriminatory, Range, Sense, Targeting, Tracking	0

Skills

32	+4 with Ranged Attacks
3	Climbing 13-
3	Combat Driving 13-
3	Concealment 12-
3	Demolitions 12-
3	Fast Draw (Small Arms) 13-
3	Interrogation 14-
3	SS: Pharmacology/Toxicology 12-
7	Stealth 15-
3	Streetwise 14-
4	TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles, Helicopters
7	WF: Common Melee Weapons, Small Arms, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons
2	Weaponsmith (Firearms) 12-

Total Powers & Skills Cost: 331

Total Cost: 584

400 Matching Complications (75)

20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture/Kill)
10	Physical Complication: susceptible to Necromancy spells and powers (Infrequently, Greatly Impairing)
20	Psychological Complication: Hates Living Beings; Revels In Killing (Common, Total)
2155	Susceptibility: to holy objects and places, takes 2d6 per Phase he's in contact with them (Common)

Total Complications Points: 65

Experience Points: 194

DEADMAN WALKIN' FACTS

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

N/R: Deadman Walkin' is an assassin who's undead, making him strong, very tough, and very hard to stop.

K/R: His preferred method of killing his targets is sniping, but he can get up close and use pistols or knives if necessary. He works all around the world, but in recent years has often been active in Vibora Bay. His real name is Darren Williams.

-6: Coming into contact with holy objects or places causes Deadman Walkin' pain.

-8: Deadman Walkin' can be affected by necromantic magics that ordinarily only affect true undead beings.

A**DEVASTATOR**

Val Char Cost Roll Notes
 10+20 STR 13* 11- (15-)Lift 1200 kg (6.4 tons); 2d6 (8d6) HTH damage [1 (3)]

20 DEX 20 13- OCV: 7/DCV: 7
 18 CON 8 13-
 18 INT 8 13- PER Roll 13-
 12 EGO 2 11- MCV: 4
 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

5 PD 3 Total: 30 PD (25 rPD)
 5 ED 3 Total: 30 ED (25 rED)

6 REC 2
 35 END 3
 10 BODY 0
 30 STUN 5 Total Characteristics Cost: 150
 *: OIF (powered armor, -½)

Movement: Running: 18m
 Flight: 30m

Cost Powers END

43 **Battle Armor Power System:** Endurance Reserve (200 END, 21 REC) 0
 OIF (-½)
 67 **Battle Armor Weapons Suite:** Multipower, 100-point reserve
 All OIF (-½)
 7f **1) Configurable Blaster:** Blast 10d6 var
 Variable Advantages (+½ Advantages; +1); OIF (-½)
 6f **2) Weapons Suite:** RKA 3d6 var
 Variable Advantages (+½ Advantages; +1); OIF (-½)
 4f **3) Tangleweb Projector:** Entangle 6d6, 6 PD/6 ED 6
 OIF (-½)
 50 **Battle Armor:** Resistant Protection (25 PD/25 ED) 0
 OIF (-½)
 3 **Flashbang Protection:** Sight Group Flash Defense (5 points) 0
 OIF (-½)
 3 **Flashbang Protection:** Hearing Group Flash Defense (5 points) 0
 OIF (-½)
 5 **Internal Air Supply:** Life Support (Self-Contained Breathing) 1
 OIF (-½), Costs Endurance (-½)
 20 **Jetpack:** Flight 30m 3
 OIF (-½)
 4 **Leg Servos:** Running +6m (18m total) 1
 OIF (-½)
 3 **Sensor Suite:** Infrared Perception (Sight Group) 0
 OIF (-½)

3 **Sensor Suite:** Ultraviolet Perception (Sight Group) 0
 OIF (-½)

5 **Sensor Suite:** 360 Degree Perception (Sight Group) 0
 OIF (-½), Costs Endurance (-½)

2 **Sensor Suite:** Ultrasonic Perception (Hearing Group) 0
 OIF (-½)

7 **Sensor Suite:** Radar (Radio Group) 0
 OIF (-½), Costs Endurance (-½)

5 **Sensor Suite:** HRRP (Radio Group) 0
 OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½), Costs Endurance (-½)

Perks

6 Contact: a fence 11- (extremely useful Skills and resources; significant Contacts of his own)
 4 Deep Covers (2)
 10 Money: Wealthy

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)
 2 **Onboard Computer:** Lightning Calculator
 OIF (-½)

Skills

6 +2 with Battle Armor Weapons Suite Multipower
 3 Acrobatics 13-
 3 Breakfall 13-
 3 Charm 13-
 3 Climbing 13-
 1 Computer Programming 8-
 3 Conversation 13-
 4 Gambling (Card Games, Dice Games) 13-
 3 High Society 13-
 2 CK: Madrid 11-
 2 CK: Moscow 11-
 2 CK: New York City 11-
 2 CK: Paris 11-
 2 Language: French (fluent conversation; English is Native)
 1 Language: Russian (basic conversation)
 2 Language: Spanish (fluent conversation)
 3 Lockpicking 13-
 3 Persuasion 13-
 3 PS: Appraising 13-
 3 Security Systems 13-
 5 Stealth 14-
 3 Streetwise 13-

Total Powers & Skills Cost: 327**Total Cost: 477**

400 Matching Complications (75)

- 20 **Hunted:** the Warlord (Infrequently, Mo Pow, NCI, Capture/Kill)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Psychological Complication:** Greedy (Very Common, Strong)
- 15 **Psychological Complication:** Refuses To Back Down Or Be Bullied (Common, Strong)
- 15 **Social Complication:** Secret Identity (Richard Wittgenstein) (Frequently, Major)

Total Complications Points: 75

Experience Points: 77



DEVASTATOR

Background/History: It was the opportunity of a lifetime.

Richard Wittgenstein was a cat burglar — and a good one, too. He might not have been at the absolute pinnacle of his profession, but he'd rarely failed to complete a job, and had gotten rich in the process.

One day, after a casually overhearing some interesting gossip at a high-society party about a new yacht in the harbor at Monaco, he flew down to take a look. There it was — big as life and twice as gaudy. It practically screamed “new money,” and in Wittgenstein's experience that usually meant good pickings.

One night, when the owner of the yacht (a man Wittgenstein had only glimpsed once or twice while casing the boat) and his entourage were at the casino, Wittgenstein slipped aboard. The security systems almost foiled him; they were extremely well-made. But that only convinced him there would be things he wanted on the boat.

When he finally found what the yacht's owner was so careful to hide, he nearly threw it in the sea. Blueprints! Not jewels, not bearer bonds, not cash, just some stinking blueprints. But rather than call the night a total loss, Wittgenstein took them, thinking he could at least sell them back to the man he'd stolen them from.

But he quickly changed his mind when he got home and took a careful look at them. These weren't plans for a building or a car — they were for a weapon. Some sort of prototype suit of powered armor. They reminded him of something he'd seen somewhere, in the news probably, but he couldn't place it. It didn't come to him until the next day.

They were plans for the Warlord's battle-armor.

Terrified for the first time in his life, Wittgenstein took the plans, his gear, everything else he could lay his hands on quickly, and fled. He knew the Warlord would be looking for him now, and he knew that if the Warlord found him, he'd be a long, long time in dying.

While he was hiding, carefully concealed by one of the cover identities he'd established long ago, Wittgenstein looked over the plans some more and did some research. It turned out they

weren't for the Warlord's armor, but for a similar suit — one based on his, maybe intended for some of his best soldiers or something. The suit was sleeker and less well-armed than the Warlord's was said to be, but it was still quite powerful.

At first Wittgenstein figured he'd sell the plans through his usual fence; he knew they'd fetch a high price on the international black market for arms. But the more he thought about it, the more he said to himself: *Why shouldn't I build the suit for myself?* He realized he was sick of sneaking around all the time, preying on people too stupid to protect their valuables. It was time to take whatever he wanted — regardless of who tried to stop him.

It took most of his savings, and dealing with a lot of disreputable people he didn't really like, but eventually Wittgenstein got his powered armor suit. Christening himself *Devastator*, he embarked on a career of robbery and mayhem that has lasted to this day.

Personality/Motivation: Devastator is using his battlesuit, and the power it brings, to work out a lot of frustration and anger that he's accumulated over the years. He no longer has to skulk about in the shadows, run from the police, or watch over his shoulder for bounty hunters and angry husbands. Now he can go toe-to-toe with superheroes and smash them into the dirt, or take what he wants from even the most heavily-guarded vaults. He rarely backs down or runs away from any threat, and anyone who tries to bully him is in for trouble.

Quote: “You can forget about the posturing, hero. I want those gems, and if I have to go through you to get them, I will.”

DEVASTATOR FACTS

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

N/R: Devastator is a powered armor-wearing supervillain. His main weapons include a configurable blaster and a tangleweb projector.

K/R: Devastator specializes in robberies, ranging from smash-and-grabs to more sophisticated jobs.

-4: The nature of some of Devastator's robberies suggest that he may have training as a professional thief.

-6: Devastator's powered armor is similar to the Warlord's in many respects; he may have some connection to the Warlord's organization.

-10: His Secret Identity is Richard Wittgenstein; before becoming a supervillain he was a successful cat burglar.

Powers/Tactics: Devastator's powers and abilities derive from two sources. The first is his battle armor, which was built from plans developed by the Warlord for a lesser suit of armor based on his own. Besides fairly standard powered armor defensive systems, it comes equipped with a configurable blaster on the right arm, a suite of other weapons attached to other parts of the armor, and a tangleweb projector on the right shoulder.

The second is his former career as a cat burglar. Few armored supervillains have the acrobatic prowess or infiltration skills of a professional thief, but Devastator does. Sometimes they allow him to take a low-key or sneaky approach to a problem where someone like Armadillo or Ankylosaur would simply have to smash things.

Devastator prefers to open with an all-out offense, using whatever weapon he thinks is most likely to hurt his opponent. The various weapons are simulated with *Variable Advantage* Advantage on the two main slots of his Multipower. If that doesn't work, he'll try tangleweb, Surprise Moves, or the like. He'll only flee from combat if he thinks there's too great a chance he'll be defeated and lose his suit.

Campaign Use: Devastator is a basic powered armor villain, one you can easily use as a template for similar villains just by changing the armor's weapons around. Beyond that, his Skills are an unusual twist you can exploit for many effects and plot points.

To make Devastator more powerful, give him more Multipower slots, increase his STR to 40 or more, and up his DEX a few points. To scale him down, reduce the Multipower to 75 Active Points and replace the Variable Advantage slots with three to five Blast and RKA slots with specific Advantages.

Associates, Allies, And Adversaries: The one thing that really scares Devastator is the Warlord. He knows that master villain realizes where he got his armor... and that the Warlord wants it back. He's had a few scrapes with the War Machine (the Warlord's personal group of supercriminals) and held his own, but he'd prefer to avoid further confrontation if he can. He doesn't want to risk losing the power he now has.

Devastator prefers to pull jobs on his own, but he's willing to team up with other villains in the right circumstances. He's worked with Merc-Force 1 (see CV2) on several occasions, for example.

Appearance: Devastator wears a suit of armor that clearly derives from the Warlord's technology. It has the same rough configuration, with weaponry mounted on the arms and shoulders, and the user's head and upper body protected by a dome-like structure instead of a more ordinary helmet. However, the "dome" is much more slender and cylindrical, and the weaponry more limited. A suite of configurable blaster components (barrels and focusing lenses that rotate into position) on his right arm is matched by a similar, but more

lethal, assemblage on his left. The suit is dull gold in color, a definite contrast to the Warlord's shiny steel blue-white.

Out of his armor, Richard Wittgenstein is a handsome man in his early forties, six feet tall with carefully styled brown hair and an elegant moustache. He dresses in expensive, hand-tailored clothing at the height of fashion.

DOCTOR TENEBER

Background/History: A car crash killed Dr. Charles Tenover's wife and children. The drunken teenager who crashed into them lived. Tenover had to watch his family die; his vaunted medical skills were in vain.

The counselors babbled about the grieving process; the priests said God's will worked in mysterious ways. They had no real answer to the riddle of why people died before their time and what lay beyond the grave. They could only tell him to accept his helplessness. Hah! He was a surgeon, and a good one. His training — his whole life — was built around intervention, using his knowledge and skills to save lives. He turned his search to the occultists and magicians who promised miracles.

Just when despair threatened to overwhelm him, Tenover found a *mayombero*, a practitioner of *palo mayombe* — a dark and morbid "Voodoo" cult that exploited the spirits of the dead — and the necromancer's powers were frighteningly real. Tenover, however, was beyond fear. Tenover begged to learn the secrets of *palo mayombe*. The *mayombero*'s patron spirits approved, and so the surgeon became a sorcerer's apprentice.

Tenover learned quickly. Magic didn't seem that hard compared to his internship. After a few years, though, Tenover realized *palo mayombe* alone would not restore his family to life. He needed to learn more. He abandoned his master to spend several more years scouring the world for necromantic secrets: the zombies of Haiti; Tibetan lore of reincarnation; the grim witchcraft of Thessaly; the mortuary magic of ancient Egypt. A Haitian *bokor* mispronounced Tenover's name and gave him his magical pseudonym: Doctor Teneber.

The onetime surgeon is now one of the world's more powerful necromancers. He partly succeeded in his quest: Doctor Teneber really can raise the dead, under certain circumstances... which, unfortunately, his long-dead wife and children do not fulfill, because he cannot find their ghosts.

Dr. Teneber finds other consolations. He now runs a *botanica* — a voodoo/santería supply shop — in what could politely be called a "colorful ethnic neighborhood." It's a living. Despite losing his doctor's license, Tenover also provides mundane health care to his neighborhood. Most importantly, Dr. Teneber secretly uses his powers to bring some order to the vagaries of life and death. If God does not decree that good people

live and bad people die, then Dr. Teneber will. He seeks the unquiet spirits of those who died before their time, and living people who seem entirely destructive to those around them. He destroys the living person's soul and binds the ghost into the victim's body, for a sort of reincarnation.

Doctor Teneber also intervenes when supernatural forces endanger the innocent. He has helped several mystic heroes — but not a one of them considers him a fellow hero. Apart from his unnerving necromantic magic, the doctor's arrogant, vigilante-esque decisions of life, death, and resurrection appall most mystics. So far, Dr. Teneber's help against undeniable evils outweighs the revulsion and mistrust felt by other heroes. So far.

Personality/Motivation: As a transplant surgeon, Charles Tenover routinely chose who lived and who died. He doesn't consider it playing God to kill one soul to resurrect another — it's more a sort of preëemptive triage, to preserve the greatest number and quality of lives. Other mystics, he believes, are not tough-minded enough to cope with the evils that threaten the world; and so he must make the hard choices for them.

Quote: “Mr. Johnson? I have some good news and some bad news. The bad news is you're dead. The good news is your condition is reversible...”

Powers/Tactics: Doctor Teneber knows a wide range of necromantic spells, both for combat and for investigation. Not only can he cast bolts of deathly energy, trap enemies in bone cages, or bind souls to obedience, he can take on ghostly properties such as invisibility, moving through solid objects, or the terror that comes from meeting the dead. He can also contact the souls of the dead to question them, if he has part of the body or something else close to the deceased. His strangest attack forces a ghost (or other astral spirit) to materialize, so it can be fought more easily.

The Doctor of the Dead can create various low-powered undead creatures (see *The HERO System Bestiary* for character sheets for common types of undead beings). He has no particular desire to raise ghouls or zombies, but if he needs a diversion and didn't like the dead person anyway, he might do it.

Most importantly, Teneber can place the spirit of a dead person in someone else's body. Since living but soulless bodies are hard to come by, Teneber usually captures a person he believes will never cause anything but evil, kills him to drive the soul from the body, then uses his medical skills to revive the body for its new owner. The murder incidentally counts as a sacrifice to Teneber's various patron death-gods, who consume the victim's soul.

Since Dr. Teneber knows he's weak in toe-to-toe combat compared to most heroes and villains, he prefers to strike from ambush. He may watch a target for days or weeks before making his move. Sometimes he lures enemies into traps. His forensic skills ensure that victims disappear without a trace.

Campaign Use: Doctor Teneber occupies a disturbing middle ground between heroism and villainy. While his goals are often laudable, his methods are not. Does the end justify the means? Teneber thinks so... your PCs may disagree.

To make Dr. Teneber more powerful, increase his DEX and SPD, and reduce Limitations on his *Necromancy* Multipower. You could also raise his defenses. To make him less powerful, reduce the number and power of his spells.

Doctor Teneber could Hunt a hero if he believed the hero was actually a villain, or if the hero Hunted him first. If anyone tries to end Teneber's life-swapping ways, he certainly fights back with all his ruthless cunning. Teneber could also Hunt a hero who got on the wrong side of one of the necromancer's divine patrons, especially Baron Samedi.

Associates, Allies, And Adversaries: Doctor Teneber doesn't consider himself a “superhuman” and generally holds himself aloof from most doings in both the Superhuman and Mystic Worlds. He's had several run-ins with the Sylvestri Clan (see CV2) and would happily remove any of them from this mortal coil and then use their bodies for something better. He's stopped several of the Circle of the Scarlet Moon's minor plots, earning him the enmity of some members of that organization. If he becomes too much of a thorn in the Circle's side it may come after him in force, starting a “war” that could easily put innocents in danger.

The Trismegistus Council keeps an eye on Dr. Teneber when it can. It doesn't always approve of his actions or methods, but he does fight evil mystics, and the Council needs all the help it can get, so it generally leaves him alone on the theory that it has bigger fish to fry right now.

Appearance: Charles Tenover has an unremarkable appearance: average height, slender build, short, black hair streaked with grey, and a mixed-race complexion that could pass as light-skinned black or swarthy white. As Dr. Teneber, he wears a black suit with plenty of pockets for medical equipment; a black, sleeved cloak with a high collar fastened by a brooch of silver and human bone; and broad-brimmed, high-crowned hat that leaves his face in perpetual shadow. He carries a bone cane tipped with a silver ball, with streamers of black rags tied just below the ball. Pale, firefly light swirls around the head of the cane when Teneber casts major spells.

DOCTOR TENEBER FACTS

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

N/R: Doctor Teneber is a mystic whose powers involve necromancy, spirits, and fear.

K/R: Teneber isn't a villain *per se*; he often helps people, tries to thwart evil, and protect society from malign magics. But he's a ruthless vigilante who has no qualms about destroying the spirits of men he deems “evil” and using their bodies as vessels to “reincarnate” people he deems “good.”

-2: Doctor Teneber has clashed with the Sylvestri family on several occasions.

-4: In addition to his mystical powers, Dr. Teneber is also a skilled physician.

-10: His Secret Identity is Charles Tenover; he used to be a surgeon.

A

DOCTOR TENEBER

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
18	DEX	16	13-	
18	CON	8	13-	
23	INT	13	14-	PER Roll 14-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
6	OMCV	9		
6	DMCV	9		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	6		Total: 30 PD (14 rPD)
8	ED	6		Total: 30 ED (14 rED)
8	REC	4		
30	END	2		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 149

Movement:	Running:	12m
	Flight:	26m

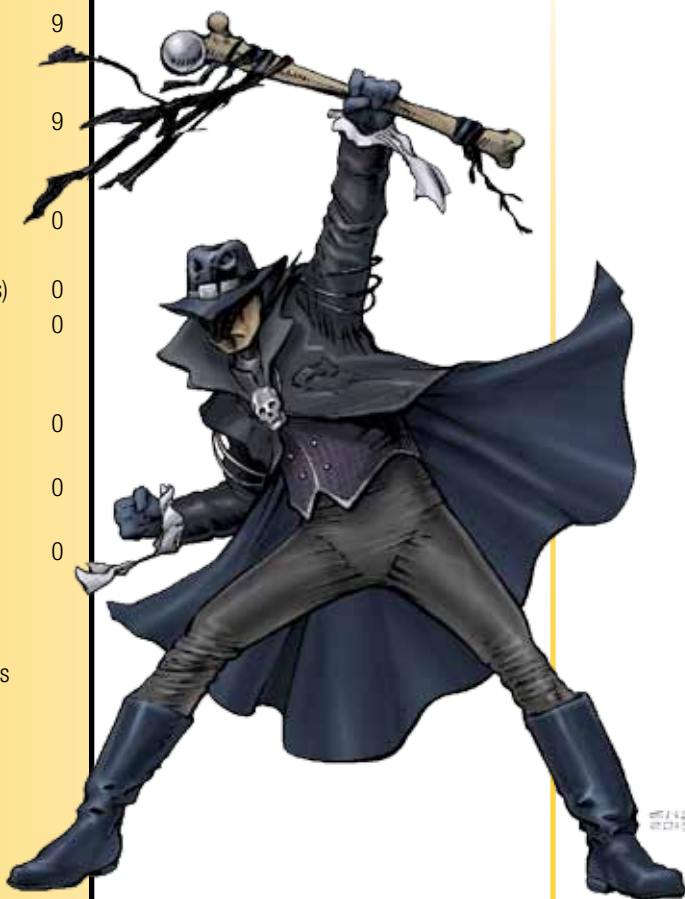
Cost	Powers	END
54	Mystic Energy: Endurance Reserve (200 END, 6 REC)	0
25	Necromancy: Multipower, 62-point reserve All OAF (Cane; -1), Variable Limitations (requires -1 worth of Limitations; -½)	
2f	1) Bone Cage: Entangle 6d6, 6 PD/6 ED OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	6
2f	2) Death Bolt: Blast 12d6 OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	6
2f	3) Exorcism: Dispel Summon 20d6 OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	6
2f	4) Soul Mastery: Mind Control 10d6 Telepathic (+¼); OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	6
2f	5) Spirit Bolt: Mental Blast 6d6 OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	6
2f	6) Visions Of Death: Mental Illusions 12d6 OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½), Only To Create Illusions Of Death/The Afterlife (-½)	6
2f	7) Withering: RKA 1d6+1 NND (defense is Life Support [Longevity]; +1), Does BODY (+1); OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	6

1f	8) Contact Dead: Mind Scan 7d6 Transdimensional (the afterlife realms; +¾); OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½), Concentration (0 DCV; -½), Extra Time (1 Turn; -1¼), Must Have Sympathetic Link To Target Mind (-1)	6
2f	9) Ghost Form: Desolidification (affected by spirit magic) Reduced Endurance (0 END; +½); OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	0
2f	10) Spirit Paths: Teleportation 22m, x64 Noncombat, x4 Increased Mass OAF (-1), Variable Limitations (requires -1 worth of Limitations; -½)	6
31	Lesser Necromancy: Multipower, 62-point reserve All IAF (brooch; -½), Variable Limitations (requires -1 worth of Limitations; -½)	
1f	1) Deathly Aura: +30 PRE IAF (-½), Only For Fear-Based Presence Attacks (-1), Variable Limitations (requires -1 worth of Limitations; -½)	0
3f	2) Steal Life: Drain Characteristics 4d6 Variable Effect (any one Physical Characteristic at a time; +½); IAF (-½), Variable Limitations (requires -1 worth of Limitations; -½)	6
1f	3) Spectral Shield: Resistant Protection (10 PD/10 ED) IAF (-½), Variable Limitations (requires -1 worth of Limitations; -½)	0
1f	4) Walk In Shadow: Invisibility to Sight Group and Detect Magic Reduced Endurance (½ END; +¼); IAF (-½), Variable Limitations (requires -1 worth of Limitations; -½)	1
2f	5) Spirit Gate: Extra-Dimensional Movement (to any physical location in a related group of dimensions [the afterlife realms]) IAF (-½), Variable Limitations (requires -1 worth of Limitations; -½)	3
1f	6) Spirit Levitation: Flight 26m, x4 Noncombat IAF (-½), Variable Limitations (requires -1 worth of Limitations; -½)	3
1f	7) Speak With The Dead: Mind Link to any one dead person, any distance, any dimension IAF (-½), Variable Limitations (requires -1 worth of Limitations; -½)	0
24	Greatest Necromancy: Multipower, 90-point reserve All OAF (cane; -1), Extra Time (1 Turn; -1¼), Side Effect (character always suffers Drain CON and Reserve END 3d6, points return at the rate of 5 per Hour; -½)	
2f	1) Create Undead: Summon one undead creature built on up to 300 Character Points Expanded Class (any type of undead; +¼), Amicable (+¼); Common Limitations (see above; -2¾), x2 Increased Endurance (-½), Limited Power (need sympathetic link to target; -1)	18

- 2f **2) Resurrection:** Healing BODY 7d6, Resurrection (can stop resurrection by completely destroying deceased's physical body) 9
Common Limitations (-2¾), Requires Soulless Body (-1)
- 2f **3) Materialize Spirit:** Dispel Desolidification 20d6 9
Affects Desolidified (+½); Common Limitations (see above; -2¾)
- 10 **Kevlar Coat:** Resistant Protection (4 PD/4 ED) 0
IIF (-¼)
- 10 **Horror-Hardened Soul:** Mental Defense (10 points) 0
- 7 **Warding Amulet:** Power Defense (10 points) 0
OIF (-½)
- 10 **Astral Awareness:** Dimensional (Astral Plane) for Sight Group 0
- 10 **Astral Awareness:** Dimensional (Astral Plane) for Hearing Group 0
- 10 **Mystic Sight:** Detect Magic 14- (Sight Group), Discriminatory 0
- Perks**
- 1 Fringe Benefit: Accepted local priest and magician
- 10 **Townhouse Botanica:** Base built on 50 Total Points
- Skills**
- 10 +2 with *Necromancy* Multipower
- 3 Acting 13-
- 3 Concealment 14-
- 3 Deduction 14-
- 3 Forensic Medicine 14-
- 3 Interrogation 13-
- 2 Language: French (fluent conversation; English is Native)
- 2 Language: Latin (fluent conversation)
- 2 Language: Spanish (fluent conversation)
- 3 Paramedics 14-
- 3 PS: Surgeon 14-
- 2 PS: Mayombero 11-
- 3 SS: Pharmacology 14-
- 2 SS: Toxicology 11-
- 3 Sleight Of Hand 13-
- 3 Stealth 13-
- 3 Scholar
- 1 1) KS: Afro-Caribbean Religion 11-
- 2 2) KS: The Afterlife 14-
- 1 3) KS: Arcane And Occult Lore 11-
- 1 4) KS: Mystic World 11-
- 1 5) KS: Mythology 11-
- 2 6) KS: Necromancy 14-

Total Powers & Skills Cost: 298

Total Cost: 446



400 Matching Complications (75)

- 15 **DNPC:** Current and former patients (only one appears per story) (Infrequently, Normal; Unaware of character's Social Complication: Secret Identity)
- 10 **Distinctive Features:** Death-Tainted Aura (Not Concealable; Cause Fear/Revulsion; Detectable Only With Unusual Senses)
- 10 **Hunted:** mystic supervillain (GM's choice) (Infrequently, As Pow, Kill)
- 10 **Hunted:** mystic hero (GM's choice) (Very Frequently, As Pow, Watching)
- 15 **Hunted:** Police (Frequently, Mo Pow, NCI, Watching)
- 15 **Physical Complication:** must perform rituals to keep magical powers (Infrequent, Greatly Impairing)
- 15 **Psychological Complication:** Ruthless, Manipulative Bastard (Very Common, Moderate)
- 15 **Psychological Complication:** Fears Public Notice (Common, Strong)
- 10 **Psychological Complication:** Driven To Resurrect Good People (Unommon, Strong)
- 10 **Psychological Complication:** Seeks Greater Magical Power (Common, Moderate)
- 15 **Social Complication:** Secret Identity (Charles Teneber) (Frequently; Major)

Total Complications Points: 75

Experience Points: 46

A DOUBLE DEALER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	10	13-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
8	PD	6		Total: 19 PD (11 rPD)
8	ED	6		Total: 19 ED (11 rED)
8	REC	4		
40	END	4		
15	BODY	5		
44	STUN	12		

Total Characteristics Cost: 188

Movement: Running: 18m
 Leaping: 10m
 Swimming: 6m

Cost	Powers	END
9	Twin Swords: Multipower, 19-point reserve All OAF (-1)	
1f	1) Naked Blade: HKA 1d6 (2d6 with STR) Armor Piercing (+¼); OAF (-1), No Knockback (-¼)	2
1f	2) Blade In Sheath: HA +3d6 OAF (-1), Hand-To-Hand Attack (-¼)	1
5	Twin Swords: Another Sword (total of 2)	
18	Magnetized Gloves: Telekinesis (30 STR) IIF (-¼), Limited Range (10m; -¼); Only To Pull Ferrous Metal Objects To Him (-1)	4

Martial Arts: Double Swordplay

Maneuver	OCV	DCV	Notes
4 Counterstrike	+2	+2	Weapon +4 DC Strike, Must Follow Block
4 Disarm	-1	+1	Disarm, 40 STR to Disarm roll
4 Parry	+2	+2	Block, Abort
5 Plunging Strike	-2	+1	Weapon +6 DC Strike
4 Slash	+0	+2	Weapon +4 DC Strike
5 Thrust	+1	+3	Weapon +2 DC Strike
3 Trip	+1	+1	6d6 Strike; Target Falls

Martial Arts: Karate

Maneuver	OCV	DCV	Notes
4 Atemi Strike	-1	+1	2d6 NND(1)
4 Dodge	+0	+5	Dodge all attacks, Abort
4 Knifehand Strike	-2	+0	HKA 1d6+1 (2½d6 with STR)
4 Punch/Snap Kick	+0	+2	8d6 Strike
5 Side/Spin Kick	-2	+1	10d6 Strike
8			+2 Extra DCs (already added in)
2			Use Art with Blades, Clubs

16	Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
6	Strong Runner: Running +6m (18m total)	1
3	Strong Leaper: Leaping +6m (10m forward, 5m upward)	1
1	Strong Swimmer: Swimming +2m (6m total)	1

Perks

40	Tricked-Out Motorcycle: Vehicle built on 200 Total Points
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Talents

6	Combat Luck (3 PD/3 ED)
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Skills

30	+3 with All Combat
3	Acrobatics 13-
3	Analyze Style 12-
3	Breakfall 13-
3	Climbing 13-
2	Computer Programming 10-
3	Contortionist 13-
3	Combat Driving 13-
10	Defense Maneuver IV
10	Defensive Attack (see APG 38)
5	Fast Draw 14- (Common Melee Weapons)
2	Gambling (Card Games) 12-
2	KS: The Military/Mercenary/Terrorist World 11-
1	Language: Japanese (basic conversation; English is Native)
3	Lockpicking 13-
10	Rapid Attack
3	Security Systems 12-
3	Shadowing 12-
3	Stealth 13-
3	Streetwise 13-
10	Two-Weapon Fighting
5	WF: Common Melee Weapons, Small Arms, Thrown Sword

Total Powers & Skills Cost: 282

Total Cost: 470

400 Matching Complications (75)

10	Distinctive Features: Style (Not Concealable, Always Noticed And Recognizable, Detectable By Large Group)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: Interpol (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Greedy (Common, Total)
20	Psychological Complication: Casual Killer (Very Common, Strong)
15	Social Complication: Secret Identity (Randolph Exton) (Frequently, Major)

Total Complications Points: 75

Experience Points: 70

DOUBLE DEALER

Background/History: Randolph Exton grew up in Chicago. Although he was naturally bright and athletic, he wasn't particularly motivated — his parents pushed him too hard, and he rebelled by being lazy. As a teenager he drifted in with a bad crowd and would've been thrown out of school except for the fact that he was a mainstay of both the football and basketball teams.

His grades weren't good enough for any sort of decent college, so he joined the Army and ended up stationed in Japan. There he finally found something that caught his attention: making money, lots of money. He got involved in a ring of smugglers that stole military goods and sold them to VIPER, organized crime groups, and similar organizations. It was a sweet deal, but eventually the Army figured out what was going on. He escaped one step ahead of the MPs.

Bumming around Japan and hiding from the authorities, Exton one day found himself doing some chores for an old man to earn some money. It turned out the man was a master swordsman, a practitioner of the art of kenjutsu. He took a shine to Exton and began teaching him swordfighting. Exton discovered that he really enjoyed it... and that he was really good at it.

One day, not long after he'd bid the old man goodbye and hit the road again, Exton had an idea. He read about supervillains and super-mercenaries all the time in the paper, saw them on TV, heard about them on the radio. Why couldn't *he* become one? He was already a pretty good swordfighter, that was a decent gimmick to start with, and he had some underworld connections. And those super-mercenaries, they must make a lot of money....

Energized by a real goal for the first time in his life, Exton got to work. He kept practicing with the sword, eventually developing a highly-effective fighting style using two short wakizashi-type blades. He designed himself a costume and chose the name *Double Dealer* because he could "deal death with both hands." When he thought he was ready, he let his underworld contacts know there was a new super-mercenary on the market.

It turned out he wasn't ready. His skills weren't good enough yet. He completed his first few jobs, but barely, and he always got hurt and always barely avoided getting captured. He took the profits from that work and plowed it back into the business, paying people he met through his criminal connections to teach him their skills. A couple years later he wasn't just a skilled swordfighter — he was a skilled cat burglar, good behind the wheel of a car, knew how to work with computers, and could follow someone without being noticed.

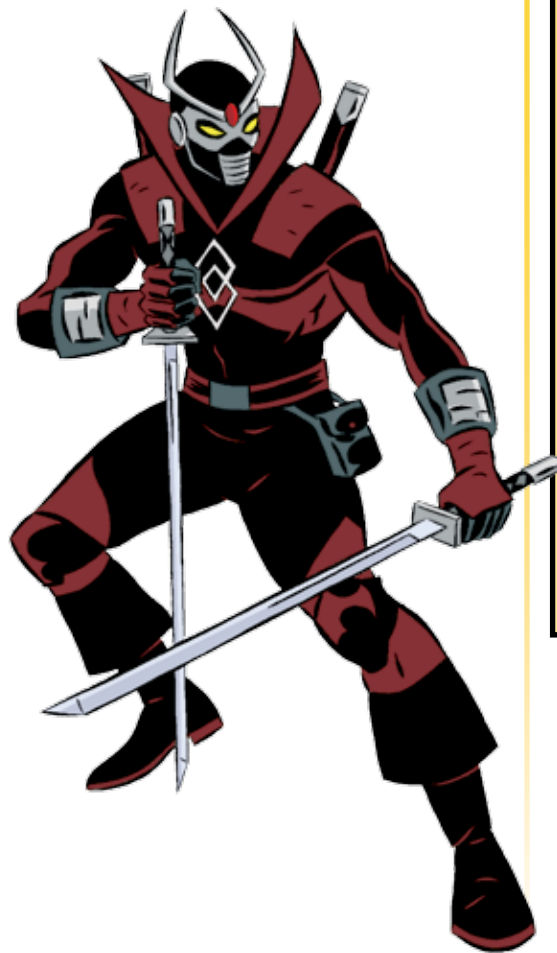
When Double Dealer began taking jobs again, things went much better. He completed jobs without a hitch or an injury, and usually the authorities never knew who hit them. Since then he's built a strong reputation as a skilled, dependable super-mercenary.

Personality/Motivation: Double Dealer is a mercenary in the purest sense of the word: he's all about the money. If you've got the cash, he'll do the job. If the payoff's big enough, he'll do the job on spec. If you don't pay him every penny you owe him, you've just made an enemy for life.

Despite his name, Double Dealer is actually very loyal to his employers, a quality that's gotten him more than a few jobs during his super-criminal career. He takes pride in his reliability and professionalism as much as he does in his skills. If he has any liability as a mercenary, it's his tendency to kill before he thinks. If a guard, a cop, or a superhero gets in his way, Double Dealer's reaction often is to jump past "flee" or "moderate use of force" straight to "filet the bastard," and that's not always good for him or his employer.

Quote: "Sorry homes, but the boss wants that thing on the pedestal back there. You can get out of my way and let me leave with it, or I can ginsu you into little pieces and take it. Your choice."

Powers/Tactics: Double Dealer is a highly-trained super-mercenary whose weapons of choice are two razor-sharp swords. The swords attach to their sheaths rather than just fitting into them (they release with a catch on the hilt), so he can keep the sheaths on and use them as clubs instead if lethal force isn't called for. If he's disarmed there are special magnets in his gloves that lets him "pull" them back into his hands from up to 10m away. (He can also use the gloves on any other ferrous metal objects, if necessary.)



DOUBLE DEALER FACTS

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

N/R: Double Dealer is a costumed criminal/mercenary who wields two razor-sharp swords in combat.

K/R: Double Dealer doesn't have any attacks that work at range, though he can throw a sword at someone if he has to.

-1: Besides being a trained swordsman, Double Dealer also knows karate.

-2: Double Dealer's gloves are magnetized so that he can "grab" his swords from a distance if he's disarmed, or snatch a ferrous object he wants without having to get close to it.

-6: Double Dealer and Lazer are said to be good friends.

-10: His Secret Identity is Randolph Exton; he's a former US Army soldier who deserted after it was discovered he was secretly working for a smuggling ring selling military weapons to criminals.

Since he doesn't have any Ranged attacks (other than throwing a sword, which is a desperation tactic), Double Dealer focuses on other melee combatants. If his foe is armed he'll disarm them and then strike to disable or kill; if not he goes right for the jugular (so to speak). Even though he's a mercenary he's no fool; if he thinks he can't win he'll escape and try to fulfill his contract at another time when there are fewer costumed heroes or armed guards getting in his way.

Campaign Use: As a villain-for-hire, Double Dealer could show up just about anywhere in your campaign, working for nearly anyone — if the price is right he'll do anything, from murder to theft to arson.

To make Double Dealer tougher, give him a pair of pistols so he can also attack at range (note that his *Defensive Attack*, *Rapid Attack*, and *Two-Weapon Fighting Skills* already work with both HTH and Ranged attacks). If he's too slow to compete with the melee superheroes in your campaign, consider giving him some *Lightning Reflexes*. To weaken him get rid of his *Karate*, and reduce his SPD to 5, DEX to 18, and OCV/DCV to 6.

Associates, Allies, And Adversaries: Even though they sometimes compete for the same jobs, Double Dealer and Lazer have become good friends over the years. When they're in the same area they often meet for a beer or to pick up women. The same cannot be said for Mechasassin and Steel Commando; Double Dealer hates both of them and expects bonus pay (“asshole surcharge”) if he has to work with them. He regards other super-mercenaries like Scimitar and Hazard neutrally, though he wouldn't hesitate to remove them from the marketplace if he had the chance.

Appearance: Double Dealer is a black man 6'0” tall with an athletic build. His costume is a dark red bodystocking with black boots, belt, trunk, and gloves, and a sort of “double diamond” chest symbol drawn in white. His mask is a sort of high-tech take on a samurai's uniform, and a high collar rises behind his head. He wears his two swords in sheaths on his back.

DRAGONFLY

Background/History: Rick Griswold used to be pretty much just another bargain-basement thug — tough, street-smart, willing to do just about anything for money. What set him apart was that he had a little more brains than most. He knew, he just *knew*, that if he kept his ears and eyes open and worked hard, an opportunity would come his way that would make his fortune.

He thought he'd gotten his big break when the supervillain Hornet hired him. Working for a villain was dangerous at times, but it meant a lot more money and you never knew what might

happen. Unfortunately for Rick, it turned out that Hornet wanted more than just some extra muscle and a lab assistant. He tricked Rick, sealed him into an experimental “Enthro-Mutation Chamber,” and threw the switch.

Agonizing pain, like nothing he'd ever felt, lanced through Rick. He doubled over in pain and fell to the floor of the chamber. He underwent such torture that he didn't even realize he was changing — changing into a man-insect hybrid like Hornet himself!

Gratified to see that his experiment had worked, and certain that the genetic changes he'd inflicted on his minion would ensure his undying loyalty, Hornet confidently opened the door of the Chamber... only to have Rick attack him! The pain had been so great it had burned through the “loyalty” part of the treatment, and now Rick wanted nothing so much as to kill Hornet with his bare hands. Battle ensued, totally trashing the lab; Hornet barely escaped with his life, and Rick fled just before the cops arrived.

Since he now had insectile eyes and wings, Rick knew he couldn't go back to his ordinary life. Like it or not, the only thing left was to become a supervillain. He chose the name *Dragonfly* and was soon making more money than ever before... though even ten times as much wouldn't have been enough to compensate for what Hornet did to him.

For over half a decade Dragonfly worked for himself, as part of impromptu villain teams, and as a villain-for-hire by master criminals. He noticed his insect features becoming a little more pronounced, here and there, over time, but shrugged it off. In 1996 he was captured by the Liberty League, convicted of multiple violent crimes, and sentenced to life imprisonment in Stronghold.

During over ten years in prison, Dragonfly continued to mutate. For some reason the changes begin on the right side of his body, which is now more insect-like than human, and slowly work their way across his form. It's reached the point where his mind is often affected; he doesn't always know that he's human. Stronghold's doctors were unable to do anything to stop or slow down the changes. Dragonfly escaped during the 2009 breakout, so at this point getting him effective treatment is impossible; it won't be much longer before he degenerates to the point where he loses his humanity entirely and becomes nothing but a monster.

Personality/Motivation: At present Dragonfly's just this side of bestial; his human mind remains in control, though it slips occasionally. One day soon it's likely to lose control for good. The only emotion that both his “personalities” share is a total hatred of Hornet and a desire to kill him as painfully as possible.

Quote: None. Dragonfly rarely speaks to anyone these days.

A

DRAGONFLY



Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 HTH damage [4]
20	DEX	20	13-	
28	CON	18	15-	
7	INT	-3	10-	PER Roll 10-
14	EGO	4	12-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
7	DCV	20		
3	OMCV	0		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12
15	PD	13		Total: 15 PD (8 rPD)
15	ED	13		Total: 15 ED (8 rED)
15	REC	11		
55	END	7		
15	BODY	5		
60	STUN	20		Total Characteristics Cost: 230

Movement: Running: 12m
Flight: 40m

Cost Powers

25	Pincer: Multipower, 25-point reserve	
2f	1) Cutting: HKA 1½d6 (4½d6 with STR)	2
2f	2) Grasping: +25 STR Only To Grab (-½)	2
10	Hideous: +20 PRE Only For Fear-/Intimidation-Based Presence Attacks (-1)	0
8	Chitinous Skin: Resistant (+½) for 8 PD/8 ED	0
9	Insectile Right Side: Resistant Protection (6 PD/6 ED) Activation Roll 11- (-1)	0
40	Wings: Flight 40m Reduced Endurance (0 END; +½); Restrainable (-½)	0
5	Multifaceted Eyes: Infrared Perception (Sight Group)	0
10	Multifaceted Eyes: Increased Arc Of Perception (360 Degrees) for Sight Group	0
10	Wallcrawling: Clinging (normal STR)	0

Talents

24	Insect Senses: Danger Sense (self only, out of combat, Sense) 12-	
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Skills

16	+2 HTH
4	+2 OCV with Cutting
2	KS: Insects 11-
3	Stealth 13-

Total Powers & Skills Cost: 170

Total Cost: 400

400 Matching Complications (75)

25	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
25	Hunted: FBI (Infrequently, Mo Pow, NCI, Capture)
25	Psychological Complication: Hates/Hunts Hornet (Very Common, Total)
15	Social Complication: Public Identity (Rick Griswold) (Frequently, Major)
20	Vulnerability: 2 x Effect from Chemicals/Poisons/Drugs (Common)

Total Complications Points: 75

Experience Points: 0

DRAGONFLY FACTS

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

N/R: Dragonfly is a monstrous supervillain, half-human, half-insect.

K/R: His real name is Rick Griswold; he escaped from Stronghold during the 2009 breakout. He was “created” when the supervillain Hornet mutated him; he hates Hornet and wants to kill him.

-1: Dragonfly has continued to mutate since Hornet created him. He’s now as much monster as human (if not more), and the day is coming when he’ll lose his humanity and be nothing but a bestial insect-man, driven by rage and instinct.

-8: Chemicals, drugs, and poisons are particularly effective attacks against Dragonfly.

Powers/Tactics: There was a time when Dragonfly's powers were more like Hornet's — in particular, he used to have a “Sting Blast” ranged attack. As he's continued to mutate, he lost that ability, but in the process became more hideous, strong, and tough. At this point he's basically a low-powered brick with a few extra, quirky abilities. He no longer has the intelligence to fight with tactics or skill; he simply selects an opponent and smashes and cuts at him until he dies, then moves on to the next target.

Dragonfly's bizarre human-insect physiology makes him particularly susceptible to the effects of chemicals, drugs, and the like. No one (not even him) knows this, though as he's become more insect-like he's developed a quasi-instinctual fear of such things.

Campaign Use: Aside from using Dragonfly as a villain-for-hire, the best plot hook he has is this: put Hornet somewhere near him, then see what happens. The resulting fight could cause all sorts of problems, depending on the circumstances.

To make Dragonfly tougher, give him more insect powers: a “Cocoon Projection” Entangle; a Sting Touch poison with various effects; the ability to summon swarms of insects. To weaken him, reduce his STR to 30-35, or remove his humanity altogether, making him nothing but an instinct-driven monster who still retains its hatred for Hornet.

Associates, Allies, And Adversaries: Dragonfly hates Hornet with a passion that's hard to describe. He'll gladly kill him if he ever has the chance, and would do whatever it took to learn his whereabouts.

Appearance: There was a time, shortly after Hornet mutated him, when Dragonfly still looked mostly human. He had the compound eyes of an insect, and some insectile facial features (including small antennae), and dragonfly-like wings projecting from his shoulderblades, but that was it.

Those days are long past. In the succeeding years Dragonfly began to mutate more and more, though for some reason the changes have occurred primarily on the right side of his body. His right half is now mostly insectile — his skin has become a thicker chitinous armor; his hand is now a sort of scorpion-like pincer; his right antenna is larger, longer, and heavy enough to droop; his right leg is more grasshopper-like than human. In short, his right half is hideously insectile. His left half still remains mostly human, though some changes can be seen there as well: the left antenna is larger, and he has only two fingers and a thumb on his left hand. Both his eyes remain compound, though they're now larger and more bulging than before.

Prior to escaping from Stronghold in 2009, Dragonfly wore a standard Stronghold orange jumpsuit, though on his right side his insectile form creates odd rips and bulges. He tried to go back to his old white-and-green costume, but it no longer fit. These days he's still in the orange jumpsuit, though it's almost in tatters in places.

DREAMWITCH

Background/History: Karen Knox was a college student majoring in biology who suffered from frequent bouts of insomnia. Her constant sleepiness made it difficult for her to pay attention in class or participate in extracurricular activities, and she was frequently grumpy due to lack of sleep.

After standard remedies for insomnia failed to work, Karen turned to an experimental therapy being developed by Professor Radko Pilevic of Millennium City University. Even though it hadn't been fully tested, much less approved by the FDA, at that point she was desperate enough to try anything.

Professor Pilevic's treatment worked — but not the way either of them expected. Instead of making it possible for her to sleep normally, the treatment “solved” her problem by making it not only unnecessary for her to sleep, but *impossible* for her to sleep. Her body and mind no longer needed the energy or relaxation... at least in theory. Despite the treatment's efficacy, after several weeks of not sleeping Karen began to suffer from a deteriorating mental state.

And then her mental state simply *changed*. She began developing strange powers to manipulate sleep and dreams in other people. Instead of having her own dreams she could live in others' — or change them, if she preferred. She could make people fall asleep with just a thought, or make them so tired they could barely function. No longer caring anything for society or its mores, she decided to use her powers for personal gain as the villainous Dreamwitch.

Personality/Motivation: The Dreamwitch is not mentally stable. While she still retains the core of her basic personality (among other things, she'd never think of killing anyone), for the most part she doesn't care about society's rules and laws, freely violating them for her own gain or pleasure.

Furthermore, because the Dreamwitch cannot sleep (and thus cannot dream), dangerous levels of “dream energy” build up in her. She has to alleviate this psychic pressure by using her Dreamweaving power on another person at least once per day; otherwise the dream-images flooding her mind drive her to distraction.

Quote: “Sleep tight, little man.”

Powers/Tactics: As superhuman combatants go, the Dreamwitch is relatively nonviolent — her attacks involve putting people peacefully to sleep, or causing them to experience waking dreams (or nightmares). She'd rather not use the latter powers if she doesn't have to, but sometimes they're necessary. Most of the time she relies on her various forms of Sleep Infliction. If a fight starts to go badly she flies away, and if possible flees into a nearby dreamscape.

A

DREAMWITCH

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
16	DEX	12	12-	
20	CON	10	13-	
18	INT	8	13-	PER Roll 13-
25	EGO	15	14-	
25	PRE	15	14-	PRE Attack: 5d6
5	OCV	10		
5	DCV	10		
9	OMCV	18		
9	DMCV	18		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
6	PD	4		Total: 16 PD (10 rPD)
8	ED	6		Total: 18 ED (10 rED)
6	REC	2		
60	END	8		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 181

Movement: Running: 12m
Flight: 20m

Cost Powers

Cost	Powers	END
112	Morphean Assaults: Multipower, 112-point reserve	
11f	1) Sleep Infliction I: Mental Blast 9d6 Reduced Endurance (½ END; +¼)	4
11f	2) Sleep Infliction II: Mental Blast 5d6 NND (defense is Life Support [Diminished Sleep]; +1), Reduced Endurance (½ END; +¼)	5
11f	3) Sleep Infliction III: Drain STUN 9d6 Reduced Endurance (½ END; +¼)	4
11f	4) You're Feeling Veeerrrrry Sleepy: Drain Endurance 9d6 Reduced Endurance (½ END; +¼)	4
9f	5) Waking Dreams: Mental Illusions 15d6 Reduced Endurance (½ END; +¼)	3
11f	6) Waking Nightmares: Drain PRE 9d6 Reduced Endurance (½ END; +¼)	4
12	Dreamweaving: Mental Illusions +5d6 Only To Manipulate Dreams (-1)	2
14	Armored Costume: Resistant Protection (7 PD/7 ED) OIF (-½)	0
15	Mindshield: Mental Defense (15 points)	0
5	Dreamshield: Mental Defense (+15 points) Only Versus Sleep/Dream Powers (-2)	0
5	Dreamshield: Power Defense (15 points) Only Versus Sleep/Dream Powers (-2)	0
3	Ever-Wakeful: Life Support (Diminished Sleep: No Need To Sleep)	0
20	On Wings Of Dream: Flight 20m	2
22	Enter The Dreamzone: Extra-Dimensional Movement (any location in the Dreamzone corresponding to the character's location in normal space when he activates the power)	2
8	Dreamreading: Detect Dreams 13- (Sight Group), Discriminatory	0

Talents

- 6 Combat Luck (3 PD/3 ED)
- 4 Lightning Reflexes: +4 to act first with All Actions
- 3 Striking Appearance +1/+1d6

Skills

- 10 +2 with Morphean Assaults Multipower
- 1 Bureaucratics 8-
- 3 Concealment 13-
- 3 Deduction 13-
- 2 SS: Biology 11-
- 3 SS: Oneirology 13-
- 3 SS: Somnology 13-
- 3 Stealth 12-

Total Powers & Skills Cost: 321

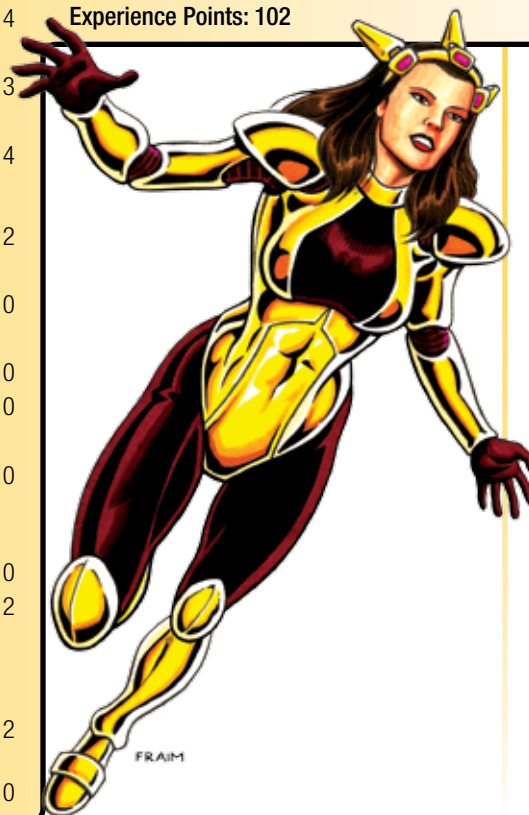
Total Cost: 502

400 Matching Complications (75)

- 0 **Dependence:** must use Dreamweaving on one intelligent person per Day or suffer Incompetence (-1 to Skills and related rolls) (Easy to Obtain)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** the Champions (Infrequently, Mo Pow, NCI, Capture)
- 4 20 **Psychological Complication:** Code Versus Killing (Common, Total)
- 5 10 **Psychological Complication:** Antisocial; Doesn't Care About Societies Morals, Customs, Or Etiquette (Common, Moderate)
- 4 15 **Social Complication:** Secret Identity (Karen Knox) (Frequently, Major)

Total Complications Points: 75

Experience Points: 102



DREAMWITCH FACTS

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

N/R: The Dreamwitch is a supervillainess with power over sleep and dreams.

K/R: The Dreamwitch is pretty non-violent as supervillains go; she prefers not to harm people at all, and would never try to kill anyone.

-4: The Dreamwitch cannot sleep at all; she has to manipulate peoples' dreams every day or she becomes as distracted and sluggish as a normal person who hasn't slept for a day.

-10: Her Secret Identity is Karen Knox; she's a former MCU biology student.

Campaign Use: Besides using her simply as a thematic mentalist villain, you can make the Dreamwitch a gateway to adventures in the Dreamzone. Through her, or because of her, the characters can (or have to) venture into the twisted dreamscapes of criminals, supervillains, politicians, generals, and heaven knows who else.

If the Dreamwitch isn't tough enough to pose a challenge to your PCs, give her the power to transform herself into a dream-like or semi-dream-like form (Desolidification, Damage Reduction). If she's too powerful already, get rid of Sleep Infliction III and reduce her SPD by 1-2 points.

The Dreamwitch generally doesn't Hunt characters. She'd probably only develop a vendetta against one with similar powers whom she feels is encroaching on her "turf."

Associates, Allies, And Adversaries: The Dreamwitch is an ideal ally for supervillains who are more interested in getting a job done quickly and cleanly than in hurting people, and she often works with that type of criminal. For example she's allied with GRAB on several occasions; she'd certainly be on the "short list" for recruitment if that group ever decides to expand its ranks.

Appearance: The Dreamwitch is a pale-skinned white woman, 5'7" tall with long auburn hair that she keeps out of her face with a sort of three-pronged tiara. Her costume is burgundy and gold.

ECLIPSAR

Background/History: Although she'd barely begun her career as an archaeologist, Lucia Esquivel had already become renowned for her skill (or, as her rivals put it, luck) at finding never before discovered Inca and Moche sites. Already there was talk of granting her tenure, even though she wasn't yet 30, and she felt her latest Andean find would clinch the deal. She didn't know much about the long-lost Inca city yet, but that would come in time. Years of fieldwork lay ahead of her.

As she brushed away the dirt from the grid she was working in, her hands felt something solid. Working quickly, she uncovered a disk the size of a dinner platter. *Must be an Inti*, she thought, referring to the Inca god of the sun who was usually represented as a face inside a sun disk. But as she uncovered more of it, she realized she was wrong. This wasn't Inti. For one thing, the disk seemed to be made of obsidian. For another, the face it bore was not the benevolent face of the sun god — it looked malicious, cruel, and above all dark. *It's almost an... anti-Inti*, she thought. Suddenly a darkness flowed up and out of the disk. Before she could even scream, it engulfed her... and she disappeared along with the disk.

That was the last anyone ever saw of Lucia Esquivel. Eleven weeks later during the 2000 summer solstice, the being Eclipsar, a living thing of pure shadow and hatred, appeared in the city

of Lima. After blotting out the sun over most of South and Central America, she began killing every human being she could see. Only the timely intervention of La Brigada de Victoria, the Justice Squadron, and a small army of UNTIL agents kept her from turning northern South America into a wasteland. Defeated and weakened, she was captured and placed in a cell in the Guardhouse that was not only technologically and mystically shielded, but filled with bright light every second of the day so she couldn't teleport away.

In early 2004, an escape attempt by the super-strong villain Obelisque caused a temporary power outage in part of the Guardhouse. In the less than two seconds between the loss of power and the activation of backup generators and batteries, Eclipsar vanished. She has not yet re-appeared, but the superheroes of Earth know it's only a matter of time before she wreaks havoc once more....

Personality/Motivation: Lucia Esquivel was a gifted and compassionate woman of learning until the day that an ancient Incan demon, a sort of "opposite" or arch-enemy of the sun god Inti, merged with her. Now, her past life almost entirely forgotten, she's a ravaging force of darkness and destruction. Her overwhelming desire is to destroy the Sun and plunge the world into darkness. She can do this in either of two ways. First, she can somehow attack the Sun directly and snuff it out. Her powers aren't normally strong enough to do this, but they might be at times of solstice, or on other days of great evil mystic significance. Second, she can "starve" the Sun to death by removing its source of mystic sustenance, human life-force. In short, she can slaughter every living human being, and thus destroy the Sun.

Quote: "I will make of the Sun a cinder, and upon the likes of you I will feast."

Powers/Tactics: Eclipsar is an immensely powerful quasi-mystic being who wields a power known as the *Darklight*. The ultimate embodiment of shadow, darkness, and evil, the Darklight allows her to blast her enemies, confine them in bindings or spheres of pure force, protect herself, and travel instantaneously across planetary distances. It also infuses her body, making her very difficult to harm or affect in any way.

Eclipsar's power comes with some corresponding weaknesses — to light, solar, and celestial attacks (not including Flashes, just attacks that do STUN and/or BODY). Normally Light attacks are "Uncommon," but in this case she's so obviously vulnerable to them that they become Common. (Solar and Celestial powers are also an obvious weakness, but aren't frequent enough to qualify as Common regardless.) Similarly, surrounding her with bright light prevents her from using her Teleportation (she cannot overcome this restriction using her own Darkness powers; she has to get out of the light naturally).



ECLIPSAR

Val	Char	Cost	Roll	Notes
40	STR	40	17-	Lift 6,400 kg; 8d6 HTH damage [4]
30	DEX	40	15-	
50	CON	40	19-	
20	INT	10	13-	PER Roll 13-
25	EGO	15	14-	
40	PRE	30	17-	PRE Attack: 8d6
10	OCV	35		
10	DCV	35		
3	OMCV	0		
8	DMCV	15		
8	SPD	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12
20	PD	18		Total: 40 PD (20 rPD)
20	ED	18		Total: 40 ED (20 rED)
40	REC	36		
200	END	36		
25	BODY	15		
120	STUN	50		Total Characteristics Cost: 493

Movement: Running: 12m
 Flight: 20m
 Teleportation: 60m

Cost	Powers	END
187	Darklight Blessing: Multipower, 187-point reserve	
19f	1) Darklight Blessing I: Darkness to Sight Group 30m radius Personal Immunity (+¼)	19
15f	2) Darklight Blessing II: Darkness to Sight Group 20m radius Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	6
18f	3) Darklight Blessing III: Darkness to Sight Group 11m radius Personal Immunity (+¼), MegaScale (1m = 1,000 km; +1¼), Reduced Endurance (½ END; +¼)	9
105	Darklight: Multipower, 105-point reserve	
10f	1) Darklight Bolt: Blast 20d6	10
10f	2) Darklight Destruction: RKA 7d6	10
10f	3) Darklight Blast I: Blast 10d6 Variable Advantage (+½ Advantages; +1)	10
10f	4) Darklight Blast II: Blast 7d6 Variable Advantage (+1 Advantages; +2)	10
10f	5) Bindings Of The Darklight I: Entangle 10d6, 10 PD/10 ED	10
10f	6) Bindings Of The Darklight II: Entangle 9d6, 9 PD/9 ED, Stops A Given Sense (Sight Group)	10
112	Darkshield: Resistant Protection (20 PD/20 ED/10 Power Defense) Hardened (+¼), Impenetrable (+¼)	
30	Shadow Form: Physical and Energy Damage Reduction, Resistant, 25%	0

59	Darkwall: Barrier 12 PD/12 ED, 12 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable, Opaque Does Not Work In Direct Light (-½)	9
25	Shadow Psyche: Mental Defense (25 points)	0
20	Shadow Eyes: Sight Group Flash Defense (20 points)	0
10	Shadow Form: Power Defense (10 points)	0
50	Body Infused With Darklight: Life Support: Total (including Longevity: Immortality) Inherent (+¼)	0
50	Darklight Travel I: Teleportation 60m, x16 Noncombat Does Not Work In Direct Light (-½)	7
80	Darklight Travel II: Teleportation 30m MegaScale (1m = 100 million km; +3), Does Not Work In Direct Light (-½)	12
20	Darklight Travel III: Flight 20m	2
50	Darksight: Spatial Awareness (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Telescopic (+6 PER versus Range Modifier)	0

Skills	
40	+4 with All Combat
3	High Society 17-
2	PS: Professor 11-
3	SS: Anthropology 13-
3	SS: Archaeology 13-
3	Stealth 15-

Total Powers & Skills Cost: 964
Total Cost: 1,457

400 Matching Complications (75)	
25	Distinctive Features: Aura Of Evil (Not Concealable; Causes Fear)
20	Enraged: when attacked with Light powers (Common), go 11-, recover 11-
25	Hunted: UNTIL (Frequently, Mo Pow, NCI, Capture)
25	Hunted: VIPER (Frequently, Mo Pow, NCI, Capture)
25	Psychological Complication: Utterly Evil And Determined To Destroy The Sun (Very Common, Total)
20	Vulnerability: 2 x STUN from Light attacks (Common; see text)
20	Vulnerability: 2 x BODY from Light attacks (Common; see text)
10	Vulnerability: 2 x STUN from Solar/Celestial attacks (Uncommon)
10	Vulnerability: 2 x BODY from Solar/Celestial attacks (Uncommon)

Total Complications Points: 75
Experience Points: 1,057



Eclipsar has little in the way of combat tactics; she simply shows up, begins destroying whatever she feels she must destroy, and reacts to attackers in a swift, brutal fashion. She doesn't pull her punches or test her foes' strengths with lesser-powered attacks; she opens the battle with the most powerful or effective attack she can. If confronted by multiple foes, she tries to restrain as many as possible with Entangles before polishing off the remainder, then returns to the captured heroes to finish the job.

Campaign Use: Eclipsar is a terrifyingly powerful villainess, almost a force of nature more than a person, and should be used as such. If she's not tough enough to take on your entire team of PCs, improve her until she is — increase her Damage Reduction, add attacks (or DCs to her existing attacks), and boost Characteristics until the PCs learn to treat her with the respect and fear she deserves. If she's too powerful for your campaign as-is, start shaving points off Characteristics until she's more reasonable.... but still dangerous.

Appearance: Eclipsar looks like her former self — a 5'8" tall, slender, attractive woman — made out of pure shadow. Her "body" is so dark that it's usually not possible to see facial features unless she's in profile or light strikes her from the right angle. She radiates malice and evil so strongly that even ordinary people can feel it.

ECLIPSAR FACTS

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

N/R: Eclipsar is a supervillainess with extensive darkness powers. She's one of the most powerful villains in the world; during her debut in 2000 she blotted out the sun over most of South and Central America.

K/R: Eclipsar was confined in the Guard-house from 2000 to 2004; she escaped during Obelisque's breakout attempt and hasn't been seen since.

-6: Eclipsar suffers intense pain when attacks with Light or Solar/Celestial powers, and may fly into a rage as a result.

-10: Prior to her transformation, Eclipsar was Lucia Esquivel, an archaeologist. At this point it's uncertain whether there's anything human left in her at all.

ECLIPSE

Background/History: Kim Culhane grew up plagued with bad luck. Her high school years were particularly unkind, mostly because she spent them in a dismal boarding school. Something within her kept her apart from others — she'd spend hours watching people from the shadows, wishing she could be like them, but never talking to them. Eventually, to spite her parents, she ran away from school and joined the military.

When the initial screening process showed a particular abnormality in her DNA, the Army asked if she'd participate in several biological experiments. Its goal was to create someone powerful enough to take out rogue superheroes the military was usually powerless against. Intrigued and desperate for cash, Kim agreed.

Whether the procedures brought out something in her DNA, or empowered something she'd wanted all her life, the Army succeeded in creating someone who could easily cripple most superhumans with just a touch. But the plan depended on her wanting to help her country, and that wasn't uppermost in Kim's mind. Overwhelmed by all the attention, she just wanted a vacation and time to think about things. Unwilling to let its new "asset" loose on her own, the Army locked her up. But her keepers didn't realize her powers could affect normal people as well as superhumans, and it wasn't long before she'd copied the appearance and skills of one of her captors, cleared out all records of her existence from the computer files, and walked out the front door.

Personality/Motivation: Eclipse (as Kim calls herself) is cursed, now more than ever. Her powers completely cut her off from human contact — while she can't hurt anyone, touching a person immediately makes her transform into that person, and she only changes back into herself when she falls asleep or gets knocked unconscious. As a result she's become more paranoid, bitter, and alone than ever. She takes jobs as a mercenary supervillain both to earn money and to have some minimal social contact with other people. Sometimes she takes over a person's appearance and identity and keeps him captive so she can blend into his group of family and friends and feel like a "real person" for a while... but sooner or later she's discovered and has to flee, usually focusing her rage into doing as much damage to the social unit as she can before she leaves.

Quote: "OK, it's a deal. Whatever you say. Here, shake on it..."

Powers/Tactics: Eclipse has two basic powers. The first is to perceive and analyze life energy. This allows her to know who around her has superpowers, and the basic source of those powers (mutant, mutate, mystic, technological, and so on). It also tells her whether a person has a strong, healthy life-force, since she'd rather not mimic weak or sickly people if she can avoid it.



ECLIPSE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
15	CON	5	12-	
13	INT	3	12-	PER Roll 12-
20	EGO	10	13-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
7	DMCV	12		
4	SPD	20		Phases: 3, 6, 9, 12
4	PD	2		Total: 4 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
7	REC	3		
30	END	2		
11	BODY	1		
30	STUN	5		Total Characteristics Cost: 136

Movement: Running: 12m

Cost Powers

- 536 **Mimic Powers:** Variable Power Pool (Mimic Pool), 500 Pool + 250 Control Cost
 Only For Multiform (Multiform is "alternate" form with all of character's powers and exact copies of target's powers and power-related Complications, and must have the Reversion Limitation; -½), Requires Successful HTH Attack Roll (-½), Skin Contact Required (-1), Power Fails To Work If Cannot Copy Entire Target (-¼), Cannot Retain Copied Forms (when character switches to another "form," she immediately loses all previously-copied powers; -¼)
- 1,714 **Steal Powers:** Suppress Powers 40d6
 Expanded Effect + Variable Effect (all Characteristics, powers, and abilities of all special effects simultaneously; +6), Reduced Endurance (0 END, turns off when Reversion occurs or Eclipse changes victims; +½); Costs Endurance (to maintain; -0), No Range (-½), Linked (see text; -¼)
- 43 **Copy Appearance:** Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid shape), Imitation
 Reduced Endurance (0 END; +½), Trigger (when character mimics someone with her VPP, activating Trigger takes no time, Trigger immediately automatically resets; +1); Only To Copy Person Whose Power's Being Mimicked (-1)
- 25 **Detect Life-Force:** Detect Life Energy 12- (no Sense Group), Discriminatory, Analyze, Range

END

0

0

0

0

Perks

- 3 Anonymity
- 1 Money: Well Off

Skills

- 16 +2 HTH
- 3 Streetwise 12-
- 3 Stealth 13-
- 3 Shadowing 12-

Total Powers & Skills Cost: 2,347

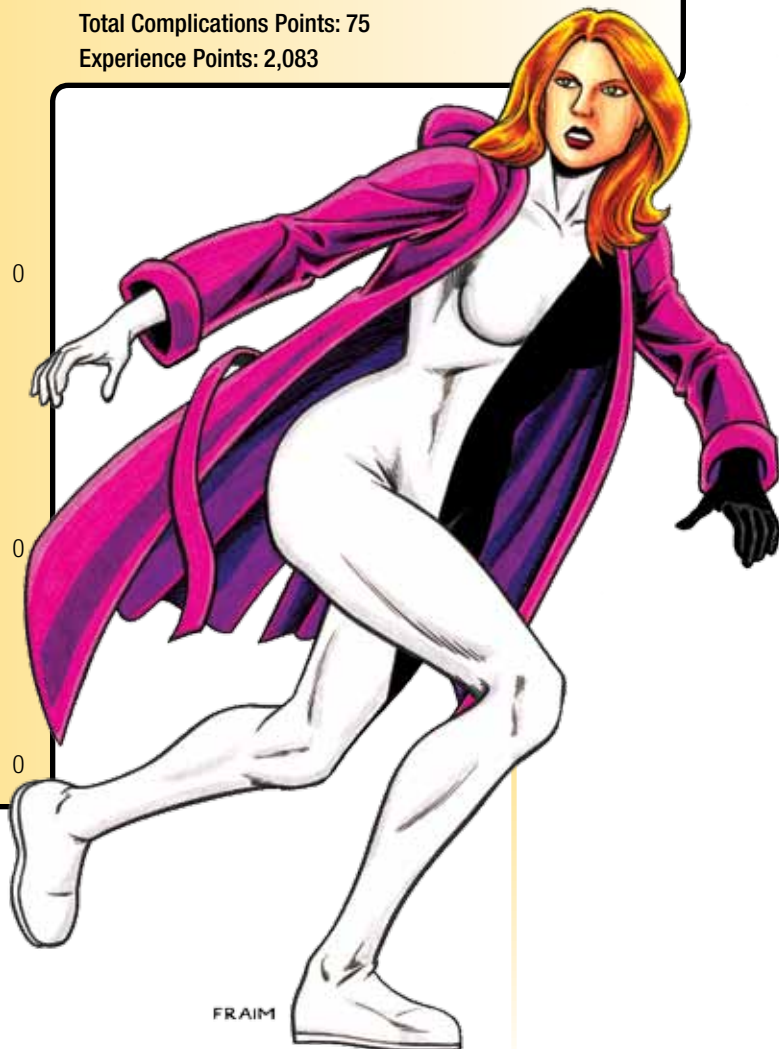
Total Cost: 2,483

400 Matching Complications (75)

- 25 **Accidental Change:** whenever she touches another person skin-to-skin (Common, Always)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** FBI (Infrequently, Mo Pow, NCI, Capture)
- 20 **Psychological Complication:** Paranoid (Very Common, Strong)
- 10 **Psychological Complication:** Vengeful (Uncommon, Strong)
- 10 **Social Complication:** Socially Inept (suffers -2 to Interaction Skill Rolls) (Frequently, Minor)
- 10 **Unluck:** 2d6

Total Complications Points: 75

Experience Points: 2,083



FRAIM

ECLIPSE FACTS

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

N/R: Eclipse is a supervillainess who has the ability to mimic other peoples' shapes and powers by touching them.

K/R: Eclipse doesn't just mimic powers, Skills, and abilities — she *steals* them, leaving her victims as blank slates until she adopts some other form.

-1: Eclipse can only assume one person's form/abilities at a time.

-6: Eclipse's abilities work automatically through skin contact, so she can sometimes be forced to steal another person's form/abilities by involuntarily touching them.

-8: Her real name is Kim Culhane; she got her powers as the result of a strange US Army experiment.

The second power is a suite of two abilities. The first is a Mimic Variable Power Pool that lets her copy the appearance, Skills, powers, and other abilities of a single individual. She can't copy more than one person at a time (even if she has Pool points unspent). The change occurs automatically if she touches someone skin-to-skin, whether she wants it to or not (thus, a good tactic to use against her in combat is to force her into contact with a normal person). She can only copy natural or innate abilities (including some OIFs and Restrained powers, such as implanted cyberware); Foci, objects of power, and the like are beyond her abilities to steal.

When Eclipse mimics someone's powers, she doesn't just copy them — she *steals* them. When she uses her Power Pool she also activates a massive Suppress that affects all of the target's powers, Skills, and other abilities, regardless of origin or special effect — in effect it reduces him to an ordinary, completely ignorant being of his species. (Ordinarily it's illegal to Link a power to an entire Framework, as is done here, but since her VPP essentially represents one single power doing so shouldn't cause any game balance problems.) Once she returns to her own shape (by being Knocked Out, for example) or steals another person's abilities, the Suppress effect fades instantly and the first victim's abilities return to him in full.

Eclipse dislikes open combat unless and until she has some tactically effective abilities. She prefers to ambush a powerful superhero whose skin she can touch, steal his powers, and *then* start fighting. She's quick to flee if things aren't going her way.

Campaign Use: Eclipse makes a good subversive villainess, particularly within a crowd or group where she can blend in without arousing suspicion. Since she can copy literally anyone by touch, and since she gains the Skills of her victims as well, she makes a perfect spy. In addition, her powers could give rise to all sorts of plots relating to mistaken identities, heroes who have to cope with powerlessness, and the like.

If Eclipse isn't powerful enough for your campaign, give her some extra Skills to carry along in all of her forms (such as Martial Arts) and increase her Characteristics (primarily DEX, CON, SPD, and REC). If she's too tough, lower her Suppress so that it weakens heroes but doesn't totally remove their powers.

Eclipse has a strong vengeful streak, so she's likely to Hunt anyone who humiliates or harms her. Unless she's equipped with stolen powers (in which case she uses them to best effect), the threat she poses as a Hunter is limited by her need to get close enough to the target to touch his skin.

Associates, Allies, And Adversaries: Eclipse deliberately holds herself apart from other people, even her employers, so she has little in the way of relationship among her peers. The supervillain Eclipse of the Crowns of Krim (see CV2) objects to her "taking" his name, and has threatened to teach her a lesson, but he's waiting for the right opportunity and the help of his teammates.

Appearance: Eclipse usually covers herself up with lots of clothing to prevent accidental contact with other people, so to keep from looking out of place prefers to live in the colder regions of the world. Beneath all those clothes she wears a plain body-stocking that's white on the right half and black on the left, with the blackness curving slightly to the right as if it were a moon eclipsing the sun. She has red hair and green eyes.

THE ENGINEER

Background/History: Grace Gallowglass was an engineering student from Killarney, Ireland, who came to Millennium City University to study electronic engineering. A studious woman, quiet but ambitious, she hoped one day to be involved in "the engineering project of the new century." One of the fields that she studied was robotics, and she was especially interested in superhero and supervillain robots... particularly Mechanon. It was only natural: he might be a homicidal monster, but he's also the greatest achievement in the history of robotics.

She wanted to examine the Mechanon technology up close and personal, and ironically, it turned out that one of Mechanon's hidden bases was beneath the campus robotics workshop. She snuck into it minutes after a battle between the Champions and Mechanon, but her excitement turned to horror when she was trapped by the machines and imprisoned in a net of steel tentacles and silicon probes. She'd activated the auto-repair systems, but there was no Mechanon for the system to repair.

Repair the afflicted system.
Repair.

The systems started "repairing" Grace. In agony, the engineering student desperately reached for the controls, and accidentally triggered the biological interrogation sequence. This program tortured people for information, but to ensure the organics didn't die before the information was obtained, it also regenerated any physical damage (something Mechanon viewed as a necessary evil).

Heal the organic. Heal.
Repair damaged system. Repair.
Heal.
Repair.
Heal.

So Grace found herself being transformed into a machine — and having her biological damage healed simultaneously. Six hours later, the authorities who found her unhooked what she'd become from the machine.

And what had Grace become? Part human, part machine? No, it was more complicated than that. Both the auto-repair and the bio-repair protocols were still working inside her — the system decided she needed to have both of them “installed” — as was a cybernetic link to the complex. The machine was alive inside Grace, and it danced for her. The code was in her, too. She discovered Mechanon’s code was surprisingly compatible with other systems; almost immediately, she figured out how to exert control over any machine.

Grace was hospitalized at a secret high-security facility in Maryland for people victimized by supervillain technology. The staff had experienced more than their fair share of experiments run amok, but Grace was in a completely different league. She easily escaped the facility, leaving behind a smoking pile of rubble.

Grace’s initial impulse was to track down Mechanon and offer herself to him as his consort. Mechanon, never the romantic type, responded by trying to kill her. Heartbroken (but not *that* heartbroken), Grace deactivated Mechanon and escaped. (Mechanon’s control circuitry took note of the defeat and insulated all future Mechanons against her cyberkinetic powers.)

Grace now faced an identity crisis of epic proportions. Mechanon’s programming was strong, but not overwhelming. She didn’t want to purge the world of organic creatures, but she appreciated the beauty of the Machine, and the wonders the Machine could produce. She decided to dedicate herself to creating a new world — a machine paradise where the engines of order, ruling over the lesser organic sprawl, would bring harmony to the world. Efficiency would replace misery and sweep away poverty. There would be such marvels: beanstalks that rose above the clouds to carry men into space; lakes of glass that would drink the sun and empower the world. A world of beauty and wonder, and she would be its engineer.

Ever since the day of her epiphany, the Engineer has used her powers to expand her resources in the hopes of bringing about her vision. Her plans are methodical and overwhelming in scope. Of course superheroes have opposed her schemes, and three of her most cherished projects have been destroyed by their noxious interference. Still, the Engineer endures, looking for better materials, more efficient energy sources, and ways to craft her masterpieces and display the glory of her vision to a world that refuses to see.

Personality/Motivation: Suffering from physical pain that’s as great as her ambitions, the Engineer has withdrawn into a callous, cruel persona. She rarely expresses herself emotionally, though she allows herself a wry, ironic dig from time to time. She likes to live in high style, with lots of small servitor robots waiting on the “queen bee” of her technological hive/wonderland.



The Engineer says she’s above “petty emotions” like revenge. You’d never know it from the tenacity she demonstrates when someone’s spoiled one of her plans, or her complete and utter hatred of Mechanon. While she claims she thinks she’s “better” than the petty masses of humanity, she often clings to powered armor-clad heroes. She believes they might be kindred spirits, someone else who’s experienced the merging of the machine and human worlds (invariably she gets disappointed, but she’s still desperate for companionship).

The Engineer claims to be protective of human life, and isn’t a casual killer. But she’s never had any qualms about taking a life when someone becomes a serious impediment to her plans.

Quote: “The Machine. The next step in the paradigm of the universal aesthetic. You breathed life into us, human, but the father is rarely happy when his son learns to stand on his own two feet.”



THE ENGINEER

Val Char Cost Roll Notes

10	STR	0	11-	Lift 100.0kg; 2d6 [1]
18	DEX	16	13-	
30	CON	20	15-	
35	INT	25	16-	PER Roll 16-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6

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

16	PD	14		Total: 36 PD (20 rPD)
16	ED	14		Total: 36 ED (20 rED)

14	REC	10		
60	END	8		
16	BODY	6		
58	STUN	19		

Total Characteristics Cost: 241

Movement: Running: 12m

Cost Powers

- 117 **Craft Technological Object From Loose Metal:** Variable Power Pool, 70 Pool + 70 Control Cost Powers Can Be Changed As A Zero-Phase Action (+1); Requires Appropriate Amount Of Loose Or Scrap Metal (-½) var
- 270 **Machine Control Powers:** Multipower, 270-point reserve
- 14v **1) Cyberoverride:** Mind Control 11d6 (Machine and Human classes of minds) 0
Telepathic (+¼), Reduced Endurance (0 END; +½); Only To Override Powered Armor Or Cyborg Systems Controls (-½)
- 20v **2) Cybercontrol:** Mind Control (Machine class of minds) 9d6 0
Area Of Effect (32m Radius Selective; +1¼), Reduced Endurance (0 END; +½); Has No Effect Against Mechanon Or His Direct Creations (-¼)
- 22v **3) Destroy Machines:** RKA 2½d6 0
NND (defense is Power Defense or not being a machine; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Has No Effect Against Mechanon Or His Direct Creations (-¼)
- 10v **4) Machine Manipulation:** Telekinesis (20 STR), Fine Manipulation 0
Area Of Effect (32m Radius Selective; +1¼), Reduced Endurance (0 END; +½); Only To Control Machines And Machine Parts (-1), Has No Effect Against Mechanon Or His Direct Creations (-¼)
- 18f **5) Sap Powers:** Suppress Electrical Devices 4d6 0
Expanded Effect + Variable Effect (all Electrical Device powers simultaneously; +4), Area Of Effect (32m Radius Selective; +1¼), Reduced Endurance (0 END; +½); Limited Range (40m; -¼), Has No Effect Against Mechanon Or His Direct Creations (-¼)

- 10f **6) Cobble Together Robots From Spare Parts:** Summon two Enginoid robots built on up to 650 Total Points (see text) 20
Loyal (+½); Requires The Appropriate Amount Of Loose Or Scrap Metal (-½), Extra Time (Full Phase, -½)
- 8f **7) Repair Damage To A Machine And Refuel It:** Healing BODY And END 6d6 0
Expanded Effect (two Characteristics simultaneously; +½), Reduced Endurance (0 END; +½); Only Usable On Mechanical Devices (-½)
- 10f **8) Communicate With Machines:** Telepathy 14d6 (Machine class of minds) 0
Reduced Endurance (0 END; +½)
- 37 **Innate Defense Against Technology:** Resistant Protection (20 PD/20 ED) 0
Hardened (+¼); Only Versus Ranged Technological Attacks (-1)
- 19 **Machine/Organic Hybrid Body:** Resistant Protection (8 PD/8 ED) 0
Activation Roll 15- (-¼)
- 16 **Part-Human, Part-Machine Mind:** Mental Defense (16 points) 0
- 8 **Ear Coverings:** Hearing Group Flash Defense (12 points) 0
OIF (-½)
- 8 **Eye Shields:** Sight Group Flash Defense (12 points) 0
OIF (-½)
- 15 **Cameravision:** Clairsentience (Sight And Hearing Groups) 3
Only Through Cameras And Listening Devices (-½), Requires An Attack Roll (-½)
- 10 **Cyberlink:** Mind Link, any one willing machine 0
No Range (-½)
- 40 **Read A Computer's Memory At A Glance:** Detect Data In A Computer 16- (Radio Group), Discriminatory, Rapid (x10,000,000,000) 0
- 53 **Sense Machine:** Detect Machines 16- (Radio Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Microscopic (x1,000,000), Targeting 0
- 15 **Electronic Concealment:** Invisibility to Sight Group, No Fringe 3
Only Versus Machines (-1)
- 37 **Mechanon Interrogation Protocol:** Regeneration (2 BODY per Turn), Can Heal Limbs 0

Perks

- 10 Money: Wealthy

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 5 Eidetic Memory



Skills

- 12 +1 Overall
- 3 Computer Programming 16-
- 3 Deduction 16-
- 3 Electronics 16-
- 15 Inventor 22-
- 3 KS: The Superhuman World 16-
- 3 Lockpicking 13-
- 3 Mechanics 16-
- 15 Power: Cyberkinesis Tricks 19-
- 3 Security Systems 16-
- 3 Systems Operation 16-
- 6 TF: Common Motorized Ground Vehicles, Small Motorized Boats, Small Planes, Snowmobiles, Two-Wheeled Motorized Ground Vehicles
- 4 Weaponsmith (Energy Weapons, Firearms, Missiles & Rockets) 16-
- 3 Scientist
- 2 1) SS: Civil Engineering 16-
- 2 2) SS: Electrical Engineering 16-
- 2 3) SS: Mathematics 16-
- 2 4) SS: Metallurgy 16-
- 2 5) SS: Robotics 16-
- 2 6) SS: Structural Engineering 16-

Total Powers & Skills Cost: 869

Total Cost: 1,110

400 Matching Complications (75)

- 10 **Enraged:** when someone mentions Mechanon's name (Uncommon), go 8-, recover 11-
- 15 **Hunted:** Mechanon (Infrequently, Mo Pow, Harshly Punish)
- 15 **Hunted:** VIPER (Infrequently, As Pow, NCI, Harshly Punish)
- 10 **Physical Complication:** affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
- 15 **Psychological Complication:** Easily Infatuated With Male Battlesuit Heroes (Common, Strong)
- 15 **Psychological Complication:** Seeks To Create Benevolent Machine World (Common, Strong)
- 10 **Psychological Complication:** Grandiose, Loves To Do Things On A Huge Scale (Common, Moderate)
- 15 **Susceptibility:** to telepathic scans of her subconscious, takes 3d6 damage instantly (Uncommon)

Total Complications Points: 75

Experience Points: 710

Powers/Tactics: The Engineer is a cyberkineticist of great power and ability. Although the Mechanon process boosted her basic human abilities, she's less of a combatant than many villains. When it comes down to conflict, she relies on robotic minions (like the Enginoids described below) to do the fighting for her. If forced to fight, she'll evaluate the technological expertise of the opposition, quickly try to turn one of the heroes against his team (if they have Foci she can control), then sit back and cobble together robots (she always has a few spare junk piles at her bases for just such an emergency).

For the Engineer's "Enginoid" robots, you can use the ones in *The HERO System Bestiary*, *Star Hero*, or other Hero Games publications if you prefer not to create your own. If you want more "specialized" creations, you can take character sheets from *Champions Villains* and add the appropriate Automaton Powers.

Campaign Use: The Engineer is a sort of a master villain in the making. She's tough, but her plans are so complicated it takes a lot of time and energy to implement them. Her schemes aren't always evil; more often than not, she builds a project with the best of intentions, but doesn't consider the side effects ("I've rerouted the earth's magnetic field so it creates a natural space elevator at this spot..." "But it's the earth's magnetic field! You've just disrupted everything from radio and cell phones to traditional navigation!" "So what? — space elevator!").

Although she's extremely powerful, the Engineer's not active enough to replace Cybermind as the premier cyberkineticist of the Champions Universe, nor is she as directly effective in combat. She shouldn't be able to hold her own against most hero teams without her robots (and at least one NPC battlesuit-clad hero or villain under her control). Groups that use a lot of technology will find her to be a nastier foe than those who rely on natural talent, magic, and mutation. Even against technological heroes, her power suite relies on broad area of effect powers that will be less effective against single PC opponents.

To adjust the Engineer for a lower-powered campaign, reduce her SPD to 4, her EGO to 18, her Cyberoverride to 12d6, her NND KA to 2d6, and remove her Overall Level. To make her more powerful, boost her Variable Pool to an 80-point Pool, give her two more Overall Levels, boost her Cybercontrol power to 14d6, her Cyberoverride to 16d6, her Destroy Machines power to 3½d6, her Machine Manipulation to 35 STR, her Sap Powers to 8d6, and her Create Robot From Spare Parts to four robots at a time.

THE ENGINEER FACTS

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

N/R: The Engineer is a sort of cyborg being with cyberkinetic powers.

K/R: Among her other powers, the Engineer can create powerful robots to fight for her... if she has enough spare parts and metal to work with.

-2: The Engineer's goal is to create a "machine paradise" world, where machines rule over organic life and keep everything organized and tidy.

-6: The Engineer suffers intense pain if her subconscious is telepathically scanned.

-8: Her real name is Grace Gallowglass; she got her powers by getting trapped in one of Mechanon's factories and being "repaired" by it.

Associates, Allies, And Adversaries: The fascination the Engineer once felt for Mechanon has turned to a cold, implacable hatred. The evil robot shares her feelings: it considers the Engineer an abomination, perhaps the most horrible abomination that could exist, and wants to utterly destroy her.

The Engineer has penetrated VIPER's and ARGENT's computer systems several times. Both organizations fear her and want her dead before she can wreck their computers or reveal their secrets. The same is almost certainly true of some factions within the US government and other major governments around the world.

Appearance: Prior to her transformation, Grace Gallowglass was a tall white female, 5'10" and 140 pounds, with dark brown hair and brown eyes. Now she's a constantly changing hybrid of flesh, metal, and circuitry draped over a once-human frame (her attractiveness varies depending on what parts of her are being "repaired," the process tends to run the course over her entire body in about ten minutes). As the Engineer, Grace wears a bodysuit, gold with blue trim; her cape and hood are gold with a blue lining. Her voice has a slightly echoed, mechanical edge.

ENTROPY FACTS

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

N/R: Entropy is a supervillain who claims to embody the primal, destructive force of Chaos.

K/R: Besides being able to blast his foes with "chaos energy," Entropy can surround himself with a "fluctuation field" that causes unpredictable changes in people and objects that touch it.

-1: By manipulating chaos energy, Entropy can teleport or view distant locations.

-8: Entropy experiences physical pain if Entangled or similarly restrained.

-10: His Secret Identity is Reginald Green, though very little of his human personality remains.

ENTROPY

Background/History: Reggie Green was the proverbial three-time loser. He had visions of becoming a big-time thief, but somehow his dreams never squared with reality and the cops kept catching him. After his third conviction he figured they'd throw away the key... but an overcrowded prison system paroled him after just a few years.

Reggie found himself in a bar that night, supposedly celebrating but really brooding over his life. Why did *other* guys get all the breaks? Why was *he* always the one who never had anything go right for him? Why wasn't *he* sitting fat and pretty the way he deserved to?

The more he drank, the blacker his mood became. When that funny-looking guy accidentally jostled him while trying to get a drink, that was all the excuse Reggie needed to start a fight. But it turned out the guy had friends. Almost before he knew what he was doing, as if he were watching someone else do it, he pulled out the cheap pistol he'd bought on the street earlier that day and shot all four of them.

He stood there stunned as the echoes of the gunshots died away, not fully comprehending what he'd just done. He watched as the blood slowly trickled across the floor. Only the approaching sound of police sirens shook him out of his reverie.

He tried to run, but with all the liquor he had in him it was a losing effort. The police were closing in fast, so he waved the gun at them to try to scare them away. That turned out to be his last mistake — a second later half a dozen police

bullets ripped through him and he fell to the ground, dead.

But there was no tunnel of light, none of that crap he'd heard about all his life. He found himself standing in some sort of dark place, a meadow or field or forest or something (what did he know; he'd never been outside the city in his life). Despite the darkness, he saw someone approaching. He looked like a grey-bearded old man wearing a black robe and cloak.

"Who the hell are you?" Reggie asked.

"That does not matter," the man answered in a voice that was barely above a whisper but instantly commanded Reggie's full attention. "What is important is that I require a servant on Earth, one who will spread chaos and destruction, one through whom the Unraveling will manifest in all its glory. It is a long road, and hard, but will you walk it?"

"You mean, instead of stay in this crap-hole? Sign me up, pops."

The police were never able to explain why they never found Reggie Green's body. They saw the shots hit him, they saw him stagger and fall into the shadow of the Whitaker Building. But when they ran up to where he fell, there was no body... just a few large splatters of blood.

Soon thereafter a new supervillain appeared on the scene — a skeletal-looking man garbed in grey who called himself *Entropy*. No one could predict where he would appear, or what he would do — but inevitably chaos, destruction, and death followed in his wake.

Personality/Motivation: Reggie Green's personality is largely gone, submerged beneath that of the seemingly cosmic entity who now lives within and through him. He exists only to spread chaos and destruction, whether that's by helping other supervillains, committing crimes on his own, or launching schemes to kill millions. He feels neither compassion nor sympathy, and will snuff out a single human life or dozens with no more concern than an ordinary person gives to extinguishing a candle.

Quote: "No one can resist the Unraveling; it is the nature of things. It has simply come early for you...."

Powers/Tactics: Entropy embodies the forces of chaos, death, and decay (or, more philosophically, radical change) from the "evil" perspective many humans have of them. He's everything that's bad about change, and nothing that's beneficial. He destroys, he kills, he injects unnecessary randomness into every process he can. His main tools for doing this are his Entropy Powers, which allow him to disintegrate things with a touch, blast his enemies with chaotic forces, and the like. Most intriguingly, he can create a "fluctuation field" around himself that Transforms anything or anyone that touches it into something else. He has no control over the end result; it might be something that's better for the person or thing he touches, or it might be worse.

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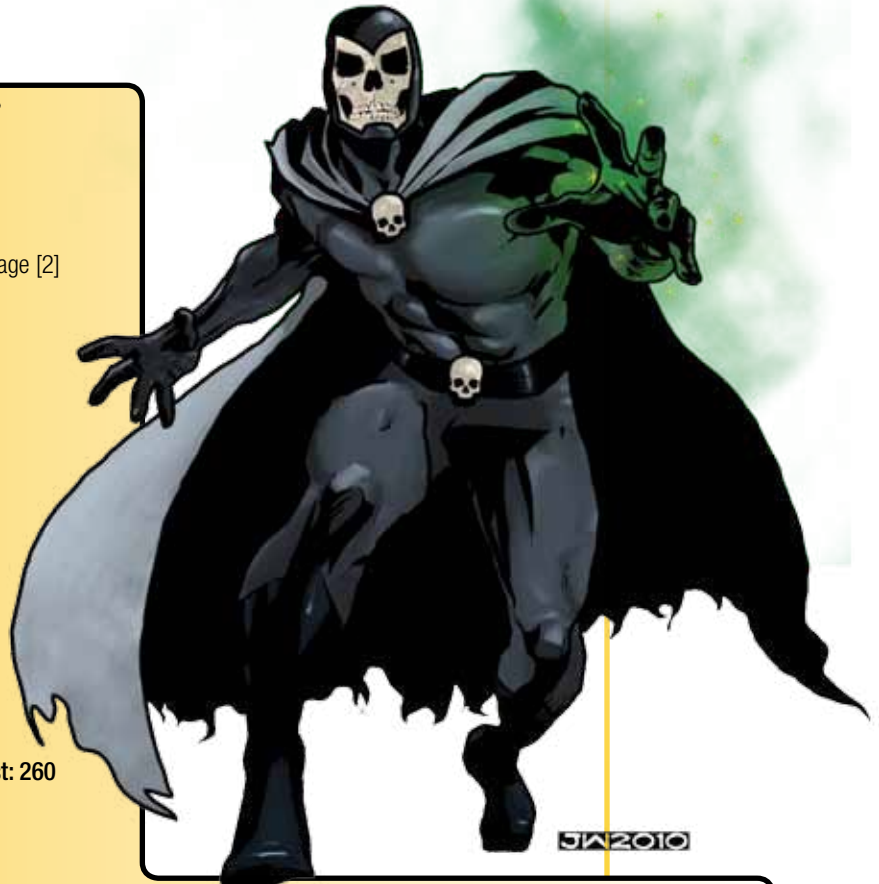
ENTROPY

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
23	DEX	26	14-	
25	CON	15	14-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
35	PRE	25	16-	PRE Attack: 7d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
7	DMCV	12		
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)
9	REC	5		
50	END	6		
15	BODY	5		
40	STUN	10		
Total Characteristics Cost: 260				

Movement: Running: 12m
Teleportation: 40m

Cost Powers

130	Entropy Powers: Multipower, 130-point reserve	
13f	1) Disintegrating Touch: RKA 2½d6 NND (defense is ED Resistant Protection defined as a force-field, or the like; +1), Does BODY (+1), Reduced Endurance (½ END; +¼)	6
6f	2) Chaos Blast I: Blast 12d6	6
6f	3) Chaos Blast II: RKA 4d6	6
54	Fluctuation Field: Severe Transform 3d6 (anything to anything, heals back normally) Improved Results Group (anything; +1), Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Reduced Endurance (½ END; +¼); No Conscious Control (controls activation of power but not the results; -1), No Range (-½)	5
25	Resilience: Resistant (+½) for 25 PD/25 ED	0
65	Chaos-Walking: Multipower, 65-point reserve	
6f	1) Short-Range Walking: Teleportation 40m, x64 Noncombat	6
5f	2) Long-Range Walking: Teleportation 20m MegaScale (1m = 1,000 km; +¼)	5
40	Viewport Of Chaos: Clairsentience (Sight Group), 16x Range (1,600")	4
20	Favor Of Chaos: Luck 4d6	0



END

Skills

12	+4 with Entropy Powers Multipower
3	Concealment 13-
3	Cryptography 13-
9	Deduction 16-
3	Stealth 14-
Total Powers & Skills Cost: 400	
Total Cost: 660	

400 Matching Complications (75)

20	Hunted: Sentinels (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Casual Killer (Very Common, Strong)
20	Psychological Complication: Exists To Further Disorder And Chaos (Common, Total)
15	Social Complication: Secret Identity (Reginald Green) (Frequently, Major)
20	Susceptibility: takes 1d6 per Phase from being Entangled or similarly confined (Common)
Total Complications Points: 75	
Experience Points: 260	

Entropy usually avoids direct combat. He prefers to strike from surprise and then Teleport to safety, possibly returning to harass his foes again after they think he's left for good. His ability to see people from miles away (Viewport Of Chaos) makes it easy to set up ambushes.

Due to his chaos nature, Entropy actually suffers pain if confined in an Entangle. Entangles are so orderly and restrictive that they're contrary to his nature. This also applies if he's confined in similar ways, but does not include Grabs.

Campaign Use: Entropy is a quasi-cosmic being who embodies one of the impersonal forces of the universe as viewed from a certain human perspective. As such you can easily make him as strong or as weak as you need him to be; his powers might even fluctuate depending on the beliefs and perspectives of the people he's fighting. Making him more powerful usually means increasing either the DCs of his attacks or his SPD, but you could also give him more powers (see the *Chaos And Entropy Powers* section of *Champions Powers* for some examples). To weaken him get rid of his Fluctuation Field and reduce his defenses to 20.

Appearance: Entropy is 6'0" tall with an emaciated build. His face seems mostly skeletal, though it's not clear if this is natural or just a mask. The cowl of his costume leaves his face exposed, and he usually keeps the hood on his hooded cape down as well. The rest of his costume is a tight grey bodystocking with black boots and a black belt decorated with skulls.

ESPER

Background/History: For untold centuries, a swarm of tiny motes had traveled through space, seeking a new home. Resembling a cloud of energy, it was actually a living thing. Intelligent and malevolent, it journeyed from planet to planet, seeking a species suitable to serve as host bodies. When it found one, it took over someone's mind, then began to breed, creating more motes that in turn entered and controlled other minds, until the entire planet was under its dominion. It stole whatever it wanted from that helpless world, ravaging it until too little was left to support its hosts. Then it departed, leaving its former puppets to starve and die.

It had been in space for long this time, much longer than ever before. Weak and desperate, it finally found a proper home — a green and pleasant world its inhabitants called Earth. Descending through the atmosphere, the swarm picked out the best host it could quickly find: a female, lonely, bitter, and angry for reasons the swarm could not comprehend. She lived by herself, far from anyone else.

The swarm entered her mind and began to assert its control. Suddenly, the woman fought back! Contact with the swarm had awakened her latent psychic powers, and in her panic she

struggled against the invaders. Weak after so long in space, the swarm was unable to establish total control. Instead, what it achieved was synthesis — a melding of itself and the woman's strange body. No longer would it sail the solar winds over the course of millennia. Now it would conquer and rule this pitiful world, establishing its dominion over the miserable masses of humanity. And in time, perhaps it would reach for the stars once more....

In the years since then, Esper (a name the conjoined being chose for herself) has become a well-known supercriminal. Her schemes have ranged from the mundane to the world-threatening, though they're usually of the latter sort and she often teams up with other villains to compensate for her own weaknesses (and because of the swarm's subconscious, instinctual drive to "join others of our own kind"). In 2005 she was captured by the Alliance, a Denver superteam, and sentence to imprisonment in Stronghold. She remained there for four years, but escaped when Menton broke out in 2009. Since then she's laid low, but the authorities have no doubt she'll strike again soon.

Personality/Motivation: Esper's thoughts and feelings are no longer entirely human. Her personality, a melding of the alien mind of the swarm and her own disturbed psyche, combines her longstanding dislike for other people (particularly men) and the swarm's instinct for conquest and wealth. (She has a tendency, thought not a universal one, to refer to herself in the plural because of this.) It's possible someone could get through to her, and force her human personality to become more dominant, but that would take a lot of hard work.

Driven by the swarm's preference for close contact with others, Esper has left behind her hermit's life and returned to the cities, though she makes no effort to get to know anyone, or even to talk to them (because her voice betrays who she is). As much as she hates humanity, she still somehow feels more comfortable around other people than by herself.

Quote: "Our powers are far beyond your comprehension. But you need not understand them to fall before me."

Powers/Tactics: The fusion of the powerful energy-based mind of the swarm, with Esper's own latently psychic brain, has created a mentalist with a small, but powerful, suite of abilities: mental control of others, inflicting pain psychically, and locating other minds. She can also generate a field of energy to protect herself from harm. Additionally, she has become tougher and more impressive than she was as an ordinary human; her physical Characteristics and PRE reflect this. Her Skills are a mingling of the remnants of the swarm's knowledge, and what she can dimly remember from her pre-superhuman life.

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ESPER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
23	CON	13	14-	
23	INT	13	14-	PER Roll 14-
23	EGO	13	14-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
7	DCV	20		
8	OMCV	15		
8	DMCV	15		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 18 PD (10 rPD)
10	ED	8		Total: 20 ED (10 rED)
10	REC	6		
45	END	5		
18	BODY	8		
40	STUN	10		

Total Characteristics Cost: 222

Movement: Running: 12m

Cost	Powers	END
44	Psychic Assault: Mental Blast 5d6 (Human and Alien classes of mind) Unified Power (-¼)	5
44	Psychic Control: Mind Control 10d6 (Human and Alien classes of mind) Unified Power (-¼)	5
44	Seeking: Mind Scan 10d6 (Human and Alien classes of mind) Unified Power (-¼)	5
24	Force-Field: Resistant Protection (8 PD/8 ED)	0
4	Armored Costume: Resistant Protection (2 PD/2 ED) OIF (-½)	0
20	Strange Mind: Mental Defense (20 points)	0
27	Unimind Manifestation: Duplication (creates one 200-point Duplicate; see text) Costs Endurance (-½)	3

Skills

- 2 AK: Milky Way Galaxy 11-
- 2 KS: Radical Feminism 11-
- 2 KS: The Superhuman World 11-
- 2 Navigation (Space) 13-
- 2 PS: Farming 11-

Total Powers & Skills Cost: 217

Total Cost: 439

400 Matching Complications (75)

- 20 **Distinctive Features:** alien voice (Not Concealable; Always Noticed, Causes Major Reaction [fear/disgust])
- 25 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 25 **Hunted:** NASA (Infrequently, Mo Pow, NCI, Capture)
- 10 **Hunted:** PSI (Frequently, Mo Pow, Watching)
- 15 **Psychological Complication:** Loathing For Humanity (Common, Strong)
- 15 **Psychological Complication:** Lust For Wealth And Power (Common, Strong)
- 15 **Social Complication:** Public Identity (Ruth Erickson) (Frequently, Major)
- 15 **Susceptibility:** to telepathic conduct not initiated by her, takes 2d6 per Turn (Uncommon)
- 20 **Vulnerability:** 2 x STUN from Chemicals/Gases/Poisons (Common)

Total Complications Points: 75

Experience Points: 39



Appearance: Esper is a beautiful woman with long blonde hair; she appears to be in her mid-20s. Her costume is fairly simple — a light-colored short jacket over a short black skirt and black top, plus boots and a black choker. She doesn't wear a mask, and her eyes glow when she uses her powers.

ESPER FACTS

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

N/R: Esper is a supervillainess with mental powers including psychic assault and mind control.

K/R: Her real name is Ruth Erickson; she used to be a farmer.

-1: Esper's most unusual ability is the power to create a "psionic duplicate" of herself that has the same mental powers as she does.

-6: Esper suffers intense pain if subjected to any sort of telepathic conduct she doesn't initiate herself.

-8: Esper seems unusually vulnerable to attacks based on gases, poisons, or similar chemicals.

Esper's most unusual power is the ability to partly release the alien mind-force from her body and cause it to manifest as a separate being. This "Unimind Manifestation" is a 150-point character with normal human Characteristics (except for 12 STR, 23 INT, and 23 EGO) and Esper's mental powers, force-field, and Mental Defense. The Manifestation resembles Esper, except that it's got a shiny glow to it that clearly indicates it's made of energy more than matter. Esper doesn't create the Manifestation often, preferring to try other powers in most cases.

Unfortunately, not all the effects of the joining were beneficial. Esper's voice sounds strange now, like a movie special effect, clearly marking her as not entirely human. If other people initiate telepathic contact with her, it causes intense pain. (The GM defines "telepathic contact," but it includes most forms of Telepathy, Mind Link, and Mind Control with the *Telepathic Advantage*.)

Esper remains somewhat weak in certain respects, particularly END. She has to watch her END usage carefully, often spending Phases in combat to Recover. In time she should overcome this by decreasing the END cost of her main powers, or buying up her END and/or REC.

Campaign Use: Esper is a good villain for use as a master criminal's hireling or member of an impromptu team, but she also comes equipped with plenty of story hooks of her own. What exactly is the swarm, and where does it come from? Does she have the potential to "breed" more swarms and take over other people? What happens if she teams up with PSI and Psimon and his followers learn how to harness the swarm to augment their own powers?

Making Esper more powerful involves having her become more comfortable with the alien joining. As her body and mind become accustomed to it, she will manifest more, and stronger, powers — she'll buy off her Susceptibility, increase the power of her three psionic abilities, and perhaps manifest even more mental powers. Her Unimind Manifestation will become stronger to match. On the other hand, if you need her to be weaker, perhaps her body and mind start to reject the swarm, costing her some of her powers (particularly her Duplication).

Associates, Allies, And Adversaries: Although she hates humanity in general Esper oddly feels more comfortable around people due to her subconscious "swarming instinct." As a result she's worked with a lot of other supervillains and villain teams. Ones that she remains on good terms with include Holocaust, PSI, the Ultimates (though not Slick, whom she loathes), Smoke and Mirrors, Ankylosaur, Hazard, Menagerie, Photon, and Pulsar. On the other hand she doesn't like Sunburst, the Futurists, Blowtorch, Green Dragon, Lady Blue ("an idiotic goody two-shoes"), El Salto, Shrinker (the two of them simply *do not* get along... at all), and Zorran the Artificer.

EVIL EYE

Background/History: The young punks who mugged Pat Shorey took her wallet and her watch, and then they had some fun. If the cop car hadn't driven by with its window down, they might have taken her life. As it was, Pat had broken ribs and lost an eye. The police knew the gang and would have gladly put the Slashers behind bars for life, but first they had to catch them.

A week after she got out of the hospital, Pat received a small package in the mail. It had no return address. Inside, she found a note that read: *I do not know your name, but I know your need. This will help you in many ways. Trust its power.*

Beneath the note, wrapped in cotton, was a glass eye. It almost matched her real eye, but the glass carried an odd shimmer, the iris was a whirlpool of blue and green, and the pupil — surely it was just a trick of the light, but a faint, cold glow seemed to shine from the back of the eye.

Pat argued with herself for a week, but in the end she put the eye in her empty socket. It fit just fine, though it tingled oddly. Looking in the mirror, she saw it didn't look that much like a real eye. Some gift, she thought. Of course, if it wasn't for those Slashers, she wouldn't be trying out funny glass eyes...

The odd, cold glow caught her sight again, and held it. Suddenly she looked over the city. She could still see her bathroom, but overlaid on it was the cityscape. She closed her real eye and then she saw just the city. Her viewpoint soared, moved like it had a mind of its own, dove down and *through* a tenement building. Inside, she saw the Slashers passing around a joint. And then the strange vision ended, but she knew exactly where that building stood.

Amazed at herself, Pat went there. By then, all but two of the Slashers had left. They grinned when they saw her. "Play time," one of them said as they walked toward her. Then they screamed as bolts of power erupted from the crystal eye, wrapped around them, lifted them into the air. The icy tendrils of force pulled back, still carrying the two punks, pulling them closer and closer — and then they were gone. Pat still heard them screaming and shouting. Somehow it sounded both like they were inside her head and very far away. After about half an hour, the screaming stopped.

Pat felt very pleased with her new eye. Over the next month, she found several more of the Slashers and disposed of them. Once, however, the police showed up the same time she did. When they tried to stop her, the tendrils of power grabbed a policeman. Frantically, she willed the eye to let the policeman go — but the eye did not obey. The policeman disappeared just like the gang members. Pat tried pulling the crystal eye out of her head. It wouldn't come. Sobbing, she ran from the scene while the remaining policemen issued an APB and a request for backup from any superheroes the department could contact.

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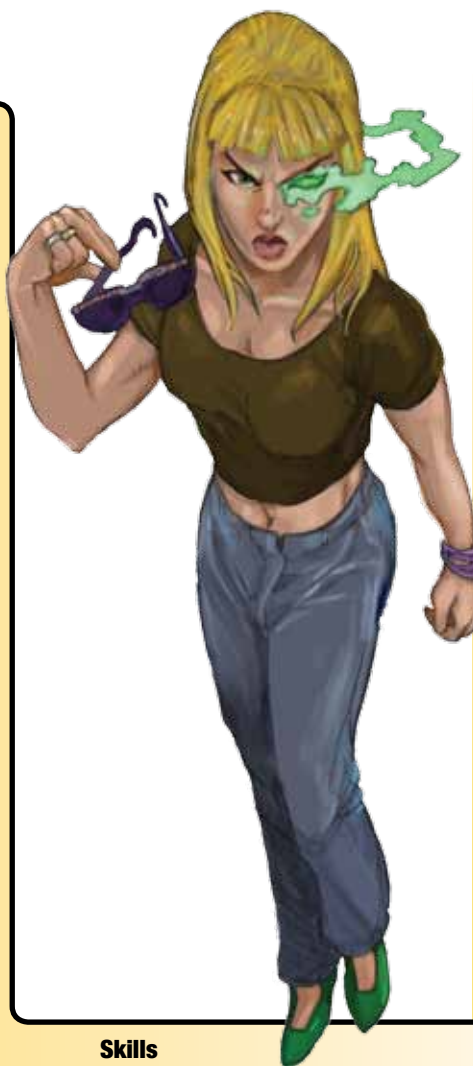
EVIL EYE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
15	CON	5	12-	
10	INT	0	11-	PER Roll 11-
11	EGO	1	11-	
13	PRE	3	12-	PRE Attack: 2½d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 38 PD (30 rPD)
8	ED	6		Total: 38 ED (30 rED)
5	REC	1		
30	END	2		
10	BODY	0		
24	STUN	2		Total Characteristics Cost: 95

Movement: Running: 12m

Cost Powers

Cost	Powers	END
90	The Power Of The Evil Eye: Multipower, 90-point reserve	
9f	1) Grasping Tendrils I: Telekinesis (60 STR)	9
9f	2) Grasping Tendrils II: Telekinesis (40 STR) Reduced Endurance (0 END; +½)	0
9f	3) Grasping Tendrils II: Telekinesis (30 STR) Area Of Effect (8m; +½), Reduced Endurance (0 END; +½)	0
33	Drain Life Force: Drain STR and DEX 2d6 Expanded Effect (two Characteristics simultaneously; +½), Constant (+½), Reduced Endurance (0 END; +½); Linked (to Grasping Tendrils II; -½)	0
65	Pull Into The Eye: Extra-Dimensional Movement (a single physical location in a single dimension [the Eye Pocket Dimension]), x4 Increased Weight Usable As Attack (defense is Extra-Dimensional Movement or other dimensional Powers; +1¼), Ranged (+½), Reduced Endurance (0 END; +½); Only Works Against Targets Grabbed With Telekinesis (-½)	0
90	Protective Weave: Resistant Protection (30 PD/30 ED)	0
7	Eye Shield: Mental Defense (7 points)	0
7	Eye Shield: Power Defense (7 points)	0
90	Mystic Travel: Teleportation 60m Reduced Endurance (0 END; +½)	0
38	Locate Target: Detect Living Being And Physical Objects 11- (no Sense Group), Discriminatory, Range, Targeting, Telescopic (+16 versus Range Modifier)	0
37	Mystic Sight: Spatial Awareness (no Sense Group), Range	0



Skills

15	+5 with Power Of The Evil Eye Multipower
3	Interrogation 12-
2	KS: Missions From Archimago 11-
3	Shadowing 11-
3	Streetwise 12-

Total Powers & Skills Cost: 510

Total Cost: 605

400 Matching Complications (75)

10	Distinctive Features: Shining, Supernatural Eye (Easily Concealed; Causes Major Reaction [Fear])
20	Hunted: Trismegistus Council (Infrequently, Mo Pow, NCI, Capture/Remove Powers)
20	Hunted: FBI (Infrequently, Mo Pow, NCI, Capture/Kill)
20	Psychological Complication: Eye Has A Mind Of Its Own (Very Common, Strong)
15	Psychological Complication: Avoids Confrontation (Very Common)
15	Psychological Complication: Seeks Magic Items And Lorebooks (Common, Strong)
15	Susceptibility: to attempts at Mind Control, takes 3d6 damage per attempt Instantly (Uncommon)
15	Unluck: 3d6

Total Complications Points: 75

Experience Points: 205

Pat has been on the run ever since. Rather predictably, the media dubbed her “the Evil Eye.” She tried not to be a criminal, she even tried to turn herself in, but the eye seems to have a mind of its own. It won’t let her be captured. And once in a while, she finds herself stealing an ancient relic from a museum or committing some other senseless crime.

She found out who sent her the eye, at least. Once, she was drawn to steal a notebook from a rich collector’s vault. The handwriting in the notebook matched the note with the eye. It was the hand of the villainous master wizard Archimago, dead for more than 20 years.

Personality/Motivation: Evil Eye is scared and remorseful, but she doesn’t call the shots anymore. Sometimes she can stop the eye from swallowing a person, but she can’t stop herself from going on the eye’s enigmatic missions. Though she usually tries to live an otherwise law-abiding life, once in a while she uses the eye to steal food and other things she needs to live. She always hates herself afterwards.

Quote: “Please, go away! I don’t want it to get you too!”

Powers/Tactics: The magical eye that gives Evil Eye her powers can detect just about anything at considerable range. Sometimes, it lets her locate people or things she wants to find. More often, the eye simply shows her what it seeks. In combat, the eye shoots out pale, glowing tendrils of force that grab people or things and cause pain and weakness. If the tendrils pull a victim all the way to Pat, they fall through the eye into a hostile pocket universe. (The exact nature of this tiny realm is left for you to design as an exercise at eerie grotesquery. Make it as weird and horrible as you can imagine. Extra-Dimensional Movement to break into or out of the eye requires a Navigation (Dimensional) roll at -5 because the pocket dimension in the eye is compressed into such a small space in the regular multiverse.)

Evil Eye doesn’t really want to hurt anyone or send them into the eye, so she warns away policemen and superheroes. The eye, in contrast, tries grabbing everyone who isn’t an ally. If the eye hasn’t sent Pat on a mission, she can usually limit it to holding opponents until they fall unconscious, or even bashing them around a little. Sometimes, however, the eye loses patience and sucks people in anyway. It does whatever it can to keep Evil Eye from being captured, including grabbing innocent bystanders; when it does this, Evil Eye knows to warn heroes to let her go or the bystanders will suffer a terrible fate.

Campaign Use: The Evil Eye is a victim of the Mystic World. The eye forces Pat Shorey to travel around the Earth to seek out mystic artifacts, books of lore, and even people for the eye to suck into itself. Some mystics believe Evil Eye gathers materials for a plan Archimago set in motion before his death (see CU 65)... but it’s possible the eye is intelligent and has its own agenda.

To make Evil Eye a more formidable foe, give her a powerful Blast in addition to her other attacks. To make her less powerful, reduce her SPD and defenses, or remove the Drain from the *Grasping Tendrils*.

Pat would Hunt a character if the eye forced her to. That might mean Archimago foresaw that the character could threaten his plans.

Associates, Allies, And Adversaries: Evil Eye has limited control over her own actions. She doesn’t want to be a villain or to associate with villains, but sometimes the eye forces her to. If it’s connected to the Zodiac Working (see CU 65) directly or indirectly, it may make her team up with Frag at some point, for example.

Appearance: Pat is 5’5” tall and weighs 130 pounds, with straight blonde hair cut shoulder length. She dresses in ordinary clothes, usually jeans and a blouse, with big sunglasses. Her left eye now shimmers with malign power. It shoots out crackling, lashing bolts of pale, blue-green lightning.

EVIL EYE FACTS

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

N/R: Evil Eye is a supervillainess whose left eye has strange mystic powers. It can grab people, drain their life force, and sometimes even makes them disappear forever.

K/R: Her real name is Patricia Shorey. She seems to be a reluctant supercriminal, often warning policemen and heroes to stay away from her so her eye doesn’t attack them. Possibly her “evil eye” controls her somehow.

-1: Evil Eye has committed crimes all over the world, mostly involving the theft of mystic objects and books, or the kidnapping and disappearance of members of the Mystic World.

-6: Evil Eye experiences intense pain if Mind Controlled.

EXO

Background/History: *I'm gonna get away this time I'm gonna get away this time no way them fat cops can catch me lead I got...* He glanced back over his shoulder to make sure that was still true.

"Going somewhere?" an electronically modulated voice suddenly asked from in front of him. He whipped his head around just in time to run smack into Defender.

When he woke up he was in the hospital, handcuffed to the bed, with a cop nearby watching him. *Damn, busted again... and all 'cause a that armored freak. When I get outta here I'm gonna show him who's better.*

Unfortunately for the world, Roy Jannick's intelligence was the equal of his male pride. He decided he was going to build himself a suit of armor that would let him get revenge on Defender, and by God and by gumption he did it. It took years of night school and more than a few robberies to pay for the parts and tools, but he did it. 'Course, he didn't have enough money for a *full* armored suit, so he had to make an exoskeleton, but so what? *Still better than that trash Defender got on. Now we'll see who smacks who around....*

Personality/Motivation: Exo is so full of male pride and the need to prove that he's "better" than someone else that he actually turned his life around, leaving petty crime behind to teach himself enough science to make a powered exoskeleton. If he didn't use his gifts and exoskeleton to commit crimes, he'd be lauded as an amazing success story. As it is, some members of the Superhuman World laugh at him (which infuriates him and makes him all the more determined to prove himself), while others worry that someone with his talents could become *really* dangerous in time if not stopped now.

Quote: "Yeah, bring it on, jerk! When I'm done pounding you into the ground you won't be so smug."

Powers/Tactics: Exo wears a powered exoskeleton of his own design. While not as protective or powerful as a true powered armor suit, it makes him plenty strong and tough enough to commit all sorts of supercrimes — mainly smash-and-grab robberies of targets no ordinary robber could easily take down. But as much as he loves money, he likes fighting and proving how good his suit is even more. He usually opens with an Armor Piercing Blast (or maybe an Explosion against multiple targets), then keeps up the Ranged attacks until he can close to HTH Combat distance and administer a sound thrashing with his Electrified Gauntlets.

Campaign Use: If a way can be found around his touchy male pride, Exo is potentially redeemable. He's plenty greedy, but he's not a truly violent or dangerous person compared to the majority of supervillains. Given the right coaxing and incentive he could "switch sides" to fight with the white hats.

To make Exo tougher, increase the strength of his Force-Field and/or add a few weapons to his suit (maybe a laser [RKA] or a shoulder-mounted rack of mini-missiles). To weaken him, reduce his SPD to 4 and the dice in his Blast to 8d6.

Associates, Allies, And Adversaries: Exo's seen pictures of Frag on the news and thinks she's hot. He's never met her but hopes he'll get the chance when they work for the same employer or she recruits him as part of one of her gangs.

Appearance: Exo is a 5'10" tall black male with a moderately athletic build. The exoskeleton that gives him his powers consists of a chestpiece that fits over the upper chest, a heavy belt, gauntlets, boots, and a skullcap-like helmet that covers the top half of his head. High-tech cables and struts connect these parts to one another; the cables and struts are close to the body, not dangling or loose.



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EXO

Val	Char	Cost	Roll	Notes
10+30	STR	20*	11- (17-)	Lift 100 kg (6,400 kg); 2d6 (8d6) HTH damage [1(4)]
10+10	DEX	13*	11- (13-)	OCV: 3 (7)/DCV: 3 (7)
10+10	CON	7*	11- (13-)	
13	INT	3	12-	PER Roll 12-
12	EGO	2	11-	
10+10	PRE	7*	11- (13-)	PRE Attack: 2d6 (4d6)
3+4	OCV	13*		
3+4	DCV	13*		
3	OMCV	0		
3	DMCV	0		
2+3	SPD	20*		Phases: 6, 12 (3, 5, 8, 10, 12)
5	PD	3		Total: 27 PD (22 rPD)
5	ED	3		Total: 27 ED (22 rED)
4	REC	0		
20	END	0		
12	BODY	2		
22	STUN	1		

Total Characteristics Cost: 107

*: OIF (exoskeleton; -½)

Movement: Running: 12m
Leaping: 52m

Cost	Powers	END
40	Battery Packs: Endurance Reserve (200 END, 15 REC) 0 OIF (-½)	
67	Gauntlet Weapons: Multipower, 100-point reserve All OIF (-½)	
7f	1) Configurable Blaster: Blast 10d6 10 Variable Advantage (+½ Advantages; +1); OIF (-½)	
4f	2) Strobe Blast: Sight Group Flash 12d6 6 OIF (-½)	
3f	3) Tangleweb Projector: Entangle 6d6, 6 PD/6 ED [8] OIF (-½), 8 Charges (-½)	
1f	4) Electrified Gauntlets: HA +4d6 2 OIF (-½), Hand-To-Hand Attack (-¼)	
20	Armor: Resistant Protection (12 PD/12 ED) 0 OIF (-½), Activation Roll 14- (-¼)	
21	Force-Field: Resistant Protection (10 PD/10 ED/ 8 Power Defense) 4 OIF (-½), Costs Endurance (-½)	
12	Force-Field Augmentor: Resistant Protection 12 (+13 PD/+13 ED) OIF (-½), Activation Roll 14- (-¼), Costs Endurance (-½), Increased Endurance Cost (x3 END; -1)	
12	Jumpjets: Leaping +36m (40m forward, 20m upward) 2 OIF (-½)	
6	Helmet Communication System: HRRP (Radio Group) 0 OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	

Skills

10	+2 with Gauntlet Weapons Multipower
4	+2 OCV with Electrified Gauntlets
3	Computer Programming 12-
3	Electronics 12-
3	Inventor 12-
3	Mechanics 12-
2	SS: Electronic Engineering 11-
2	SS: Robotics 11-
1	Streetwise 8-
1	Systems Operation 8-
1	WF: Handguns

Total Powers & Skills Cost: 226

Total Cost: 333

400 Matching Complications (75)

20	Enraged: if insulted or taunted (particularly if his tech is involved) (Common), go 11-, recover 11-
25	Hunted: MCPD (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: Defender (Infrequently, Mo Pow, Capture)
20	Psychological Complication: Code Versus Killing (Common, Total)
15	Psychological Complication: Macho Bravado; Has To Prove He's The Best (Common, Strong)
15	Social Complication: Public Identity (Roy Jannick) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

EXO FACTS

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

N/R: Exo is a villain who wears a suit of super-tech exoskeleton that augments his strength and reflexes and is also equipped with several weapons (including a configurable blaster, electrified gauntlets, and a tangleweb projector).

K/R: His real name is Roy Jannick; he's a former petty criminal.

-1: Although he's a macho trash-talker who enjoys showing off his powers, Exo isn't inherently violent or vicious, and in fact has sometimes gone out of his way to avoid seriously harming his opponents or innocent bystanders.

-6: Exo can "power up" the force-field his exoskeleton generates to a very high degree of protection, but this creates a severe drain on the suit's power pack.

FENRIS

Background/History: As a young biologist working for a prominent zoological park, Frederick Rice became fascinated by the legend of the werewolf — the man who could transform himself into a beast. Even in their faux-natural cages, the wolves at the zoo were majestic and proud, uncompromising in their savagery and love of life. What man wouldn't want to share in such feelings?

With samples taken from the zoo's wolves, Rice began to study human and wolf DNA, looking for similarities so he could create a "werewolf serum" that would allow a person to take on the shape of a wolf at will. He was convinced there had to be some factual basis for the werewolf legends, and after many long nights in the laboratory, he found it!

Data in hand, Rice manufactured the first batch of lycanthrope serum. Certain it would work, and unwilling to wait any longer, he injected himself, and then waited breathlessly for the transformation to occur. Soon he felt it — he was changing! But unfortunately, it was not the sort of change he thought would take place. Pain began to rip through his body as human flesh was altered by lupine DNA. He yelled in pain, and then the yell turned into a howl, but no one was around to hear him. Eventually he passed out.

He awakened to find his experiment a partial success. He *had* taken on some wolf characteristics. He was faster, stronger, and tougher, and his senses had become particularly acute. But his mind had changed as well. Lurking behind his facade of humanity was the Wolf, savage in its desire to hunt, to kill, to triumph. Only his strong will could keep the Wolf in check, and even then not forever.

Knowing he could no longer hold down a civilian job, Rice killed a security guard, dressed the corpse in his own clothes, and staged a laboratory fire to fake his own death. Then he fashioned a set of metal claws and a wolf-like costume. Choosing the name Fenris after the unstoppable giant wolf of Norse mythology, he became a supervillain and mercenary, always eager for the next job so the Wolf could run free again.

Personality/Motivation: Frederick Rice's once normal, if scientifically geeky, personality has been almost completely subsumed by what he calls "the Wolf" — the wolf-like nature he acquired by mingling his DNA with that of lupines. He's aggressive, cruel, eager for bloodshed and combat, full of the spirit of the wild.

Rice has actually become a little scared of the Wolf. He's concerned it's getting stronger, and that eventually he won't have the capacity to control it at all. He'd like to find a way to regain more of his humanity — but he's not as intelligent or skilled as he once was, so his research has yielded no solution... yet.

Quote: "There's a little bit of Wolf in all of us, you see. Unfortunately for you, there's more in me."

Powers/Tactics: Fenris's powers result from the mingling of human and wolf biological material within his body. He's faster, stronger, more savage, and tougher than an ordinary human. He has a wolf's senses, and can track other people by scent. When attacking, he uses metal claws which he built; they can inflict vicious wounds, particularly against unarmored foes. If his claws or punches don't have any effect, he'll switch to another opponent, or try to maneuver for a Surprise Move bonus.

Campaign Use: Fenris makes a good addition to villain teams that need some extra muscle; he prefers to work "with a pack." As a solo, he can't stand up to a hero team for very long.

Making Fenris more powerful typically means heightening his Wolf nature. He becomes more bestial, and that means stronger and faster. He might also grow claws of his own, ones superior to his manufactured claws, or gain the ability to summon and control wolves. To make him less powerful, reduce his SPD to 5, and cut down on his defenses.

Fenris is a predator, quite willing to Hunt heroes who somehow attract his attention (typically by defeating him thoroughly). He Hunts with cunning and savagery, carefully stalking his prey with Stealth and then pouncing on him to rip and tear with his claws.

Associates, Allies, And Adversaries: Some supervillains prefer not to work with Fenris because of his tendency to kill, but the Wolf is a pack creature, ready and able to join with others to hunt greater prey. In the past he's worked for or teamed up with Holocaust, Merc-Force 1, Black Fang (whom he in some ways idolizes), Black Paladin, Lash, Morningstar, Richochet, and Wildeye (whom he also strongly admires), among others. His association with Deathstroke ended the first time Frost made a snide remark about him and he nearly killed the icy bastard; if he gets another chance he'll gut Frost like a trout.

Appearance: Fenris wears a costume that makes him look like a man-wolf hybrid: a grey bodysuit with a wolf-fur chestpiece and a headpiece that looks like a wolf's head. The eyes of the headpiece are red.

Frederick Rice himself is in his late thirties, 6'1", with green eyes and long brown hair. Usually he looks like an average guy, but at times the Wolf shows through.

FENRIS FACTS

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

N/R: Fenris is a mercenary supervillain who seems to be some sort of wolf-human hybrid; he wears sharp steel claws.

K/R: Fenris is vicious and cruel, with no compunctions whatsoever about killing people.

-4: Fenris often becomes enraged when injured, making him particularly dangerous.

-6: Fenris seems to have an innate "bond" with dogs, wolves, and other canines; he "makes friends" with them easily, and they usually won't attack him.

-10: His Secret Identity is Frederick Rice; he used to be a zoo biologist.

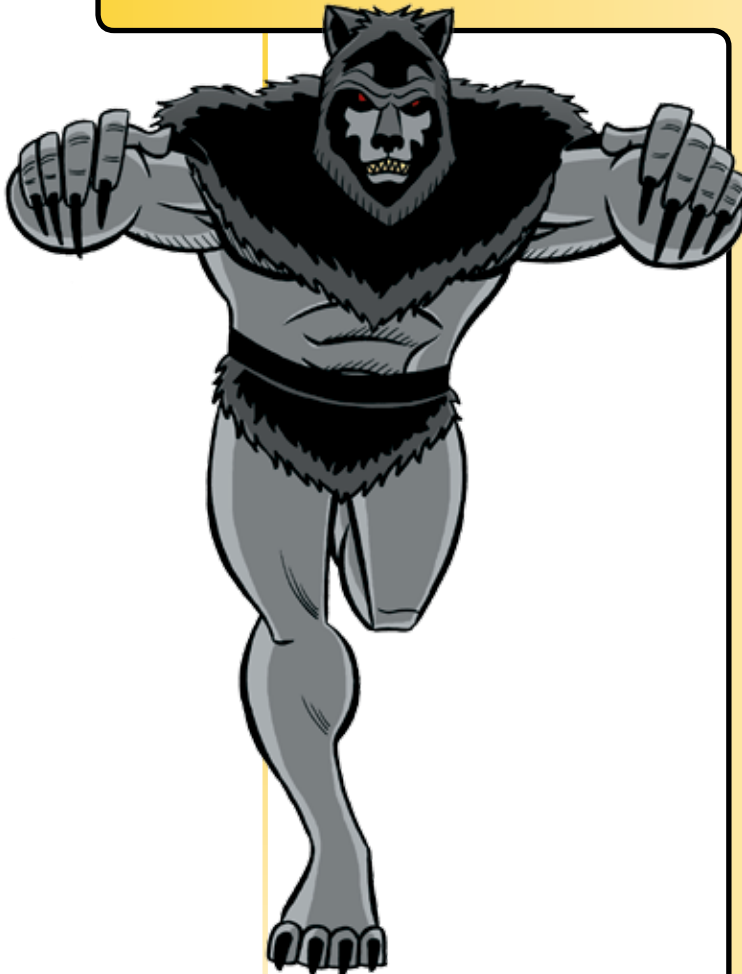
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FENRIS

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
25	DEX	30	14-	
23	CON	13	14-	
13	INT	3	12-	PER Roll 12-
12	EGO	2	11-	MCV: 4
20	PRE	10	13-	PRE Attack: 4d6

9	OCV	30		
8	DCV	25		
3	OMCV	0		
4	DMCV	3		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
12	PD	10		Total: 23 PD (11 rPD)
10	ED	8		Total: 21 ED (11 rED)
11	REC	7		
45	END	5		
18	BODY	8		
46	STUN	13		Total Characteristics Cost: 227

Movement: Running: 24m
Leaping: 30m



Cost	Powers	END
17	Claws: HKA 1d6 (2½d6 with STR) Armor Piercing (+¼), Reduced Endurance (0 END; +½); OIF (-½)	0
30	Resilience: Physical and Energy Damage Reduction, Resistant, 25%	0
16	Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
16	Rapid Healing: Regeneration (1 BODY/Turn)	0
12	Wolfen Muscles: Running +12m (24m total)	1
13	Wolfen Muscles: Leaping +26m (30m forward, 16m upward)	1
9	Heightened Senses: +3 PER with all Sense Groups	0
5	Nightight: Nightvision	0
10	Tracking Scent: Tracking with Smell/Taste Group	0

Talents

6	Combat Luck (3 PD/3 ED)
15	Combat Sense 12-
1	Lightning Reflexes: +5 DEX to act first with Claws

Skills

8	+4 OCV with Claws
4	+2 DCV with Dodge
3	Acrobatics 14-
6	Animal Handler (Canines) 15-
3	Breakfall 14-
3	Climbing 14-
3	Contortionist 14-
10	Defense Maneuver IV
2	KS: The Superhuman World 11-
3	KS: Werewolf Legends 12-
3	KS: Wolves 12-
3	SS: Biology 12-
3	SS: Zoology 12-
3	Stealth 14-
2	Survival (Temperate) 12-

Total Powers & Skills Cost: 209

Total Cost: 436

400 Matching Complications (75)

20	Enraged: if takes BODY damage (Common), go 11-, recover 11-
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: Justice Squadron (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Casual Killer (Very Common, Strong)
15	Psychological Complication: Wolf Nature (Common, Strong)
15	Social Complication: Secret Identity (Frederick Rice) (Frequently, Major)

Total Complications Points: 75

Experience Points: 36

FIREWING

Background/History: Far, far away on the other side of the Milky Way Galaxy from Earth lies the planet Malva. Civilization on Malva is ancient; when Humans were still living in caves the Malvans ruled half the Galaxy and traversed space in the fastest, most powerful starships ever seen. Ruling over all Malvans, and their conquests, was the *Phazor*, an absolute autocrat and scion of a great dynasty.

But no civilization lasts forever. As their power increased, so did the Malvans' arrogance and decadence. In time they forgot about conquest and imperial ambition, gradually letting their empire slip away, planet by planet, as they found other amusements.

By Earth's twentieth century, the most popular entertainment on Malva was gladiatorial combat. In the Phazor's arenas, warriors from a thousand worlds came to pit their prowess against others, hoping to win the fat purses offered as prizes by the Phazor and the Malvan nobility. Greatest of all the gladiators were those who relied not on weapons, but on the simple strength of their arms and the other powers they possessed. Superpowered gladiatorial duels brought the Malvans to the arenas by the hundreds of thousands.

In recent years, of all the gladiators, ordinary and superpowered, three stood out as the most powerful and skilled of all: a Fassai named Tren Tarrec Dazeur, who was not only strong but gifted with metabolic leeching powers; a Dorvalan named Drogen Lar, whose "living iron" body and muscles made him the strongest of all the gladiators; and Ariax Thone, a Malvan who augmented his strength and agility with minor fire powers. As a Malvan, Thone was by far the favorite of the crowds; his victories and *elán* made him one of the most popular people on all Malva. Though other gladiators had the power to offer a serious challenge to any of these three, none of them lost often — except to each other.

But Thone had a secret: though he pretended to follow the high and ancient Malvan concepts of honor and glory, in truth he would do anything — *anything* — to win. On more than one occasion, he maintained his edge over his rivals by taking special drugs. With his special "enhancements," Thone could withstand Dazeur's and Lar's powers better, and triumphed over them more often than not. Both suspected Thone of cheating, but neither could prove it.

Gradually, the games became bloodier and bloodier, something none of the three champions cared for. The Phazor wanted greater and greater spectacle, and he demanded that the gladiators provide it. Blood, in dozens of colors, soaked the sands more and more often.

Disgusted with what he had become, Drogen Lar found a way to steal a spacecraft and leave Malva forever. Dazeur left soon after. Thone was dismayed. When would he find other opponents so truly worthy of him? It would take years, even decades. Who could challenge him now?

He soon learned. Through means unknown to Thone, the Phazor found out about the special drugs he used, and demanded that Thone provide him with them. Ever obedient to his Phazor, Thone did so — and the Phazor improved upon them, giving them to other gladiators so that they became more and more powerful, but their lives shorter and shorter as the drugs burned through their bodies. Now it was Thone's turn to feel disgust; he rejected the drugs entirely, and soon was one of the weakest of the superpowered gladiators.

Despairing, Thone sought out the Wisdom Stones. For millennia, the bodies of the wisest Malvans were preserved in special calcified formations, that they might communicate their learning and advice to Malvans still living through strange telepathic processes.

<<What can I do?>> Thone asked. <<There is no honor here, and I lack the power to fight and win!>>

<<The corruption of your soul has spread throughout the arena, Ariax Thone, so speak to us not of honor!>> the Stones replied. <<You seek power, power to triumph over your enemies, and nothing else. Your honor has ever fallen to the wayside in your pursuit of victory.>>

<<And what of it?>> Thone said hotly. <<Without victory, honor is a meaningless sop. I fight to win!>>

<<It was not always so,>> the Stones sighed. <<But you speak the truth of it in this late day. Very well, if it is power our people want, power they shall have. Walk into the Fire and be cleansed.>>

Thone hesitated. <<The... Fire? Surely you cannot mean....>>

<<Yes, Ariax Thone. The Furnace of the First Ones. You know the legend of the Firewing as well as we.>>

<<But... will I become a Firewing, then?>>

<<Who can say? We are not prophets — though if we were, we would say that you shall die, as all others who have sought to fulfill the legend have. But if you seek power, that is the only route to true power left on this corrupt and ancient world.>>

<<So be it,>> said Thone. <<Without victory in the arena, life lacks savor anyway.>>

Thone left the Wisdom Stones and traveled to the Grand Temple of Malva, one of the wonders of the Universe. Inside, in the very heart of the Temple, was the Furnace of the First Ones, a vast flame which some said was the life's-flame of the Malvan people — when it died, so too would they. Legends also told of the Firewing, a man who enters the flame to emerge with great power, his impurities burned away.

Hoping his own fire powers would protect him, Thone climbed the steps and walked into the conflagration. Pain. Great pain. The pain of a thousand sins, a thousand imperfections, burning away in minutes. The pain of being forged into a living weapon the likes of which the Malvans had never seen.



FIREWING

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
30	DEX	40	15-	
45	CON	35	18-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
40	PRE	30	17-	PRE Attack: 8d6
11	OCV	40		
10	DCV	35		
3	OMCV	0		
7	DMCV	12		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
20	PD	18		Total: 40 PD (20 rPD)
20	ED	18		Total: 40 ED (20 rED)
25	REC	21		
150	END	26		
15	BODY	5		
80	STUN	30		

Total Characteristics Cost: 410

Movement:	Running:	12m
	Flight:	60m

Cost	Powers	END
120	Fiery Attacks: Multipower, 120-point powers	
12f	1) Flame Bolt I: Blast 24d6	12
11f	2) Flame Bolt II: Blast 18d6 Reduced Endurance (½ END; +¼)	4
12f	3) Flame Bolt III: Blast 16d6 Reduced Endurance (0 END; +½)	0
9f	4) Flame Bolt IV: RKA 4d6 Armor Piercing (+¼), Reduced Endurance (½ END; +¼)	3
12f	5) Fireball I: Blast 16d6 Area Of Effect (32m Radius Explosion; +½)	12
10f	6) Fireball II: Blast 12d6 Area Of Effect (26m Radius Explosion; +½), Reduced Endurance (½ END; +¼)	4
12f	7) Cutting Fire: Blast 16d6 Armor Piercing (+¼), Reduced Endurance (½ END; +¼)	5
12f	8) Irresistible Fire: Blast 16d6 Penetrating (+½)	12
10f	9) Dimension-Fire: Blast 12d6 Affects Desolidified (+½), Reduced Endurance (½ END; +¼)	4
12f	10) Withering Heat: Blast 12d6 NND (defense is Life Support [Safe Environment: Intense Heat]; +1)	12
5f	11) Heating Objects: RKA 2d6 Area Of Effect (any Surface up to 16m Radius; +1), Constant (+½), Reduced Endurance (½ END; +¼); Only Works On Metallic Or Like Objects (-½)	3

112	Wall Of Fire: RKA 3d6 Area Of Effect (25m long, 4m high Line; +¾), Constant (+½), Reduced Endurance (½ END; +¼)	5
124	Fiery Aura: RKA 3d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (+½), Reduced Endurance (0 END; +½)	0
75	Fire Shield: Resistant Protection (20 PD/20 ED) Hardened (+¼)	0
70	Firewing Form: Damage Negation (-6 DCs Physical and -8 DCs Energy)	0
37	Fiery Eyes: Sight Group Flash Defense (30 points), Hardened (+¼)	0
35	Resilience: Life Support: Total	0
90	Firewing Flight: Multipower, 90-point reserve	
9f	1) Fiery Flight: Flight 60m Reduced Endurance (0 END; +½)	0
3f	2) Hyperflight: FTL Travel (1 LY/day)	0
5	Fiery Eyes: Infrared Perception (Sight Group)	0

Skills

15	+3 with Fiery Attacks Multipower
24	+2 Overall
3	Language: English (completely fluent; Malvan is Native)
2	Navigation (Space) 13-
3	PS: Gladiator 15-

Total Powers & Skills Cost: 844

Total Cost: 1,254

400 Matching Complications (75)

20	Enraged: by treachery, betrayal, or unfair combat tactics (Uncommon), go 14-, recover 11-
25	Hunted: the Champions (Frequently, As Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, As Pow, NCI, Capture)
20	Hunted: Mechanon (Infrequently, As Pow, Kill)
20	Psychological Complication: Code Of Honor (Common, Total)
20	Psychological Complication: Overconfident, Arrogant, And Determined To Win (Very Common, Strong)
15	Social Complication: Public Identity (Ariax Thone, Malvan super-gliadiator) (Frequently, Major)

Total Complications Points: 75

Experience Points: 854

Suddenly a great gout of flame, the largest Fire ever witnessed by any living Malvan, erupted from the Furnace, turning night into day for dozens of miles around the Grand Temple. And from it soared Ariax Thone — the Firewing.

The Fire had brought to Thone power such as he had never dreamed of, burning away his old weaknesses and abilities and replacing them with ones far greater. With power came clarity. He knew no one on Malva could challenge him anymore. The Wisdom Stones' hope — that he would reignite the fires of conquest and glory in the hearts of all Malvans — was a foolish one. What he needed was a challenge worthy of him. He thought of his old rivals, Lar and Dazeur. The Phazor had told him both had found their way to a strange planet its inhabitants called "Earth," a world with even more superpowered people than Malva. Though his power now dwarfed both of theirs, perhaps on Earth a proper challenge awaited him. With the residue of the power of his transformation, he opened a gateway in space and flew through without a second's hesitation.

And suddenly, below him, lay Earth. There he would find challenges aplenty.

Personality/Motivation: Firewing is a complex individual of shifting priorities. On the one hand, he talks arrogantly about his honor — about how a Malvan deals fairly with his opponents, never attacking from surprise or behind, never refusing a challenge, never using powers beyond his own that his opponent lacks. Because of his honor, and his power, he holds himself up as something greater and more important than any human, even a superpowered one. But on the other hand, Firewing's desire for victory — his overwhelming need to win, to prove his superiority, to defeat all who would dare to challenge his might — wars with this honor to which he sincerely aspires. Whenever Firewing is confronted with the possibility of losing a fight, make EGO Rolls for both Psychological Complications, as if engaging in a Skill Versus Skill Contest. If his *Determined To Win* has the best roll, he'll cheat to win if he has to. If his *Code Of Honor* wins, he'll stick to it... for now.

One of the most personally powerful supervillains in the Champions Universe, Firewing is on Earth for one reason: to experience the challenge of combat. Few superhumans can truly challenge him, at least not until they team up with others, but Firewing will accept almost any invitation to combat. Some villains have tricked him by playing on this trait, but that's a dangerous game, for Firewing's wrath when he finds out he's been played for a fool is terrible to behold.

But of course, one cannot fight *all* the time. Thone is intelligent and curious, and has spent a lot of time over the years learning about Earth's cultures and customs. He's no expert by any stretch of the imagination, but he's no longer the (sometimes humorously) ignorant alien visitor he was when he first arrived. He particularly enjoys this thing called "opera."



MALVAN GLADIATORS

Despite the loss of three of the most popular gladiators, on Malva the duels in the arena continue; the Phazor and his people must have diversions!

The typical Malvan gladiator is, at best, a Heroic character built on about 175 Total Points. He doesn't possess any superpowers, but instead uses natural fighting skills and weapons. But though most of the gladiators fit this description, they pale in power and popularity to the superhuman gladiators, whose names and likenesses are known all over the planet. Most of these are built on about 250-350 Total Points, similar to Low-Powered Superheroic characters.

A select few Malvan gladiators, the best of the best, are built on 350-450 Total Points, making them a match for a typical Earth superhero. Usually there are no more than one or two dozen of these active on the fighting circuit at any given time, but it varies from year to year.

The main gladiatorial fights take place at the Grand Arena in the heart of Malva itself. However, as discussed on CU 148-49, the Malvans recently built the *Forum Malvanum* in a secret place on Earth's Moon. Earth's superhumans are sometimes kidnapped to fight there; if they survive they're returned to Earth (usually with their memories of the experience erased).

Quote: “Even defeat is an honor, if it comes after a noble struggle against a superior foe. And so shall I honor you now.”

Powers/Tactics: Firewing’s powers involve the control and manipulation of a quasi-magical Malvan flame. He can produce many different types of fire-blasts, fly, shield himself from attacks, sheathe himself in flame, and erect walls of fire. His power is enough to give anyone, even Dr. Destroyer, pause.

In battle, Firewing usually relies on his Flame Bolts, switching to other powers only if they prove ineffective. He’s aggressive more than tactical — while he didn’t survive the arenas for so many years by being a fool, these days he’s more inclined to rely on sheer power instead of clever maneuvering. Unless he has trouble hitting targets with his ordinary OCV, he keeps most of his Skill Levels in DCV.

Firewing prefers one-on-one battles whenever possible (though sometimes he deliberately invites more than one person to fight him). If superheroes gang up on him without his consent, and the fight begins to go badly, he’ll accuse them of acting “dishonorably” and withdraw until he can take them on individually.

Campaign Use: Firewing should be powerful enough to represent a challenge to entire PC teams — though he’s not truly a “master villain,” since he has no interest in conquest, he should be close to them in terms of power. If he doesn’t meet this description, increase his defenses and powers until he does; perhaps give him some additional attacks (like a Flash, or a “flame cage” he can trap opponents with). On the other hand, if he’s *too* powerful, you should decrease the DCs in his attacks until he’s only terrifying.

FIREWING FACTS

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

N/R: Firewing is a fire-projecting supervillain who’s generally acknowledged to be the most powerful energy projector on Earth.

K/R: His real name is Ariax Thone; he’s an alien from the planet Malva and once used his powers to fight in the super-gladiatorial combats held there.

-1: Firewing’s *raison d’être* is to test himself in combat against other superhumans and prove himself superior; he has no interest in using his power to conquer the world or commit crimes (except to the extent necessary to get superheroes to fight him). He often shows up out of the blue and challenges a hero to battle. He cares little how much destruction and death he causes, provided he gets a good fight.

-2: Firewing takes his fighting and his challenges very seriously; he fights fairly, and often becomes extremely angry when confronted with betrayal, treachery, cheating, sneaky tactics, or dirty fighting.

-4: Unlike many fire-manipulating superhumans, Firewing isn’t particularly vulnerable to attacks involving Ice/Cold or Water.

Firewing won’t voluntarily work for other villains; he doesn’t consider that honorable or a good use of his time. He can sometimes be tricked into it, but as mentioned above, this is, literally, playing with fire — if he finds out, he’s almost certain to become Enraged and burn his tormentor to a cinder. On the other hand, if someone led Firewing to a superhuman he wants to challenge but hasn’t yet come across or found (see below), he might consider that he owes that person a “debt of honor” and repay it by performing some sort of “mission” for him.

Associates, Allies, And Adversaries: Firewing divides the Superhuman World into a few specific categories: people I know can give me a good fight; people who might be able to give me a good fight (*i.e.*, superhumans he hasn’t met yet but suspects are worthy of his attention); and people who can’t give me a good fight. The third category he ignores altogether; the first two are people he seeks out to challenge.

Villains he’s encountered who fit into the first category include: Borealis; Gravitator; Kinematik; Mechanon (who loathes him as an example of powerful extraterrestrial organic life); Sunburst; the Warlord; many villain teams (including the Crimelords, the Crowns of Krim, Eurostar, and the Ultimates); Dark Seraph (individually); Galaxia; Hurricane; and Vector. (The heroes Hyperion and Tetsuronin also belong to this category, as do many hero teams including the Champions, the Sentinels, and the Justice Squadron. He also accords Ironclad and Herculan status in this category due to their longstanding competitions dating all the way back to Malva, though he’s aware that at his current level of power neither of them could stand up to him in a one-on-one fight.)

Villains whom he believes belong in the second category include: Dr. Destroyer (*i.e.*, Shadow Destroyer, though he’d feel the same way about the real Dr. Destroyer if he knew Zerstoiten were still alive); Holocaust; Mechanon; the Slug; Dr. Yin Wu; Black Paladin; Josiah Brimstone; Cairngorm; Eclipsar; Galeforce; Geothermal; Glacier, Li Chun the Destroyer; the Living Sphinx; the Monster; Stormfront; Taipan (whom he’s considered breaking out of prison for a fight); Terrayne; Valak the World-Ravager; and Zorran the Artificer. He’s particularly eager to fight Eclipsar, Geothermal, Li Chun, and Valak... if only he could find them.

Firewing despises any superhuman whom he considers a “coward” — in other words, who refuses to fight him somehow. Heading this particular list is the Incubus, who’s used trickery to avoid Firewing’s challenges several times. He also hates Kanrok the Acquisitioner, who wants to capture him and return him to the arena.

Appearance: Firewing wears a costume of brown and gold-orange with a stylized sort of raptor motif in the front. Flames flicker from his eyes and the top of his head, and when he’s flying or in battle, wings of fire sprout from his shoulderblades.

FLESHSTONE

Background/History: Owen Temple was a low-ranking scientist in the pay of Duchess Industries. He specialized in biology, particularly in projects whose goal was to speed the aging process of, and increase the yield from, meat food animals like cows and pigs.

One day while he was working in his lab a crew was cleaning out some materials from old experiments. Unfortunately, Duchess's safety precautions and menial workmen were not of the best. One of them tripped and dropped the whole load on top of Dr. Temple. Temple was doused with a veritable dog's breakfast of biomedical waste, experimental sera, unapproved drugs, and other castoffs from Duchess's biology laboratories. The pain from both the impact and the chemicals was intense, and he soon passed out.

He awakened in the hospital, covered from head to toe in bandages. Then, to his doctors' astonishment, he began to recover at a rapid pace. They took the bandages off in just two days — at which point Temple discovered he'd be scarred for life by the accident. He was bitter and angry about it until later that night, when he felt his flesh somehow *move* over his bones, rearranging itself to eliminate the scar tissue. Astonishment couldn't begin to describe how he felt, and his feelings became more intense when he realized he could reshape his flesh and bones at will. Even better, a little experimentation on his comatose roommate showed that his powers worked on *other* people as well.

Duchess personnel arrived the next day to “convince” him to return to the corporation for “further study and care.” When they made it quite clear they wouldn't take “No” for an answer, Temple twisted both their bodies into grotesque shapes and walked out of the hospital.

The next time the world saw Owen Temple, he was different. He'd used his powers to make himself bigger, stronger, tougher, faster, and more frightening of appearance. He called himself *Fleshtone* and set out to show the world just how terrifying (and lucrative) his powers could be.

Personality/Motivation: Fleshtone doesn't really think of people as “people” anymore. To him they're more like “raw materials” that he can manipulate, change, and discard as he sees fit. When the mood takes him, he considers them “clay” that he “sculpts” into more aesthetically-pleasing forms.

Quote: “How does it feel to know you've become something unique, something far more intriguing than that mundane human form you once wore?”

Powers/Tactics: Fleshtone has the terrifying power to mold, shape, and warp flesh and bone. He can rearrange a person's face to make him hideously ugly or quite handsome, twist bones and organs to cause pain or injury, or simply kill someone by altering his body so he cannot survive

(for example, by covering up his mouth and nose with flesh so he suffocates). On the other hand, he can also affect flesh to improve a person's body (something he's done with his own, toning and hardening it to increase his strength, reflexes, and resistance to injury, though his improved metabolism is more susceptible to drugs, poisons, and the like). Most of his victims return to normal over the course of a few minutes, but he can make permanent changes if he wants to. More than one person who's seen the results of his “handiwork” has had to go into therapy because of the nightmarish memories.

In game terms, Fleshtone's primary abilities are represented by a Drain and an Aid. These work against “any physical Characteristic or attribute.” This means not only STR, DEX, CON, PRE, OCV, DCV, SPD, PD, ED, REC, END, BODY, and STUN, but anything else the GM thinks he could affect like Running, Leaping, or Senses. He cannot affect superpowers (like Sapphire's Blasts) *per se*, but he can easily re-arrange someone's body to make them (or various Skills) harder to use.

In combat Fleshtone often relies on Presence Attacks as much as his powers. He's fully aware of the horror he can cause with the casual flick of his finger, and in fact sometimes seems to revel in it.

Campaign Use: Fleshtone is a powerful villain whose bizarre powers could easily leave more than one member of a superteam dead or permanently altered. Use him with care, since the odds of convincing him to undo his “work” are slim.

To make Fleshtone more powerful, increase his physical Characteristics and abilities (on the grounds that he can work better, more longer-lasting changes on his own form). To weaken him, decrease his CON to 20 and SPD to 4.

Associates, Allies, And Adversaries: Very few villains are willing to work or associate with Fleshtone. He's widely (and correctly) regarded as psychotic, dangerous, and extremely disturbing. A handful of villains who are already disturbed (such as Freakshow) might team up with him. Some, most prominently Professor Paradigm and Teleios, are intrigued enough to want to learn more about him and maybe even (with his permission) study him.

Duchess Industries (which is to say, VIPER) still wants to bring Fleshtone in for “study” (and, eventually, indoctrination/brainwashing). Naturally he would prefer otherwise, so he takes any opportunity he can to interfere with VIPER operations or make it harder for them to cause him trouble.

Appearance: Fleshtone has used his own flesh-manipulating powers to give himself just the appearance he wants. His body is taut, muscular, and thick-necked, the equal of any world-class weightlifter's. His face has a vaguely skull- or gorilla-like appearance in some aspects, to make him more frightening. As a costume he wears a featureless maroon bodystocking, gloves, and boots.

FLESHSTONE FACTS

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

N/R: Fleshtone is a “biokinetic” supervillain who has the power to warp, meld, and manipulate flesh and bone in ways that are often horrifying.

K/R: VIPER seems to have a grudge against Fleshtone; it's tried to kill or capture him several times.

-6: Due to his strange metabolism, Fleshtone is particularly susceptible to attacks from drugs, chemicals, gases, and poisons.

-10: His Secret Identity is Owen Temple; he used to be a researcher working for Duchess Industries.

B FLESHSTONE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
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		
5	SPD	30		Phases: 3, 5, 8, 10, 12
20	PD	18		Total: 20 PD (6 rPD)
20	ED	18		Total: 20 ED (6 rED)
10	REC	6		
50	END	6		
15	BODY	5		
42	STUN	11		Total Characteristics Cost: 226

Movement: Running: 12m

Cost	Powers	END
100	Fleshworking: Multipower, 100-point reserve	
8f	1) Fleshwarping I: Drain Physical Abilities 4d6 Variable Effect (any one physical Characteristic or attribute at a time; +½), Delayed Return Rate (points return at the rate of 5 per Minute; +1); Only Works On Fleshy Beings (-¼)	8
6f	2) Fleshwarping II: Aid Physical Abilities 4d6 Variable Effect (any one physical Characteristic or attribute at a time; +½), Delayed Return Rate (points return at the rate of 5 per Minute; +1), Ranged (+½); Only Works On Fleshy Beings (-¼)	7
2f	3) Fleshwarping III: Change Environment (-5 to all Agility Skills and DEX Rolls) Only Works On Fleshy Beings (-¼)	2



7f	4) Fleshwarping IV: Major Transform 9d6 (living being with normal fleshy form to one with altered fleshy form, heals back when Fleshtone or a similarly-powered biokinetic reverses the process) Limited Target (beings made of flesh; -¼)	9
9f	5) Flesh- And Bone-Wracking I: Blast 6d6 NND (defense is a PD Resistant Protection defined as a force-field or the like, or not having a skeleton or flesh; +1), Does BODY (+1)	9
9f	6) Flesh- And Bone-Wracking II: RKA 2d6 NND (defense is a PD Resistant Protection defined as a force-field or the like, or not having a skeleton or flesh; +1), Does BODY (+1)	9
6f	7) What Can Be Torn Asunder Can Be Made Whole: Healing 4d6 Variable Effect (any one physical Characteristic at a time; +½), Ranged (+½); Only Works On Fleshy Beings (-¼)	7

6	Hardened Flesh: Resistant (+½) for 6 PD/6 ED	0
60	Pain Resistance: Physical and Energy Damage Reduction, Resistant, 50%	0
16	Rapid Healing: Regeneration (2 BODY per Hour)	0
24	Appearance Manipulation: Shape Shift (Sight and Touch Groups, any humanoid shape), Imitation Reduced Endurance (0 END; +½); Cosmetic Details Only (-¼), Extra Time (takes 1 Minute to alter shape; -¾)	0

Skills

30	+6 with <i>Fleshwarping</i> Multipower
3	Breakfall 14-
3	Climbing 14-
7	Contortionist 16-
2	PS: Sculpting 11-
3	SS: Biology 12-
3	SS: Human Anatomy 12-
3	Stealth 14-
3	Streetwise 13-

Total Powers & Skills Cost: 310

Total Cost: 536

400 Matching Complications (75)

25	Hunted: UNTIL (Frequently, Mo Pow, NCI, Capture)
25	Hunted: Duchess Industries (Frequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Casual Killer (Very Common, Strong)
15	Psychological Complication: Likes To Make People Into "Flesh Art" (Common, Strong)
15	Social Complication: Secret Identity (Owen Temple) (Frequently, Major)
20	Vulnerability: 2 x Effect from Drugs/Gases/Chemicals/Poisons (Common)

Total Complications Points: 75

Experience Points: 136

FOXBAT

Background/History: “Penhurst! Bring me some more issues of *Justice Squadron*; I’ve finished all these.”

“I’m sorry, Master Frederick, but your mother has instructed me to purchase no more sequentially illustrated stories on your behalf.”

“What!?!? Why not?”

“I’m sure I don’t know, sir.”

“Mooooommm!”

“Yes, dear?”

“Penhurst says I can’t have any more comic books!”

“Yes, dear, I’m afraid he’s right.”

“Why not? I haven’t done anything wrong.”

“Things aren’t going very well in your father’s business, dear. We don’t have any more money for things like comic books.”

Oh, no! But in the crucibles of misfortune, great destinies are forged.

After a few despondent days, Freddy realized something — this wasn’t a setback, it was the start of his origin story! It was time for him to step up and join the ranks of superhumanity as he knew he always would one day. But should he become a hero, or a villain? He waffled back and forth a long time, but a tragedy such as he had suffered could only embitter a man, and turn him toward the dark side. A villain he would become. Heroes were a stupid, boring lot. Therefore, he would be... a Foxbat!

After raiding his trust fund for seed money, Freddy began an intensive training regimen. Gymnastics and martial arts alternated with studying electronics and practicing his criminal skills. When he was ready, he started designing the amazing Foxbatgadgets with which he would terrorize all humanity! Well, or rob the Freezy Delight downtown, whichever seemed like more fun at the time. Ice cream....

And at last the time came to assume the mantle that destiny has woven for him — the mantle of Foxbat, greatest villain the world has ever seen! Standing on a rooftop, silhouetted against the setting sun, Foxbat casts his dark shadow over a world that shall tremble in fear at the very sound of his name! Although his first crime, an attempt to steal the Empire State Building in 1993, didn’t quite work out as expected, no doubt his *latest* Master Plan will bring the heroes of Earth to their knees!

Personality/Motivation: Not exactly the most well-balanced individual to begin with, Freddy Foswell came completely unhinged when he found out his family had lost its fortune and he could no longer live a life of idle luxury, spending all of his time reading comic books. He’s convinced he’s actually living in a comic book — a grand story in which he is the major figure, almost hero and villain both. His crimes have no rhyme or reason, though the ones that succeed are often profitable; he’s just trying to act the way a supervillain *should* act.

Foxbat goes through other delusions the way normal people change their clothes. He often fixates on a particular hero, “Hunting” him for a time, then reversing course and trying to become his sidekick. He conducts bizarre scavenger hunts in which he, for example, tries to acquire every Volkswagen Beetle in the city. He threatens public officials with the Noogie-o-Matic. He’s crackers.

Since this whole supervillain thing is all for fun, Foxbat has no desire to hurt anyone. What good is that? But unfortunately, sometimes Freddy’s warped perceptions lead to tragic consequences. People in the real world don’t always heal as fast as they do in the comics.

Quote: “I’m the bad guy, right?”

Powers/Tactics: Despite his lunacy, or perhaps because of it, Foxbat is a surprisingly skilled individual with the general strength and build of someone who engages in regular intensive exercise. He’s also good with his hands, able to pick locks (or pockets) and wiggle his way into or out of tiny spaces.

In combat, Foxbat relies mainly on his Amazing Ping-Pong Ball Gun, which can fire several different types of gimmicked ammunition. He can also use his martial arts skills, but that’s not nearly as exciting as shooting people!

Foxbat’s main goals in combat are to look good and have fun, which are a far cry from being tactically effective or winning. For example, he loves to fly (sure, it’s really gliding, but try telling him that), and often wastes one or two Phases per Turn just making dramatic glides across the battlefield. He also enjoys soliloquizing about his Master Plan.

Campaign Use: Foxbat is intended primarily as a humorous break from otherwise serious Champions stories and adventures. He works best by himself, in a vaguely “master villain-ish” role in which the GM supplies him with whatever gadgets, vehicles, and henchmen he needs to accomplish his current Master Plan. When running him, use his Luck liberally — sometimes as much as every Phase, particularly if it helps to keep him from becoming seriously hurt.

You can easily make Foxbat less powerful by reducing the Active Points in his gun or stripping away Skills and reducing Characteristics. As long as he’s still an appropriately humorous foil for the PCs, it doesn’t matter. If, for some bizarre reason, you want to make him a serious threat, increase his Amazing Ping-Pong Ball Gun to a 75 Active Point reserve (and improve the slots to match), or even give him a Gadget Pool.

As a Hunter, Foxbat is even more of an insufferable nuisance than normal. If insulted or made to look the fool, he’ll start to pick on the offending superhero endlessly, singling him out for pranks and annoying but harmless “attacks” reminiscent of gags seen in comics and on television.

A

FOXBAT

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-
11	EGO	1	11-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 19 PD (11 rPD)
6	ED	4		Total: 17 ED (11 rED)
8	REC	4		
40	END	4		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 144

Movement: Running: 18m
Leaping: 12m
Flight (Gliding): 40m

Cost Powers

25	The Amazing Ping-Pong Ball Gun: Multipower, 50-point reserve All OAF (-1)	
2f	1) Explodoball: Blast 8d6 OAF (-1), 8 Charges (-½) plus: Sight Group Flash 2d6 OAF (-1), Linked (-½), 8 Charges (-½)	[8]
2f	2) Hardball: Blast 10d6 OAF (-1), Stun Only (-0), 8 Charges (-½)	[8]
2f	3) Glueball: Entangle 5d6, 5 PD/5 ED OAF (-1), 8 Charges (-½)	[8]
2f	4) KOball: Blast 5d6 NND (defense is Life Support [Self-Contained Breathing]; +1); OAF (-1), 8 Charges (-½)	[8]
2f	5) Smokeball: Darkness to Sight Group 8m radius Personal Immunity (+¼); OAF (-1), 8 Charges (-½)	[8]

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	8d6 Strike
4 Punch	+0	+2	6d6 Strike
3 Throw	+0	+1	4d6 + v/10; Target Falls

16	Foxbatcostume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
6	Run!: Running +6m (18m total)	1
4	Bound!: Leaping +8m (12m forward, 6m upward)	1
16	Fly!: Flight 40m OIF (glider-wings; -½), Gliding (-1)	0
3	Foxbatmasklenses: Infrared Perception (Sight Group) OIF (-½)	0
3	Foxbatmasklenses: Ultraviolet Perception (Sight Group) OIF (-½)	0

6	Foxbatmasklenses: +6 versus Range Modifier for Sight Group OIF (-½)	0
2	Foxbatearpiece: Ultrasonic Perception (Hearing Group) OIF (-½)	0
6	Foxbatearpiece: Radio Perception/Transmission (Radio Group) OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0
30	Fortune Of Fools: Luck 6d6	

Perks

10 **Money:** Wealthy

Talents

6 Combat Luck (3 PD/3 ED)
5 Lightning Reflexes: +5 to act first with All Actions

Skills

12	+1 Overall
20	+4 with Amazing Ping-Pong Ball Gun Multipower
3	Acrobatics 13-
3	Acting 13-
3	Breakfall 13-
3	Computer Programming 13-
3	Contortionist 13-
3	Disguise 13-
3	Electronics 13-
1	High Society 8-
2	CK: Millennium City 11-
1	KS: Bats 8-
5	KS: Comic Books 15-
5	KS: The Superhuman World 15-
3	Lockpicking 13-
3	Mimicry 13-
3	Persuasion 13-
3	Shadowing 13-
3	Security Systems 13-
3	Sleight Of Hand 13-
3	Stealth 13-

Total Powers & Skills Cost: 256
Total Cost: 400

400 Matching Complications (75)

20	Hunted: Champions (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
15	Hunted: the supervillain he's most recently annoyed (Mo Pow, Administer A Sound Thrashing)
25	Psychological Complication: Thinks He's Living In A Comic Book (Very Common, Total)
20	Psychological Complication: Code Versus Killing (Common, Total)
5	Rivalry: Professional (with whichever hero or villain he's currently obsessing over)
15	Social Complication: Secret Identity (Frederick "Freddy" Foswell) (Frequently, Major)
15	Vulnerability: 1½ x Effect from Presence Attacks (Very Common)

Total Complications Points: 75
Experience Points: 0

Associates, Allies, And Adversaries: The Super-human World's opinion about Foxbat is mixed. Most heroes and good-hearted villains see him as a lovable lunatic, someone who needs to be stopped before he hurts himself or others but who's generally more of an entertainment than a threat. More serious heroes think his career needs to be shut down fast and hard, and Foxbat himself put in a padded cell for life. A few villains, including the Overbrain, Black Paladin, Buzzsaw, Green Dragon, Mechassassin, and Vibron, think Foxbat is somehow directly or indirectly insulting them and intend to beat the tar out of him for it.

Foxbat once rescued Ogre from some cops. As a result Ogre now thinks of Foxbat as his "little buddy" and goes out of his way to protect him if necessary.

For reasons known only to himself, Foxbat is convinced that El Salto is his arch-nemesis. He intends to teach the impudent little Mexican bandito a lesson... just as soon as they meet.

Appearance: Foxbat wears a two-tone brown costume, with light brown on the legs, sides, arms, and mask and dark brown for the trunks, center chest, and shoulders. His boots and gloves, belt, the glider wings under his arms, and the flares on his mask are dull yellow. He carries the Amazing Ping-Pong Ball Gun in a dull yellow holster attached to his belt.

Freddy Foswell is 5'10" tall and weighs 160 pounds. He has the build of a man who engages in intensive regular exercise.

FOXBATFACTS!

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

N/R: Foxbat is awesome. He has a Ping-Pong Ball Gun which is equally awesome. He can fly, too!

K/R: Well, OK, he can glide, whatever.

-1: Despite his reputation, Foxbat is actually pretty skilled and well-armed.

-2: In 2006 Foxbat conquered the world of rock 'n' roll with his sold-out *Foxbatpalooza* show, but has subsequently been unavailable for record deals.

-4: A large number of superheroines and villainesses, including Gravitator, Gyre, Istvatha V'han, Mantara, Sapphire, Talisman, Witchcraft, and Zephyr, are in love with Foxbat... but knowing that the Masked Man of Mystery can never return their affections lest he place their lives in danger, they keep their feelings secret from him and the world.

-6: Win a dream date with Foxbat! Just go to www.foxbati-sawesome.com and enter your secret code to see if you're the one who gets to spend a night on the town with the fabulous Foxbat!

-8: Ice cream....

-10: His Secret Identity is Frederick "Freddy" Foswell; he's the son of a formerly wealthy family that's fallen on hard times.



FRAG FACTS

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

N/R: Frag is an unusual super-villainess with various “destruction powers” that she uses to batter her enemies into submission and spread havoc.

K/R: Mystics can see a sort of demonic “taint” to Frag’s aura, making it nearly impossible for her to hide from them.

-4: Frag often becomes dangerously enraged and uncontrollable when injured.

-8: A number of mystics in the Superhuman World, including possibly Dark Seraph, seem interested in Frag for some reason.

-10: Her Secret Identity is Lorna Culp; she’s the only known result so far of Archimago’s infamous “Zodiac Working.”

FRAG

Background/History: Lorna Culp discovered she had superpowers as a teenager, when she shoved another girl in an angry moment, and the other girl went sailing across the street head over heels. At first Lorna thought she was super-strong, but soon figured out her punches, shoves, and kicks carried uncanny destructive force. She hadn’t been in any lab accidents; her parents weren’t aliens; in fact, she couldn’t think of any even in her life to explain why she had superpowers. Lorna decided she must be a mutant. She already had a juvenile record for vandalism, shoplifting, and rowdy behavior. She had the Devil in her, her parents said.

Lorna didn’t know that in 1979, the master wizard Archimago abducted her mother as part of the Zodiac Working (see CU 65). The devil Malphas, a President in the descending Hierarchy, raped Lorna’s mother. The grimoires describe Malphas as appearing like a crow, and building or destroying fortifications; he’s an officer in the Cohort of Avarice. Lorna’s mother spent most of her imprisonment in a daze, and remembered very little of what happened after the Fabulous Five rescued her. Lorna’s mother wasn’t pregnant, so the heroes sent her to counseling for her trauma and didn’t think more of the matter. Two years later, Lorna’s mother married, and Lorna came a year after that.

Lorna decided to become a supervillain. She liked damaging and defacing other people’s property, and she wanted money. She didn’t have to end up a poor, tired woman living in a slum, like her mother. She could get filthy rich and have a lot of fun doing it.

Personality/Motivation: Frag wants to get rich as quickly as possible. She usually acts on her own, or with a small gang of mundane thugs, to rob a bank, jewelry store, or some other place with lots of easily transported valuables. Sometimes she organizes *ad hoc* teams of other villains for larger robberies. Less often, she works for other villains as part of a team, or as a hired demolitionist.

Lorna’s other great passion is property destruction. She loves to leave a mess: even if she can break into a building by shattering a lock, she prefers to go through the wall. Her tendency to collapse buildings as a distraction to delay pursuit makes her loathed by several heroes she’s encountered (not to mention city rescue services; on the other hand, a few unscrupulous members of the construction industry wish she were more active).

Her demonic heritage also gives Lorna a fierce temper. Normally she keeps it under control, but the pain of an injury can provoke an insane, destructive rage in which she lashes out at everything around her. Frag’s rages always result in massive destruction of property.

Quote: “And the walls come tumblin’ down!”

Powers/Tactics: Frag can project powerfully destructive energy through her touch. She can release bursts of force to crush enemies or send them flying; or she can make an object crumble by stroking it. Frag can even set her destructive energies to tear a target apart at some later time: for example, she can set her *Touch Of Destruction* on all the support pillars of a building so they crumble together an hour later. With greater effort, Lorna can radiate a blast of force, or send shockwaves along sturdy surfaces such as roadways or walls.

When Frag goes berserk, she becomes stronger, faster, tougher, and almost tireless. Lorna thinks this is just part of her mutation.

Campaign Use: Frag has no clue about her real background. She thinks she’s just another supervillainess; she doesn’t realize she’s part of Archimago’s dark legacy to the world. Frag may well serve a purpose she knows nothing about.

To make Frag a more powerful adversary, increase her Characteristics. Perhaps she can use her *Infernal* added powers at will, but is likely to go Berserk when she does so. Frag is not meant to be a very powerful opponent, though. To make her less formidable, scale back her Multipower to 52 points, remove her *Shockwave* slots, or remove her *Infernal* powers.

Associates, Allies, And Adversaries: As mentioned above, Frag is ready and willing to work with other “freelance” supervillains to commit jobs she can’t handle on her own. (On the other hand, she has no desire to work for an organization like VIPER; she thinks “the man” will always take advantage of her, one way or another.) Some of the villains she’s worked with in the past (and parted on good terms with) include Holocaust, the Brain Trust, Smoke and Mirrors, Merc-Force 1, Grenadier, and Stiletto.

After viewing Frag’s aura, the Demonologist knows she’s a product of the Zodiac Working, so he keeps a close eye on her. He’d love to find a way to take control of the Working for his own ends, and Frag just might be the key. Dark Seraph also knows what she is, and is interested in her for the same reason.

It’s possible that other artifacts and superhumans “left behind” by Archimago — such as Evil Eye (see page 104) — might be persuaded or coerced to join forces with Frag by his magics... or vice-versa.

Appearance: Lorna Culp is a young black woman standing 5’4” tall, with a slim but athletic build and close-cropped hair. As Frag, she wears a black leather jacket and thigh-length leather boots over scarlet tights. She also wears a high-tech visor and clips fake dreadlocks into her hair as a disguise. Her appearance changes when she goes Berserk: she grows several inches taller and becomes more muscular, ripping her tights; scales cover her body; her face warps into that of a bird with a hooked beak, while her hair stiffens and rises in a birdlike crest. Her nails also lengthen and thicken into short claws.

A

FRAG

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
23	CON	13	14-	
18	INT	8	13-	PER Roll 13-
14	EGO	4	12-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
23	PD	21		Total: 23 PD (4 rPD)
23	ED	21		Total: 23 ED (4 rED)
10	REC	6		
45	END	5		
15	BODY	5		
36	STUN	8		

Total Characteristics Cost: 202

Movement: Running: 14m (24m while Berserk)

Cost	Powers	END
62	Destruction Powers: Multipower, 62-point reserve	
5f	1) Smashing Punch: HA +10d6 Reduced Endurance (½ END; +¼); Hand-To-Hand Attack (-¼)	2
4f	2) Body Blast: Blast 7d6 Area Of Effect (28m Radius Explosion; +½), Personal Immunity (+¼); No Range (-½)	6
4f	3) Fragmentation Punch: RKA 2d6 +2 Increased STUN Multiplier (+½), Penetrating (+½); No Range (-½)	6
5f	4) Hurling Punch: HA +8d6 Double Knockback (+½); Hand-To-Hand Attack (-¼)	6
4f	5) Shockwave Stomp: HA +5d6 Area Of Effect (24m Radius Explosion; +½), Double Knockback (+½), Personal Immunity (+¼); Hand-To-Hand Attack (-¼), Only Affects Targets On The Ground (-¼)	6
4f	6) Touch Of Destruction I: RKA 1½d6 Penetrating (+½), Trigger (after specified amount of time has passed, activating Trigger takes no time, Trigger immediately automatically resets; +1); No Range (-½)	2
4f	7) Touch Of Destruction II: RKA 4d6 No Range (-½)	6
5	Infernal Strength: +10 STR Only While Berserk (-1)	1
4	Demonic Toughness: Resistant (+½) for 4 PD/4 ED	0
10	Infernal Toughness: Physical Damage Reduction, 50% Only While Berserk (-1)	0
5	Visor: Sight Group Flash Defense (10 points) OAF (-1)	0
2	Athletic: Running +2m (14m total)	1
5	Infernal Speed: Running +10m (24m total) Only While Berserk (-1)	2



2	Visor: Nightvision OAF (-1)	0
5	Visor: Radio Perception/Transmission (Radio Group) OAF (-1)	0
5	Infernal Resilience: +10 REC Only While Berserk (-1)	0
Skills		
15	+3 with Destruction Powers Multipower	
3	Breakfall 13-	
3	Bribery 13-	
3	Combat Driving 13-	
3	Demolitions 13-	
2	KS: Architecture 11-	
3	Streetwise 13-	
3	Tactics 13-	
3	Teamwork 13-	
1	TF: Two-Wheeled Motorized Ground Vehicles	
1	WF: Pistols	
Total Powers & Skills Cost: 175		
Total Cost: 377		
400 Matching Complications (75)		
10	Distinctive Features: Demonic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)	
30	Enraged: Berserk when takes BODY (Very Common), go 8-, recover 11-	
20	Hunted: FBI (Infrequently, Mo Pow, NCI, Capture)	
20	Psychological Complication: Enthusiastically Destructive (Very Common, Strong)	
15	Psychological Complication: Greedy (Common, Strong)	
15	Social Complication: Secret Identity (Lorna Culp) (Frequently, Major)	
15	Susceptibility: to holy ground and touching holy symbols, take 1d6 damage per Turn of contact (Common)	
Total Complications Points: 75		
Experience Points: 0		

FREAKSHOW FACTS

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

N/R: Freakshow is a villain who specializes in terrifying people, often killing them in the process.

K/R: Freakshow is extremely difficult to hurt; his injuries begin healing almost as soon as he suffers them.

-6: Freakshow is almost pathologically drawn to places where people choose to be frightened: horror movies; Halloween events; carnivals; certain amusement park rides; and the like.

-10: His Secret Identity is Jacob Sacco; he used to be a janitor working at Advanced Concepts Industries but was fired for chronic absence.

FREAKSHOW

Background/History: In 1990, Advanced Concepts Industries fired Jacob Sacco from his janitorial job at its Detroit chemical research plant because of chronic absence. Jacob frequently overslept because he was always staying up late watching horror movies on cable. Besides, he had that monster-movie convention to help run, and operated a side business buying and selling paraphernalia from movies and TV shows like the long-running *Dark Slasher* series. So he was a little late a few times — that was no reason for his horse-faced supervisor to fire him! Now he couldn't pay his rent and might have to move back in with his parents.

Then Jacob thought of a good way to make some money and get his revenge on his supervisor. He knew the company hadn't exactly followed the most stringent safety precautions while dumping some chemical waste in a landfill in River Rouge. If he called the local paper, maybe he could get a reward. First he had to make sure it was still there, though. That's how he found himself crawling through the smelly landfill site after midnight, crowbar in hand, looking for those barrels he knew had to be "around here somewhere." And that's how he found himself running from an overzealous security guard, who fired a warning shot into the air and began chasing him through the dump site. Terrified, Jacob stumbled in the dark and cut his side on a protruding piece of metal as he lost his footing and fell.

He tumbled down a hill, crashing to a halt in a puddle of some awful, slightly-glowing muck. The guard raced to the top of the hill above him, shouting something about him not moving. So he didn't move. The muck was making him feel warm, kind of tingly all over. A strange feeling, but not entirely unpleasant. The guard was slowly walking down the hill with his gun still pointing at Jacob. Jacob looked down at his side. The wound was closing, the skin knitting itself up. The guard came closer, and stood staring down at Jacob. "Damn, are you still alive?" said the guard half to himself as he gazed at the figure lying in the muck. "Nope," replied Jacob, as he casually leaped to his feet with a single motion and grabbed the guard. He savored every last bit of the guard's terror before he snapped the man's neck.

Things to do, places to go, people to kill, thought Jacob Sacco. Detroit was about to learn a new word for fear.

Personality/Motivation: Jacob Sacco lost his mind that night in the landfill. His insanity has manifested itself through his lifelong fascination with horror movies, carnivals, clowns, and freaks. He sees himself as some sort of avatar of terror, his only purpose in life to frighten. He commits

crimes not for profit, but to increase the overall level of fear in Millennium City. He kills some of his victims, but leaves others alive because the uncertainty of their fate creates greater emotional power than just killing everyone. The Millennium City papers dubbed him "Freakshow," a name he's adopted as a badge of honor. He's almost pathologically drawn to places where people choose to be frightened: Halloween parties, horror movies, summer fairs, and carnivals.

Quote: "Boo."

Powers/Tactics: Freakshow's mutation granted him powers that maximize his ability to frighten people. He's preternaturally strong and fast, and though he's relatively easy to hurt he recovers from injury with astonishing speed. He can track victims by "smelling their fear," and frequently toys with a victim by allowing him to run until exhaustion while staying just behind him. He can even cause people to experience frightening "waking nightmares" simply by touching them.

Campaign Use: Freakshow's powers don't really lend themselves to direct confrontation with superheroes. He's more effective as a threat to a character's DNPC, especially if the heroes must then pursue him through some appropriately atmospheric scenery (spooky old mansions, withered garden mazes, and other places where he can split up a team and attack them one at a time from ambush). He might decide to terrorize ACI in revenge for its part in his creation, which should put the heroes in the interesting position of having to defend or rescue people they really don't care much for. He's fought Kinetik a couple of times, and neither has enjoyed the experience.

If you want to make Freakshow tough enough to fight superheroes directly, increase his defenses and give him more powers (an Entangle defined as "paralyzed by fear"; an NND RKA defined as "scared to death"; and so forth). If he's already too powerful for your PCs to tangle with, reduce his Damage Reduction to 25% and his Healing Regeneration to 2d6.

Associates, Allies, and Adversaries: With a very few exceptions (Black Harlequin being one), other villains don't want anything to do with Freakshow. He's just too creepy and unpredictable. The only exception is when a villain's plan involves scaring people somehow; for example Holocaust hired him in 2006.

Appearance: Freakshow stands about 6'3", but weighs only about 155 pounds — he's scarecrow-skinny, almost as if starving to death. He shaves his hair into a frazzled orange mohawk. He dresses mostly in black leather, with a torn t-shirt, spiked belt, and motorcycle boots. He wears thin wrap-around mirrorshades, and has a scarred, twisted upper lip.

FREAKSHOW

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
27	DEX	34	14-	
22	CON	12	13-	
10	INT	0	11-	PER Roll 11-
18	EGO	8	13-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
7	DCV	20		
6	OMCV	9		
6	DMCV	9		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
15	PD	13		Total: 15 PD (3 rPD)
10	ED	8		Total: 10 ED (3 rED)
14	REC	10		
45	END	5		
15	BODY	5		
40	STUN	10		Total Characteristics Cost: 248

Movement: Running: 12m
Leaping: 20m

Cost	Powers	END
30	Nightmare Projection: Mental Illusions 12d6 No Range (-½), Only To Create Horrifying Nightmares (-½)	6
20	I Can Feel Your Fear: Mind Scan 10d6 Cannot Attack Through Link (-1), Only Works If Target Is Frightened (-½)	5
8	Bag O' Knives: HKA 1d6 (2½d6 with STR) Range Based On STR (+¼); OAF (-1), 4 Recoverable Charges (-½)	[4rc]
18	All In The Wrist: Reflection (60 Active Points' worth) Only Versus Thrown Objects (-¾), Requires A DEX Roll (-½)	6
3	Supernatural Resilience: Resistant (+½) for 3 PD/3 ED	0
60	Supernatural Resilience: Physical and Energy Damage Reduction, Resistant, 50%	0
10	Supernatural Health: Life Support (Immunity: all terrestrial diseases and poisons)	0
3	Fear Never Sleeps: Life Support (Diminished Sleep: no need to sleep)	0
64	Can't Kill Me That Easily: Regeneration (4 BODY per Turn)	0
8	Here I Come: Leaping +16m (20m Total)	1
5	Can't Hide In The Dark: Nightvision	0
4	He's In Here Somewhere: Clinging (normal STR) Only To Perch (-½), Requires A Climbing Roll (-½), Cannot Resist Knockback (-¼)	0

Talents
4 Double-Jointed

Skills

30	+3 with All Combat
8	+4 OMCV with Mind Scan
3	Acrobatics 14-
3	Breakfall 14-
3	Climbing 14-
3	AK: North Detroit 12-
2	SS: Chemistry 11-
5	SS: Pharmacology/Toxicology 14-
5	Stealth 15-
9	Tactics 14-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 310

Total Character Cost: 558

400 Matching Complications (75)

20	Enraged: when frustrated (Common), go 11-, recover 11-
20	Hunted: MCPD (Frequently, Mo Pow, NCI, Limited Geographical Area, Capture)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Obsessed with Horror Movies, Circuses, And Freaks (Very Common, Strong)
20	Psychological Complication: Loves To Frighten People (Very Common, Strong)
15	Social Complication: Secret Identity (Jacob Sacco) (Frequently, Major)

Total Complications Points: 75

Experience Points: 158



GALAXIA

Background/History: Long ago, perhaps even before the Multiverse existed, the Cosmic Gems came into existence. Some say there are three Gems, some say 15, some other numbers in between. No one — not the Malvans, not the Elder Worm, not even CONTROL and the Overseers of Odrugar — knows the true origin and nature of the Cosmic Gems. It's thought the Galaxars (see CU 150) may know, but if so they've said nothing.

What *is* known is that a Cosmic Gem confers vast powers on the person who possesses it. (Whether the Gems are intelligent and choose their possessors is a matter of speculation, as is just how much of a Gem's power a possessor can unlock.) Beings eager for power have sought one or another of the Gems for centuries, but few who actively seek them succeed in their quest.

One of the few beings who possesses a Cosmic Gem is the “woman” called Galaxia, whose homeworld and native species are unknown. For decades, perhaps centuries, she cut a swath across the civilized regions of the Milky Way, conquering, destroying, and fighting as the mood took her. But eventually the civilized species tired of her depredations and came against her with a force of starships too great for even her to handle. She fled...

...and soon her travels brought her to a cosmic backwater known as the Sol system. She'd heard of it; this was the system with the world that had so many powered beings. What better challenge for her, and better place to hide from her enemies, than Earth?

Personality/Motivation: Galaxia is a classical megalomaniacal conqueror. She knows just how powerful she is, and she believes it's her destiny to rule whatever she feels like ruling and do whatever she feels like doing. Anyone who tries to stop her earns the full measure of her wrath.

Beyond that, analyzing Galaxia's psychology is difficult because she's not only not Human, no one knows exactly what species she is. (Apparently the Cosmic Gem either makes her look like the observer's species, or it allowed her to choose her appearance and she selected something very close to Human.) Therefore it's difficult to say what might be completely ordinary behavior for her, and what's out of the ordinary.

Quote: “Cosmic storms cannot stop me! The Malvans cannot stop me! What hope have *you* of stopping me, foolish Human?”

Powers/Tactics: Galaxia fights in a bold, aggressive fashion (often accompanying her actions with Presence Attacks) as a way of impressing and intimidating her opponents. She starts a battle from a distance, relying on the generally greater range of her attacks to get in a few blows before her opponents can counterattack. She favors her Standard and Mental Blasts, but is quick to shift to a Deadly Blast if an opponent irritates her.

Campaign Use: Galaxia's background provides at least one major plot for the GM to exploit: who exactly is she running from, how close are they to catching up to her, and what will happen when then do? An epic space battle near Earth could be dangerous for humanity....

Galaxia should be tough enough to take on your heroes by herself, at least for a little while. If that's not the case, increase her abilities until she can — perhaps give her some Damage Reduction, a Barrier, more CON, SPD, and/or STUN, or the like. If she's already too tough, reduce her Multipower to a 105-point reserve and all slots accordingly, and perhaps reduce her defenses and SPD slightly.

Appearance: Galaxia looks like a slender, well-proportioned, beautiful human female with dark hair reaching down to her midback. Her costume is a royal blue with gold boots and highlights. In the center of her forehead is an oval-shaped, smooth gemstone that's usually red, but can shift colors or show multiple colors at once. It often glows or is surrounded by a corona of energy.

GALAXIA FACTS

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

N/R: Galaxia is a powerful being from outer space who wields a super-weapon called the Cosmic Gem. She's extremely dangerous and destructive. Although she looks Human, she's not; no one's sure what species she comes from.

-2: Galaxia's purpose in the region of space near Earth is unknown, though based on the available information she seems to have fled (and perhaps to still be fleeing) a coalition of civilized races that are trying to capture or destroy her.

-6: Galaxia's weapon isn't *the* Cosmic Gem, it's a Cosmic Gem — there are more of them, though no one's sure how many. The Galaxars may know more, but if so they're not talking.

B GALAXIA

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
25	DEX	30	14-	
30	CON	20	15-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
9	OCV	30		
9	DCV	30		
3	OMCV	0		
7	DMCV	12		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
15	PD	13		Total: 40 PD (25 rPD)
15	ED	13		Total: 40 ED (25 rED)
30	REC	26		
60	END	8		
20	BODY	10		
90	STUN	35		



Total Characteristics Cost: 332

Movement: Running: 12m
 Flight: 60m
 MegaFlight: 1,000 km/Phase
 FTL: 1 LY/15 Minutes

Cost	Powers	END
63	Gem Power: Endurance Reserve (300 END, 30 REC) OIF (Cosmic Gem; -½)	0
90	Gem-Blasts: Multipower, 135-point reserve All OIF (-½)	
9f	1) Standard Gem-Blast: Blast 18d6 Line Of Sight (+½); OIF (-½)	13
9f	2) Deadly Gem-Blast: RKA 3d6 AVAD (Mental Defense; +1), Does BODY (+1); OIF (-½)	13
6f	3) Mental Gem-Blast: Mental Blast 9d6 OIF (-½)	9
9f	4) Blinding Gem-Blast: Sight Group Flash 18d6 Line Of Sight (+½); OIF (-½)	13
9f	5) Binding Gem-Blast: Entangle 9d6, 9 PD/9 ED Line Of Sight (+½); OIF (-½)	13
86	Protection Field: Resistant Protection (25 PD/25 ED/15 Mental Defense/15 Power Defense) Hardened (+¼); OIF (Cosmic Gem; -½), Costs Half Endurance (-¼)	7
40	Galaxian Form: Damage Negation (-4 DCs Physical and Energy)	0
15	Galaxian Eyes: Sight Group Flash Defense (15 points)	0
23	Protection Field: Life Support (Total) OIF (-½)	0

67	Gem-Flight: Multipower, 100-point reserve All OIF (Cosmic Gem; -½)	
7f	1) Standard Atmospheric Flight: Flight 60m, x32 Noncombat Reduced Endurance (½ END; +¼); OIF (-½)	4
3f	2) High-Speed Atmospheric Flight: Flight 20m MegaScale (1m = 100 km; +1½); OIF (-½)	5
2f	3) Spaceflight: FTL Travel (1 LY/15 Minutes) OIF (-½), Costs Endurance (-½)	4
Skills		
30	+6 with Gem-Blasts Multipower	
3	Acrobatics 14-	
3	AK: Milky Way Galaxy 13-	
3	AK: Sol System 13-	
3	KS: Civilized Species Of The Galaxy 13-	
2	Navigation (Space) 13-	
3	Oratory 14-	
3	Persuasion 14-	
3	Stealth 14-	
3	Systems Operation 13-	
Total Powers & Skills Cost: 494		
Total Cost: 826		
400 Matching Complications (75)		
20	Enraged: when thwarted or denied something she wants (Common), go 11-, recover 11-	
20	Enraged: when insulted, belittled, or mocked (Common), go 11-, recover 11-	
15	Hunted: civilized species of the Galaxy (Infrequently, Mo Pow, NCI, Limited Geographical Area, Kill)	
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)	
20	Hunted: Justice Squadron (Infrequently, Mo Pow, NCI, Capture)	
20	Psychological Complication: Arrogant Conqueror (Common, Total)	
Total Complications Points: 75		
Experience Points: 426		

GALEFORCE

Background/History: Andrea Thompson was an oceanographer studying currents, life, and geological formations in the deep ocean. To assist her work she developed a mini-sub that used a special force-field to resist the crushing pressures of the pelagic depths.

One day while she was exploring an ocean trench something went wrong aboard the sub. The force-field malfunctioned, reversing its polarity. Instead of keeping the pressure *out*, it channeled the pressure *in*. Ordinarily that would simply have reduced her to a lifeless pulp, but somehow the intense pressure infused her body. Although not fatal, the pain was intense, and she passed out.

When her team recovered the badly-damaged submarine by remote control, they were certain she'd be dead inside. But after they had the sub aboard ship, suddenly it exploded outward, its panels and struts seemingly ripped away by some outside force. Inside was Thompson... but she was different. Her skin was a strange shade of blue, and a look of harshness and cruelty marred her features. Before anyone could move or say anything she struck, pushing her former colleagues off the ship to die in the sea.

Soon a new supervillainess calling herself *Galeforce* was robbing and committing mayhem up and down the East Coast of the United States, and sometimes in western Europe. After a brief but destructive career, she was captured by the Capital Patrol in 2004 and sentenced to Stronghold. There she remained until 2009, when she escaped as part of Menton's breakout. For a while she laid low in a cave in the desert not far from the super-prison, but now she's moved on and is ready to pick up where she left off.

Personality/Motivation: The accident that somehow gave Galeforce superpowers also altered her brain chemistry. A formerly ordinary woman dedicated to science and knowledge is now a cruel, vindictive criminal, full of anger and greed. She enjoys using her power to destroy as much as to rob, and particularly likes to see policemen and heroes helpless before her.

Quote: "This one'll blow you away."

Powers/Tactics: Although Galeforce is widely perceived as being an air/wind manipulator (an impression she's fostered by her choice of name), in truth her power is the ability to control pressure broadly (she isn't precise enough to, for example, have a straightforward Telekinesis-based power to push small objects). By creating areas of high and low pressure she can cause "wind" to flow with tremendous speed and force away from her. By afflicting a specific target she can cause great pain, potentially lethal cases of "the bends," or stop someone from moving.

Her signature power is to create a 2m wide gust of wind to push things away from her. She can do this indefinitely, but only in one direction at a time. Because of this ability weak melee combatants may never be able to get close enough to hit her.

Galeforce has two weaknesses. First, her defenses are relatively low, though her pressure-enhanced body is much more durable than normal human flesh. Second, she has no movement abilities.

Campaign Use: Galeforce's control of pressure is an intriguing power, but may seem somewhat limited compared to many other characters (including the PCs she fights). If necessary, convert her to a pure wind manipulator and give her more powers (see the "Air/Wind Powers" section of *Champions Powers* for plenty of ideas). To weaken her, remove her Bends slot and reduce her SPD to 4.

Appearance: Galeforce is a twenty-something woman with Caucasian features, but her skin is light blue rather than white-pink, and she sometimes decorates it with darker blue temporary tattoos of abstract line art. Her hair is that same shade of darker blue and cut short; she sometimes styles it spiky. Her costume consists of darker blue strips of cloth wrapped around her body, legs, and arms; this leaves a good bit of her skin showing, and she doesn't wear a mask. A maelstrom of wind, sometimes light breezes but at other times strong enough to push a man backward, often surrounds her.

GALEFORCE FACTS

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

N/R: Galeforce is a supervillainess who controls air and wind.

K/R: Galeforce was imprisoned in Stronghold from 2004 to 2009, but escaped during Menton's breakout.

-1: Oddly, despite being able to manipulate air and wind, Galeforce cannot fly.

-2: Galeforce's powers actually involve control of *pressure*, not control of air and wind *per se*.

-10: Her Secret Identity is Andrea Thompson; she used to be an oceanographer.

A

GALEFORCE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
18	CON	8	13-	
13	INT	3	12-	PER Roll 12-
12	EGO	2	11-	
18	PRE	8	13-	PRE Attack: 3½d6
7	OCV	20		
6	DCV	15		
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		
60	END	8		
10	BODY	0		
40	STUN	10		Total Characteristics Cost: 139

Movement: Running: x ### "X"?

Cost	Powers	END
67	Pressure Manipulation: Multipower, 67-point reserve	
6f	1) Battering Winds I: Blast 12d6	6
7f	2) Battering Winds II: Blast 9d6 Double Knockback (+½)	7
6f	3) Agonizing Pressure: Blast 6d6 NND (defense is Life Support [Safe Environment: High Pressure]; +1)	6
2f	4) The Bends: RKA 1d6 NND (defense is Life Support [Safe Environment: High Pressure]; +1), Does BODY (+1); Extra Time (Extra Phase; -¾), No Knockback (-¼)	4
6f	5) Irresistible Pressure: Entangle 3d6, 3 PD/3 ED Takes No Damage From Attacks (+1)	6
36	Pushing Winds: Telekinesis (30 STR) Area Of Effect (16m long, 4m wide, 2m high line; +½), Reduced Endurance (0 END; +½); Affects Whole Object (-¼), Only To Push People/Things Away (-1), Lockout (only one direction at a time, can't use the power multiple times at once; -¼)	0
36	Pressure-Tempered Body: Resistant Protection (12 PD/12 ED)	0
3	Pressure-Tempered Body: Life Support (Safe Environments: High Pressure; Low Pressure/Vacuum)	0

Skills

- 10 +2 with Pressure Manipulation Multipower
- 1 Electronics 8-
- 1 SS: Marine Biology 8-
- 1 SS: Geology 8-
- 2 SS: Oceanography 11-
- 3 Stealth 13-
- 1 Systems Operation 8-

Total Powers & Skills Cost: 188

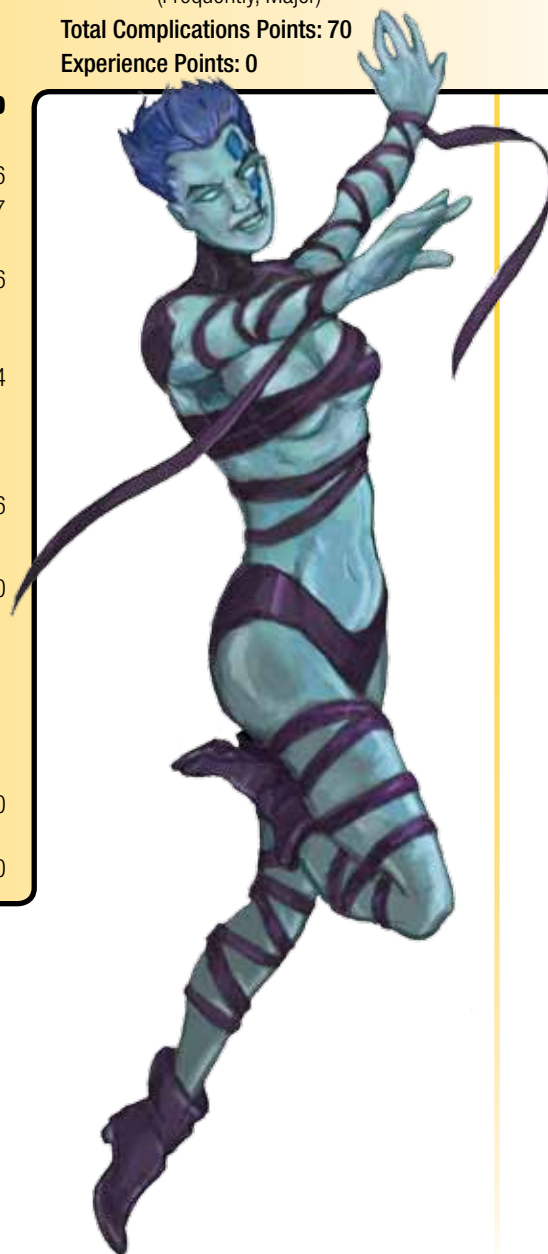
Total Cost: 327

400 Matching Complications (75)

- 20 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 15 **Psychological Complication:** Cruel, Vindictive, And Greedy (Common, Strong)
- 15 **Social Complication:** Secret Identity (Andrea Thompson) (Frequently, Major)

Total Complications Points: 70

Experience Points: 0



GARGANTUA

Background/History: Thomas Russell was big, even as a kid — so big he killed his mother when she gave birth to him. By the time he was four years old, he was the size of a ten-year-old; at twelve he was as tall and muscled as a full-grown man. It didn't take long for him to learn he could push the other children around and bully them. With his size, he rarely had to hit anyone, the threat of it was enough. Even his teachers were a little scared of him.

By the time he was a teenager, Russell discovered there was more to his size than met the eye: he could alter it, growing even bigger and stronger for short periods of time. The more he practiced with this power, the taller he got and the longer he could maintain the effect. But he wasn't as stupid as he was big. He didn't have any intention of using his powers "for the good of all mankind"; he was going to use them for himself, and himself alone. To do that he had to keep them secret.

Russell's size and muscle soon attracted the attention of the local VIPER Nest, which recruited him as an agent-in-training. He enjoyed the experience, even learning a thing or two about being a cat burglar, but quickly decided it wasn't for him. Following orders and being part of a private army just wasn't what he had in mind for himself.

It wasn't long after Russell finished high school that a new costumed criminal, calling himself Gargantua, appeared on the scene. At first he worked mainly for VIPER, but after a couple of years he branched out, pulling solo jobs and teaming up with other villains and organizations. Since then he's built a reputation as a powerful, dependable, professional super-criminal. He's made a lot of money and had a great time fighting superheroes, and he plans to be around for a long, long time.

Personality/Motivation: For a supervillain, particularly a super-strong one, Gargantua is intelligent and thoughtful, even philosophical. He's no dummy, and it angers him when people treat him as if he is (especially when they simply assume that "he's strong, so he can't be bright"). He never went to college, but he enjoys reading "deep books" and discussing them, a trait that earns him a measure of respect from master villains who ordinarily dismiss the "hired help" as morons.

Gargantua's size, strength, and experiences as a supervillain have given him a healthy dose of overconfidence. He has yet to suffer a serious defeat or significant injury, and at this point practically thinks he's invulnerable. He'll take on anyone or anything.

Quote: "Ready to be crushed, little man?"

Powers/Tactics: Gargantua's powers derive from his ability to grow to tremendous heights (at his maximum, 64m, or about 200 feet, tall). Generally he can only use his full Growth outdoors and on other strong surfaces, since otherwise his weight makes him crash through floors and get stuck in small spaces (though he does enjoy using all his Growth at once to "explode" a building from the inside out). Because his Growth is Constant and he uses it so much, he only gets a -¼ value for the *Linked* Limitation on his associated abilities.

But that's not the limit of his abilities. His training as a thief gives him capabilities most big, strong villains lack (though usually he can only use them when he's at or near normal human size; in particular, the PER Roll bonuses to see him when he's Grown tend to make Stealth pointless).

Gargantua is intelligent, and fights that way. In combat the first thing he does is try to get to a place where he can use his full Growth powers (or as much of them as possible); that usually means taking the fight outside. When he's ready, he'll pick out the enemy he's most capable of dealing with (usually another "brick," or a flying character other people have trouble hitting), and smash him. If he can't simply crush someone with his gargantuan fists, he'll pick that person up and throw him as far as he can, hopefully removing him from the battle. Although he's not a ruthless killer he's willing to put other people in danger to distract superheroes; one of his favorite such tactics is to pick up a bus or a building and throw it just far enough that a super-strong hero can get to it in time to catch it and save the people inside.

Campaign Use: Gargantua is a change of pace from the usual brick, and should be played that way. Not only does his enormous size give him certain abilities most bricks lack, but he doesn't mindlessly smash his enemies. He fights cleverly, with a good head for tactics. Similarly, he's not easy to trick or manipulate; he knows full well what he can do, and what his services are worth, and doesn't take risky or pointless jobs.

GARGANTUA'S GROWTH TABLE

Cost	Height	Width	Mass (kg)	STR	CON	PRE	Def5	BOD	STUN	Reach	Run	KB	OCV+	PER+	AoE
25	4m	2m	800	40	25	25	25	18	52	2m	18m	-6m	+2	+2	—
50	8m	4m	6,400	55	30	30	36	21	64	4m	36m	-12m	+4	+4	—
90	16m	8m	50,000	70	35	35	44	24	76	8m	48m	-18m	+6	+6	1m Radius
120	32m	16m	400,000	85	40	40	52	27	88	16m	60m	-24m	+8	+8	2m Radius
150	64m	32m	3.2mil	100	45	45	60	30	100	32m	72m	-30m	+10	+10	4m Radius



GARGANTUA

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
18	DEX	16	13-	
20	CON	10	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
15	PD	13		Total: 40 PD (20 rPD)
15	ED	13		Total: 40 ED (20 rED)
15	REC	11		
40	END	4		
15	BODY	5		
40	STUN	10		Total Characteristics Cost: 172

Movement: Running: 12m (see table)

Cost Powers

- 187 **The Gargantua Effect:** Growth (at full power, Gargantua is +75 STR, +25 CON, +25 PRE, +15 PD, +15 ED, +15 BODY, +30 STUN, +31m Reach, +60m Running, -30m KB, +10 to others' OCV to hit character, +10 to others' PER Rolls to perceive character, 64m tall, 32m wide, and weighs 3.2 million kg, and his hands and feet qualify as 4m Radius Areas Of Effect)
Costs END Only To Turn On (+¼)
- 25 **Tirelessness:** Reduced Endurance (½ END; +¼) for up to STR 100 (5 END)
- 40 **Gargantuan Physique:** +25 PD and ED
Linked (to Growth, see text; -¼)
- 12 **Gargantuan Physique:** +30 STUN
Linked (to Growth, see text; -¼)
- 30 **Gargantuan Resilience:** Resistant (+½) for 30 PD/30 ED
- 30 **Gargantuan Resilience:** Physical and Energy Damage Reduction, Resistant, 25%



END

Perks

- 6 Contact: a VIPER Nest Leader 11- (extremely useful resources, access to major institution)
- 7 Money: Wealthy

15

Skills

- 8 +4 with Punch
- 3 Climbing 13-
- 2 KS: The Superhuman World 11-
- 1 KS: VIPER 8-
- 3 Lockpicking 13-
- 3 Security Systems 13-
- 3 Stealth 13-
- 3 Streetwise 13-

0

0

0

0

0

Total Powers & Skills Cost: 367

Total Cost: 535

400 Matching Complications (75)

- 10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 25 **Hunted:** Sentinels (Frequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Psychological Complication:** Thinks He's Invulnerable (Common, Total)
- 15 **Social Complication:** Secret Identity (Thomas Russell) (Frequently, Major)
- 10 **Susceptibility:** to involuntary alterations of his size or density, takes 2d6 instantly (Uncommon)

Total Complications Points: 75

Experience Points: 125

If Gargantua is too weak for your game, increase his Damage Reduction to 50% and increase his normal STR and CON (so that he's able to hold his own better in situations where he can't use his Growth). Some Mental Defense and Power Defense may also be called for. If he's too tough, scale back on the Growth, and the Characteristics and abilities Linked to it — 30-45 points' worth of Growth and associated abilities may work better for you.

Associates, Allies, And Adversaries: Gargantua is one of the most consistent, reliable mercenary supervillains on the market, so he's become something of a "go-to guy" for master villains and groups that need a temporary infusion of *major* muscle. He's not cheap — he's very aware of his value — but he's worth every nickel. Employers he's worked with (or partnered with) include VIPER (his first, and most common, employer), ARGENT, Holocaust, the Warlord, the Brain Trust, Cirque Sinister, the Ultimates (though Blackstar hates him for laughing off Blackstar's challenges to fight), Ankylosaur, Foxbat, Howler, Shrinker, and Vector.

Kinematik has approached Gargantua about joining his pro-mutant crusade. Gargantua's made it quite clear he's not interested, so Kinematik wisely decided to back off... for now.

Anytime VIPER hires Gargantua and teams him up with Ripper (a pairing that terrifies even experienced superhero teams), the two of them have a friendly arm-wrestling contest, loser buys drinks. So far Gargantua leads 4 to 2. Ripper's determined to take the lead somehow!

Appearance: Gargantua's costume consists of a brown and green high-collared jacket-like top, brown pants, green gloves and boots, and a brown half-face mask that leaves his dirty blonde hair and short beard visible. At normal size, he's 7'1" tall and massively built.

GARGANTUA FACTS

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

N/R: Gargantua is a villain with growth powers. He's widely regarded as one of the strongest, toughest, most destructive, and dangerous mercenary villains on Earth.

K/R: At his maximum, Gargantua is two hundred feet tall and can lift 25,000 metric tons!

-1: Gargantua frequently works for VIPER, and has worked for or with many other villains as well.

-4: Gargantua tends to think he's virtually invulnerable and unbeatable... but so far he seems to have good reason for his strong streak of overconfidence.

-6: Gargantua is a mutant.

-8: Gargantua experiences intense pain if other people alter his size or density against his will.

-10: His Secret Identity is Thomas Russell.

GAUNTLET

Background/History: Arturo Villareal grew up poor in East Los Angeles. His family sometimes didn't even have enough money for food. His father spent most of the time in a semi-drunken stupor, lying on the couch watching TV, so the only positive role models he had were neighborhood gangsters and drug dealers. They have money, power, and respect — everything Arturo wanted.

But Arturo had one thing they didn't: brains. His was a genius intellect, and he decided to use his intelligence as his ticket to the easy life. He studied hard and got a scholarship to UCLA to study science, but he had no intention of becoming some sort of researcher or corporate lab-rat. He was going to be a criminal like the men he remembered from his youth... but a *supercriminal* who'd put all of them to shame.

When he felt he was ready, Arturo began designing the super-weapons that would make him a force to be feared in the underworld. At first he experimented with powered armor, but the results left him dissatisfied. If nothing else, powered armor didn't seem distinctive enough; the likes of Armadillo, Ankylosaur, and Devastator were already crowding the market. He decided to show just how smart he was by packing most of the power of an entire armored suit into one gadget: a set of gauntlets.

After months of effort and experimentation (not to mention a few robberies for funding and supplies), Arturo's "Power Gauntlets" worked. After creating a suit of light powered armor, jetboots, and a helmet to go with them, he christened himself *Gauntlet* and set out to take the underworld by storm.

Personality/Motivation: Gauntlet has a big chip on his shoulder. He resents having had to grow up poor and powerless, and he's determined never to be in either state ever again. He wants power, money, and respect, whether he gets them for his inventive genius or as a result of his crimes. He's temperamental, macho, quick to take offense, and unlikely to back down from challenges. Despite the fact that he thinks of himself as an intellectual and a scientist, he really enjoys the visceral thrill of combat.

Quote: "Only a fool would think he could stand before the might of my Power Gauntlets!"

Powers/Tactics: Gauntlet is a technological and scientific genius who's created several weapons and other devices that he uses to commit super-crimes. First and foremost among these are his *Power Gauntlets*, which can project many types of energy beams and produce other effects. He can blast his enemies with pulson beams (in various configurations) or lasers, stop them dead in their tracks with paralysis rays and compressed-air blasts, blind them with flare blasts and bursts, weaken them with his enervations ray, or beat them to a pulp with vastly augmented strength.

A

GAUNTLET

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
15	CON	5	12-	
20	INT	10	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		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 18 PD (10 rPD)
8	ED	6		Total: 18 ED (10 rED)
5	REC	1		
30	END	2		
10	BODY	0		
24	STUN	2		Total Characteristics Cost: 124

Movement: Running: 12m
Flight: 30m (120m)

Cost	Powers	END
63	Power Gauntlet Batteries: Endurance Reserve (300 END, 30 REC) OIF (-½)	0
70	Power Gauntlets: Multipower, 105-point reserve All OIF (-½)	
5f	1) Pulson Blast: Blast 15d6 OIF (-½)	7
7f	2) Multiphasic Pulson Blast: Blast 10d6 Variable Advantage (+½ Advantages; +1); OIF (-½)	10
5f	3) Other Blasters: Blast 10d6 Variable Special Effects (+½); OIF (-½)	7
4f	4) Laser Beam: RKA 3d6 Armor Piercing (+¼); OIF (-½)	6
6f	5) Compressed Air Blast: Blast 12d6 Double Knockback (+½); OIF (-½)	9
6f	6) Enervation Ray: Drain Characteristics 6d6 Variable Effect (any one Characteristic at a time; +½); OIF (-½)	9
5f	7) Flare Ray: Sight Group Flash 12d6 Reduced Endurance (½ END; +¼); OIF (-½)	3
7f	8) Flare Burst: Sight Group Flash 10d6 Area Of Effect (40m Radius Explosion; +¾), Reduced Endurance (½ END; +¼); OIF (-½)	4
7f	9) Paralysis Ray: Entangle 5d6, 5 PD/5 ED Takes No Damage From Attacks (+1); OIF (-½)	10
4f	10) Flight Augmentation: Flight +90m OIF (-½), Lockout (-½)	9
8v	11) Strength Augmentation: +60 STR OIF (-½)	6
8v	12) Tractor Beam: Telekinesis (40 STR) OIF (-½)	6
7v	13) Force-Field: Resistant Protection (15 PD/15 ED/10 Mental Defense/10 Power Defense) OIF (-½), Costs Endurance (-½)	7
7v	14) Force Barrier: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable OIF (-½), Costs Endurance (to maintain; -½)	7

23	Power Gauntlets: HA +8d6 OIF (-½), Hand-To-Hand Attack (-¼)	4
20	Light Powered Armor: Resistant Protection (10 PD/10 ED) OIF (-½)	0
5	Helmet: Sight Group Flash Defense (8 points) OIF (-½)	0
5	Helmet: Hearing Group Flash Defense (8 points) OIF (-½)	0
20	Jetboots: Flight 30m OIF (-½)	0
4	Sensory Enhancers: +2 to PER Rolls with all Sense Groups OIF (-½)	0
13	Helmet Radar: Radar (Radio Group), Increased Arc Of Perception (360 Degrees) OIF (-½)	0
6	Helmet Communication System: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Perks

10 Money: Wealthy

Skills

20	+4 with Power Gauntlets Multipower
3	Computer Programming 13-
3	Electronics 13-
3	Inventor 13-
2	KS: The Superhuman World 11-
2	Language: English (fluent conversation; Spanish is Native)
3	Mechanics 13-
1	Security Systems 8-
3	Stealth 13-
3	Systems Operation 13-
3	Scientist
1	1) SS: Biology 11-
1	2) SS: Chemistry 11-
2	3) SS: Mathematics 13-
2	4) SS: Physics 13-
2	5) SS: Robotics 13-

Total Powers & Skills Cost: 379

Total Cost: 503

400 Matching Complications (75)

20	Hunted: The Champions (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Macho Attitude; Has To Prove He's The Best/Strongest/Toughest (Common, Strong)
15	Psychological Complication: Determined Never To Be Poor Again (Common, Strong)
5	Rivalry: professional, with other gadget-based superhumans, to prove that his inventions and knowledge are superior
15	Social Complication: Secret Identity (Arturo Villareal) (Frequently, Major)

Total Complications Points: 75

Experience Points: 103

By pointing the Gauntlets toward his feet and channeling their power into a steady burst, he can make himself fly much faster.

Gauntlet usually opens combat with the biggest, flashiest attack that seems appropriate, such as a pulson blast with Explosion or a laser bolt right through some hapless foe's heart. (He's not a casual killer, but he has no qualms about killing if he sees a reason for it... like cowing other

enemies.) After that he tends to fight intelligently, using the best attack against a given foe (his Variable Special Effects and Variable Advantage attacks are often particularly helpful for this). If necessary, he can even switch to a "full defense" mode that surrounds him with both a force-field and force bubble, then use the gauntlets' sheer power to beat his foes into unconsciousness with his HA.

Campaign Use: Gauntlet can serve in a number of roles. For less powerful groups of heroes he makes a decent semi-master villain — the adversary who hires other villains to help implement his schemes and ends up leading the charge against the PCs. In other contexts he makes a fine hireling for a true master villain, though his prickly macho attitude sometimes makes him difficult to deal with. He'd get along better with another villain as a partner or teammate than as a hireling.

To make Gauntlet tougher, make his light powered armor into more of a true suit of powered armor: increase the amount of Armor it provides, give him more Enhanced Senses and some Life Support, and so on. To weaken him, reduce the *Power Gauntlets* Multipower to a 90-point reserve, and all slots accordingly.

Gauntlet will Hunt heroes who offend him, humiliate him, have something he wants, or fit into his Rivalry. He usually tries to show his adversary that he's superior by challenging him to duels, planning a series of crimes that only the adversary has a hope of stopping, and so forth. Simple physical confrontations aren't his style... at least not until he's exhausted some other options.

Appearance: Gauntlet is a Hispanic male, 5'9" tall with a slender, slightly muscular build. His namesake high-tech gauntlets are silver-colored and prominent. The rest of his costume is a suit of light body armor, mostly gold with some red highlights.

GAUNTLET FACTS

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

N/R: Gauntlet is a supervillain who uses gadgets to commit crimes. His main one is the pair of "Power Gauntlets" that give him his name; he can use them to fire various blasts and power-bolts, to punch harder or lift more weight, or even to protect himself.

K/R: Gauntlet also wears a suit of light powered armor for protection, and jet-boots that allow him to fly. He can use his Power Gauntlets to significantly increase his flying speed if necessary.

-2: Gauntlet looks on other gadgeteers and technology-based superhumans as rivals to some extent, and usually tries to outdo them and show who's got the better tech.

-4: Based on his accent, Gauntlet is of Hispanic ancestry.

-10: His Secret Identity is Arturo Villareal.



GEOS

Background/History: Robert Garrett began displaying the mutant power to control earth and stone in his mid-teens. Concerned for their son, his parents arranged for him to attend the Ravenswood Academy after the Academy's director, the former superheroine Rowan, contacted them and explained the school's unique curriculum.

Robert graduated in 2001. He didn't have any real interest in becoming a superhero; he wanted to use his powers to become a famous sculptor and artist. He enrolled in college to study art history.

One day while he was walking to class a team of VIPER agents shot him with a drugged dart, dragged him into a van, and took him back to their Nest. For several months he was subjected to brainwashing to make him loyal to VIPER and a willing agent of Dragon Branch under the codename *Geos*. The treatments worked, and for almost three years he participated in numerous VIPER schemes and fought superheroes all over the United States.

A

GEOS

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
20	CON	10	13-	
10	INT	0	11-	PER Roll 11-
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

8	PD	6		Total: 26 PD (18 rPD)
8	ED	6		Total: 26 ED (18 rED)

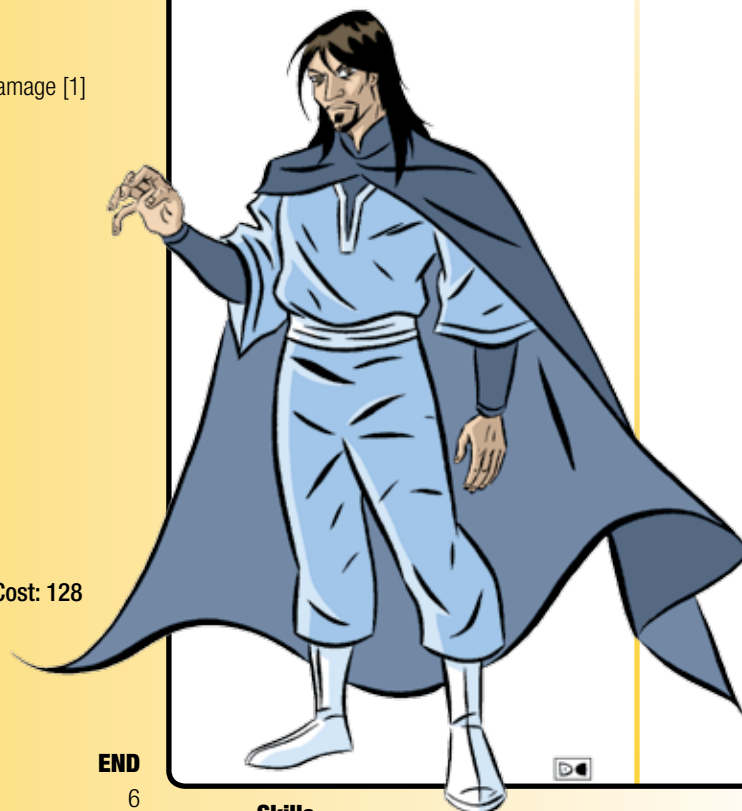
7	REC	3		
40	END	4		
13	BODY	3		
32	STUN	6		Total Characteristics Cost: 128

Movement:

Running:	24m
Flight:	20m
Tunneling:	12m

Cost Powers

40	Earthmoving: Telekinesis (40 STR) Only Versus Earth/Rock (-½)	6
70	Stoneworking Powers: Multipower, 70-point reserve	
4f	1) Quake Blast: Blast 8d6 Area Of Effect (18m Radius Explosion; +½), Personal Immunity (+¼); No Range (-½), Only Affects Targets On The Ground (-¼), Only Does Knockdown, Not Knockback (-0)	7
6f	2) Earth Lance: Blast 7d6 Indirect (Source Point and Path can differ from use to use, though Path must come from the nearby ground; +1); Target Must Be On/Near Earth Or Rock (within 16m; -¼)	7
5f	3) Stony Prison: Entangle 6d6, 6 PD/6 ED Only Affects Targets On The Ground (-¼)	6
36	Stone Armor: Resistant Protection (18 PD/18 ED) Must Have Earth/Stone To Create Armor With (-¼), Perceivable (-¼)	0
40	Stone Movement: Multipower, 40-point reserve	
1f	1) Avalanche Riding: Running +12m (24m total) Physical Manifestation (-¼), Side Effect (RKA 1½d6 to ground in an Area Of Effect (Line) equal in size to the distance the character moves, automatically occurs, only affects environment; -½)	1
3f	2) Stone Passage: Tunneling 12m through 6 PD materials, Fill In	3
1f	3) Lithokinetic Riding: Flight 20m Physical Manifestation (-¼)	2



END

Skills

15	+3 with Stoneworking Powers Multipower and Earthmoving
2	KS: Art History 11-
2	KS: Ravenswood Academy 11-
1	KS: VIPER 8-
2	PS: Sculpting 11-
3	Stealth 13-
1	Streetwise 8-

Total Powers & Skills Cost: 232

Total Cost: 360

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: Peacekeepers (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: VIPER (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Code Versus Killing (Very Common, Strong)
15	Psychological Complication: Thinks He Has No Choice But To Be A Supercriminal (Common, Strong)
15	Social Complication: Secret Identity (Robert Garrett) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

Then, in early 2005, while he and some of his “colleagues” were fighting the Peacekeepers, he suffered a nasty blow to the head. When he woke up a few seconds later the brainwashing was no longer fully intact. Confused and in pain, he fled the battlefield and went into hiding.

Slowly but surely he sorted out his confused, patchwork memories. He vaguely recollected going to school to learn how to use his powers, but he conflated that with his VIPER training and assumed he was part of VIPER all along. He didn't *feel* like a criminal, but his memories of committing crimes over the last several years were strong. Still, even if he was a criminal, he didn't want to go back to VIPER, that just wouldn't be right... nor did he want to turn himself in.

For the last few years Geos has been on the run. He commits crimes when he must to support himself, but he doesn't like it so he just stays in hiding as much as possible. VIPER wants him, the authorities want him, everybody wants him — and he just wants to be left alone to sort out the mess that his life's become.

Personality/Motivation: Geos is basically a decent guy caught up in a horrible situation. He *thinks* he's a criminal, so he *acts* like a criminal even though at heart he's not one at all — he's an art student. If someone responsible (like PRIMUS or a hero team) could catch him long enough to explain things and undo the remnants of the brainwashing, he could go back to the life he once lived, but so far he's been too good at evading capture.

GEOS FACTS

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

N/R: Geos is a supervillain with the ability to manipulate rock and stone.

K/R: Geos used to be a member of VIPER's Dragon Branch, but he apparently left the snakes under something of a cloud in 2005 after a fight with the Peacekeepers, because they've been pursuing him ever since.

-1: Geos usually prefers to flee from confrontation (and his ability to ride “waves” of earth, burrow through the ground, or ride flying boulders often makes this easy). When forced to fight he uses as little force as possible, preferring to rely on his “stony prison” power.

-2: Most of Geos's attacks only work against targets that are on or near the ground.

-6: Geos is a mutant.

-10: His Secret Identity is Robert Garrett; he's a former Ravenswood Academy student who was kidnapped and brainwashed by VIPER, has now come to his senses, and is on the run from the law.

Quote: “Stay back! I don't want to hurt you, but I'm leaving whether you get out of the way or not.”

Powers/Tactics: Geos has the power to control and transform earth and stone. He can't spontaneously generate earthen substances — he has to have some existing earth or stone to work with — but he can do a lot with whatever's available. He can create “earth lances” to strike his enemies, move earth and stone around telekinetically, protect himself with “stone armor,” create stone cages to imprison opponents, ride telekinetically-carried stones along the ground or through the air, or instantly create (and if necessary seal) tunnels. His various Movement Powers make it difficult for his pursuers to catch him.

Geos usually fights defensively; he's not a violent person and doesn't really want to hurt anyone. Only when he gets desperate to escape will he lash out and take the offensive, and even then he'll rely on his Entangle as much as possible.

Campaign Use: Geos is a project for your heroes — they have to learn what really happen, then find him and convince him of the truth so he can put his life in order. Perhaps the experience will even make him rethink his ideas about not becoming a superhero.

One issue the PCs may need to deal with as they try to “rescue” Geos is this: how did VIPER know who he was and where to find him? Is there a VIPER mole in Ravenswood Academy, or did Geos accidentally give himself away to someone who happened to be associated with the snakes?

To make Geos tougher, expand the range of his powers so he can spontaneously generate stone for various effects; see *Champions Powers* for plenty of examples. To weaken him, assume he's not yet fully in control of all of his powers; put Activation Rolls on them.

Associates, Allies, And Adversaries: Geos doesn't associate with other superhumans; he knows heroes will try to capture him, and he'd prefer not to spend time around supervillains. VIPER, of course, wants him back and pursues him whenever it gets word of his whereabouts.

One possible safe haven for Geos, though it hasn't occurred to him yet, is Kinematik. He doesn't care about “mutant rights” *per se*, but being under Kinematik's wing would offer him a lot of protection from snakes and heroes alike.

Appearance: Geos is a white male, 6'0” tall, with shoulder-length brown hair and a brown “soul patch” moustache. His costume is a light blue tunic with wide sleeves that end midway down his lower arms, puffy light blue pants, a white sash and boots, and a darker blue cape (he wears no gloves or mask).

GEOTHERMAL

Background/History: Jason Dixon was a geologist with a driving ambition: to become the first scientist to take direct samples of Earth's mantle. Previous attempts to drill down to the mantle had failed, so Dixon had something else in mind: he would build a special suit that would (a) render him intangible so he could get down there, and (b) protect him when he re-solidified to take samples. But suits like that were expensive, and he wasn't having any luck raising funds until he spoke with GeoMax, a company involved in oil drilling and similar pursuit. Unfortunately, what Dixon didn't know was that GeoMax was mostly a front for ARGENT... and ARGENT was willing to sponsor him simply to use him as a guinea pig.

It took over a year, but finally Dixon finished building his suit in 1985. With GeoMax's blessing, he "took off" from their facility near Detroit and began "walking" down toward the mantle. The suit worked perfectly! Eventually he reached his destination, turned solid again, and began taking samples.

That's when the disaster occurred. His GeoMax handlers couldn't understand his radio transmissions; they were too garbled by static and his own terrified screams. But eventually the screams stopped. Assuming he'd been roasted or crushed to death, ARGENT declared the project a failure.

Two days later, a new superhuman announced his existence by causing a volcano to grow up right in the middle of the GeoMax building. Rising from it like a phoenix was a humanoid shape that looked like it was made of igneous rock and fueled by internal lava. "HUMANS!" he shouted in a voice that could be heard for miles. "Your stewardship of this planet has been found wanting. The Earth will be cleansed of your infestation!" Then he began destroying every human structure he could see and killing anyone who didn't get away from him fast enough.

Local Detroit superheroes responded, but were unable to withstand the being's power. But they held the line long enough for the Sentinels to get there. The Sentinels fought *Geothermal*, as the press christened him, to a standstill; when he was unable to defeat them he fled back into the Earth, to depths where none of the heroes could follow.

Three times after that, in 1987, 1990, and 1992, Geothermal attacked major cities (London, Miami, and New York, respectively), declaring once more his intention to wipe Humanity off the face of the Earth. Each time he was narrowly defeated by a superhero team... and that last time, the Justice Squadron and Sentinels working together finally knocked him out before he could escape. Stronghold personnel were called in to insure he could be held pending trial. He was found guilty of dozens of counts of murder and other violent crimes. His sentence: hot sleep for life.

From 1993 until 2009, Geothermal was a resident of Level Omega at Stronghold. Some questioned the wisdom of placing him so deep within the Earth, and perhaps they were right. When Menton broke free in 2009, the resulting chaos freed Geothermal as well... and he quickly burrowed away into the earth. He hasn't been seen since, but the authorities fear it's only a matter of time before he begins his assault on humanity once more.

Personality/Motivation: Jason Dixon's former personality — fun-loving but intense, dedicated to his work, gregarious — has been totally lost. Geothermal doesn't even know he used to be someone called "Jason Dixon." All that's left is an abiding desire to rule the world, largely by eliminating around 90% of Humanity to save Earth from their "infestation." He's been adopted as a cause by certain radical environmentalists, who considered him a "political prisoner" until he broke free, but he doesn't care for them any more than he does for other humans.

Quote: "The purity of Earth shall prevail over the corruption of Humanity!"

Powers/Tactics: Geothermal possesses tremendous superhuman power involving lava and rock. He can fire blasts of lava, cause mini-eruptions of lava to spurt up from the ground, and even make finger-like spars of rock lance out of the ground to hit or impale anyone within 16m. He can also tunnel through the ground at high speed and "run" quickly by riding a "wave" of earth and stone. Add to that the fact that he's able to withstand damage that would knock most supervillains out cold and you've got one major source of destruction and chaos.



GEOTHERMAL FACTS

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

N/R: Geothermal is an extremely powerful supervillain with power over rock and lava. He's also incredibly difficult to hurt. His goal is to "cleanse the Earth" of most of humanity, leaving himself to rule over the remnants and restore the Earth to its "rightful condition."

K/R: From 1993 until 2009, Geothermal was in hot sleep in Stronghold; he escaped when Menton broke out.

-2: Insulting, mocking, or taunting Geothermal often sends him into a rage.

-8: Geothermal suffers great pain when attacked with Magnetic or Gravity energy.

-10: His "Secret Identity" is Jason Dixon, a former geologist.



GEO THERMAL

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
28	DEX	36	15-	
40	CON	30	17-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6
9	OCV	30		
9	DCV	30		
3	OMCV	0		
7	DMCV	12		
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		
120	END	20		
20	BODY	10		
80	STUN	30		Total Characteristics Cost: 390

Movement: Running: 24m
Tunneling: 40m

Cost	Powers	END
114	Geocontrol: Multipower, 114-point reserve	
10f	1) Lava Blast: Blast 16d6 Reduced Endurance (½ END; +¼)	4
10f	2) Wide Lava Blast: Blast 12d6 Area Of Effect (1m Radius; +¼), Reduced Endurance (½ END; +¼)	4
9f	3) Lava Eruption: Blast 18d6 Indirect (Source Point is always the ground beneath the target; +¼); Only Versus Targets On Or Within 16m Of The Ground (-¼), Side Effects (always causes environmental damage; -0)	11
9f	4) Wide Lava Eruption: Blast 13d6 Area Of Effect (28m Radius Explosion; +½), Indirect (Source Point is always the ground beneath the target; +¼); Target Must Be On/Near Earth Or Rock (within 16m; -¼), Side Effects (always causes environmental damage; -0)	11
8f	5) Igneous Lance: Blast 10d6 Indirect (Source Point and Path can differ from use to use, though Path must come from the nearby ground; +1); Target Must Be On/Near Earth Or Rock (within 16m; -¼)	10
9f	6) Igneous Spear: RKA 3½d6 Indirect (Source Point and Path can differ from use to use, though Path must come from the nearby ground; +1); Target Must Be On/Near Earth Or Rock (within 16m; -¼)	11
10f	7) Igneous Incarceration: Entangle 8d6, 8 PD/8 ED, Stops A Given Sense (Sight and Hearing Groups)	10
7f	8) Heatwave: Blast 9d6 NND (defense is Life Support [Safe Environment: Intense Heat]; +1), Area Of Effect (20m Radius Explosion; +½); No Range (-½)	11
7f	9) Geokinesis: Telekinesis (60 STR), Affects Porous Only Versus Earth/Rock/Lava (-½)	10

30	Resilience Of The Earth: Resistant (+½) for 30 PD/30 ED	0
120	Resilience Of The Earth: Physical and Energy Damage Reduction, 75%, Resistant	0
15	Eyes Of Lava: Sight Group Flash Defense (15 points)	0
15	Resilience Of The Earth: Power Defense (15 points)	0
35	Resilience Of The Earth: Life Support (Total)	0
100	Lava's Passage: Tunneling 40m through 20 PD materials Reduced Endurance (½ END; +¼)	4
8	Geo-Riding: Running +12m (24m total) Side Effect (RKA 1½d6 to ground in an Area Of Effect (Line) equal in size to the distance the character moves, automatically occurs, only affects environment; -½)	1
24	Sense Vibrations: Detect Physical Vibrations 13- (Touch Group), Discriminatory, Range, Targeting Only When In Contact With The Ground (-¼)	0

Perks

15 **Money:** Filthy Rich

Talents

3 Bump Of Direction

Skills

30 +6 with Geocontrol Multipower

3 SS: Geology 13-

1 SS: Physics 8-

3 SS: Vulcanology 13-

Total Powers & Skills Cost: 595

Total Cost: 985

400 Matching Complications (75)

25 **Enraged:** if insulted, mocked, or a soliloquy interrupted (Common), go 14-, recover 11-

10 **Hunted:** ARGENT (Infrequently, Mo Pow, NCI, Watching)

25 **Psychological Complication:** Determined To Rule Earth And Cleanse Most Of Humanity From It (Very Common, Total)

15 **Social Complication:** Secret Identity (Jason Dixon) (Frequently, Major)

10 **Vulnerability:** 2 x STUN from Magnetic and Gravitic Attacks (Uncommon)

Total Complications Points: 75

Experience Points: 585

Geothermal likes to open battle with a long-winded Presence Attack that proclaims his purpose and invites his opponents to surrender. If that doesn't work, he attacks the most powerful-looking foe (or group of foes) with one of his Lava Blasts, or he commits some major act of mayhem and destruction (like attacking the support columns of a nearby skyscraper). If someone interrupts him or makes fun of him, he responds by smashing that foe with the biggest attack he can muster.

Campaign Use: Geothermal represents a major risk to Stronghold. If he ever gets out of hot sleep, the destruction he can wreak against an underground installation is inestimable. Just the fact that he could Tunnel right out of the mesa means he'd leave an escape route for dozens of other villains.

A big mystery surrounds Geothermal: how exactly did he get his powers? Did his suit fail and his body somehow become infused with lava? Are there beings living in Earth's mantle who attacked and/or somehow transformed him? Did he offend some mystic spirit of the Earth that dwells within the mantle, and now serves it as its pawn in the surface world?

To make Geothermal tougher, just keep increasing his defenses and STUN (and if necessary, the DCs in his attacks) until he's a major threat to your entire group of PCs — that's the level of power he should have. If necessary, assume he has more powers involving large-scale manipulation of earth and lava to do things like destroy buildings, threaten entire stadiums' worth of people, and so on (in this case, think of his character sheet as representing his tactical-level attacks but not his strategic-level powers, so to speak). To weaken him, reduce his Damage Reduction to 50%, and perhaps his SPD to 6.

Associates, Allies, And Adversaries: Geothermal hates all human life, so he doesn't interact with other superhumans at all (not even robots or aliens). ARGENT has correctly deduced that he used to be Jason Dixon and wants to capture him for study and exploitation.

Some authorities (and supervillain fans) have speculated about a team-up between Mechanon and Geothermal, since their goals are similar. It will almost certainly never happen; Geothermal's still an organic in Mechanon's eyes, and thus just another being to destroy.

Appearance: Geothermal is a human male whose skin is the color (and to some extent, consistency) of burnt brown cinders. His eyes have the color and glow of lava, and that same glow can be seen in his mouth when he opens it. He has no hair anywhere on his body. During his villainous career his costume was a pair of trunks and a cloak that matched the color of his eyes; now in "hot sleep" in Stronghold all he wears is a plain white cotton hospital gown.

GLACIER

Background/History: Glacier's origins are obscure. He first appeared during the Battle of Detroit as one of the monstrous beings and villains unleashed on the city by Dr. Destroyer. His nature and powers tend to suggest that he's a magical spirit or entity of some sort (perhaps, as some mystics have speculated, a god of the north somehow reduced in power and trapped in a mindless physical form). However, it would be highly unlikely that Dr. Destroyer would become involved with such an entity, much less capture or control it somehow. And yet, breeding or creating a creature of this sort seems beyond even the science of Destroyer or Teleios.

Glacier somehow escaped the carnage of the Battle of Detroit and fled north after being defeated by superheroes. Periodically he appeared again to attack civilization, or as a puppet being controlled by some supervillain. In 2002 the Champions, with the assistance of several other Millennium City heroes, fought him to a standstill and finally knocked him out when some as-yet unknown person let him loose in the City of the Future. Judged to be non-intelligent and thus lacking in civil rights altogether, he was sent without trial to Stronghold to be incarcerated in hot sleep. When Menton broke out in 2009, Glacier was one of the many villains who also escaped. He's believed to have fled into the Arctic and hasn't been seen since.

Personality/Motivation: None to speak of. Glacier is an unreasoning, rampaging brute who knows only that he wants to crush, destroy, rend, and kill. He's particularly prone to destroying sources of heat, including electrical lines and generators, furnaces, and living beings.

Quote: "Graaar!" (a sound less like a roar, and more like the crackling of ice on a river, or the sound made when part of an iceberg calves off)

Powers/Tactics: Glacier has no tactics to speak of. He picks a target (usually the biggest or flashiest superhuman in the vicinity), fixates on it, and smashes it until it stops moving. If attacked by many people at once he uses one of his area-affecting attacks. If a hero (or any feature of the local environment) puts out a lot of heat, he attacks that target first; in part he seems to exist to destroy sources of warmth.

At the GM's option, Glacier's powers become stronger (by up to 25%) when the temperature is extremely cold (well below freezing). When this happens, he also becomes larger. Conversely, he may get smaller and a little weaker when it's extremely hot, or in very hot environments.

Campaign Use: Glacier is intended to be a tough enough foe to take on your entire superhero team. If he's not, beef up his STR and defenses until he is, and/or give him some more attacks involving the control of ice and snow. Don't make them too sophisticated, though — he's supposed to be



GLACIER

Val	Char	Cost	Roll	Notes
80	STR	70	25-	Lift 1,600 tons; 16d6 HTH damage [8]
20	DEX	20	13-	
60	CON	50	21-	
5	INT	-5	10-	PER Roll 10-
10	EGO	0	11-	
50	PRE	40	19-	PRE Attack: 10d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
40	PD	38		Total: 40 PD (40 rPD)
40	ED	38		Total: 40 ED (40 rED)
30	REC	26		
120	END	20		
40	BODY	30		
120	STUN	50		

Total Characteristics Cost: 447

Movement: Running: 24m

Cost Powers

122	Powers Of The Uttermost North: Multipower, 122-point reserve	END
8f	1) Ice Barrage: Blast 14d6 Area Of Effect (30m Cone; +¾); No Range (-½)	12
6f	2) Breath Of The Uttermost North: Blast 7d6 NND (defense is Life Support [Safe Environment: Intense Cold]; +1), Area Of Effect (30m Cone; +¾); No Range (-½)	10
56	Chill Of The Uttermost North: Change Enviroment (-5 Temperature Levels and 3 points of damage [NND, defense is Life Support (Safe Environment: Intense Cold)]) Area Of Effect (16m Radius; +¾), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), No Range (-½)	0
20	Great Endurance: Reduced Endurance (½ END; +¼) on 80 STR	0
40	Body Of Ice: Resistant (+½) for 40 PD/40 ED	0
120	Body Of Ice: Physical and Energy Damage Reduction, 75%, Resistant	0
20	Mindless Brute: Mental Defense (20 points total)	0
13	Body Of Ice: Life Support (Safe Environments: High Pressure, Intense Cold; Self-Contained Breathing)	0
12	Long Stride: Running +12m (24m total)	1
2	Reach: Reach +2m	0

Skills

40 +5 HTH

Total Powers & Skills Cost: 459

Total Cost: 906

400 Matching Complications (75)

20	Enraged: if hit with a Fire/Heat attack (Common), go 11-, recover 11-
10	Physical Complication: Large (12 feet tall; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
25	Psychological Complication: Lives To Ravage And Destroy, Particularly Sources Of Warmth (Very Common, Total)
20	Vulnerability: 2 x STUN from Fire/Heat (Common)
20	Vulnerability: 2 x BODY from Fire/Heat (Common)

Total Complications Points: 75

Experience Points: 506

a sort of ravening beast, a force of nature, not a supervillain who's explored all the permutations of his special effect. On the other hand, if Glacier's already too tough, just chip away at him until he's on the right level for your PCs.

Appearance: Glacier looks like a twelve foot tall humanoid chunk of ice. His mouth and eyes are cracks or holes in the ice; his fingers thick, sharp, squarish icicles; he has no feet, just legs that run straight to the ground. Wherever he goes things quickly frost up and ice over.

GLACIER FACTS

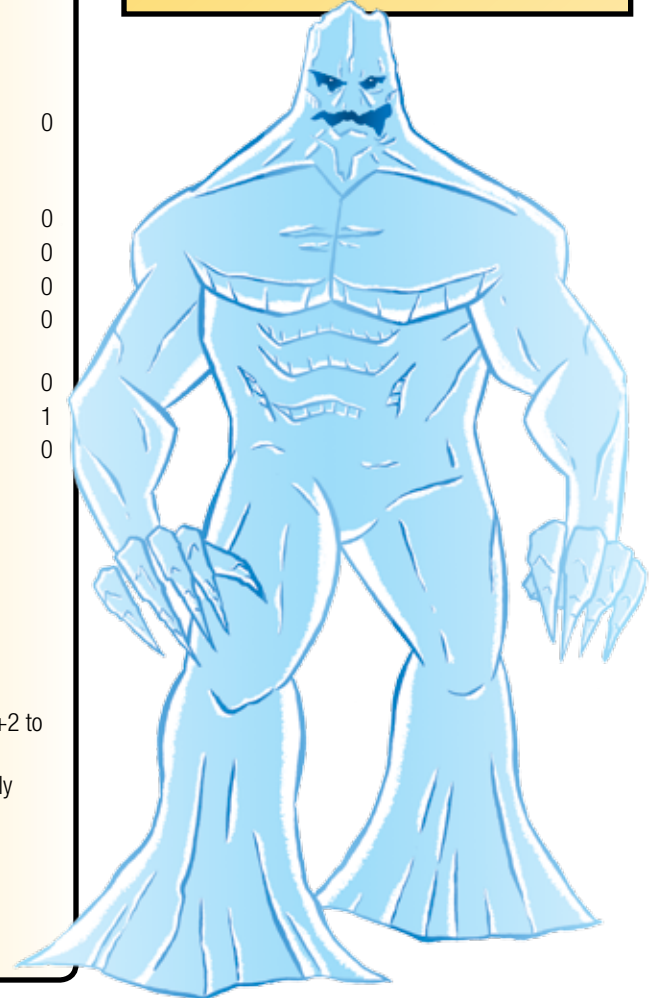
Here are some facts characters and NPCs might know about Glacier if they succeed with an appropriate Skill Roll:

N/R: Glacier is a monstrous, destructive being who has powers of ice and cold.

K/R: Some authorities believe that Glacier may be a mystic being, perhaps the embodiment of the evil powers of cold and ice, but that raises the question of why Dr. Destroyer used him as a minion during the Battle of Detroit.

-2: Glacier particularly hates sources of heat, such as electrical lines, and often attacks them during his rampages.

-4: Glacier feels great pain when hit with Fire/Heat attacks, and may become enraged.



GREEN DRAGON

Background/History: Chow Deng was born to a poor peasant family in central China. As soon as he could walk, he went to work in the fields assigned to the family. One day, when Deng was only eight years old and his sister Lin five, his parents were both killed in a tractor accident... one whose cause was never precisely determined.

Orphaned and alone, the two siblings barely eked out a living with help from some of the villagers. After they'd lived this hardscabble existence for more than a year, a group of green-robed monks showed up at their hut. All his life Deng had heard about them in village tales told late at night, but he'd never expected to actually see one of them. They resided in an isolated monastery more than an hour's walk from the village, where they lived as their predecessors had for centuries.

The monks made Deng a tempting offer: they'd teach him the ancient fighting arts so he could enter something called "the Tournament of the Dragon" and triumph. In return, they'd support him and his sister. Deng accepted without hesitation.

Many long years of training followed. Intensive exertion brought out Deng's natural gifts for the martial arts; he grew into a strong, proud young man, far more skilled at combat than anyone else at the Jade Monastery. He thought he was ready for the Tournament, but the monks soon dashed his hopes — they told him he had many more years to go.

Deng wouldn't accept that. It sounded ridiculous to him. In fact, the whole Tournament thing sounded a little ridiculous. Why work and work for that, when he could use his skills to make good money in America? Taking his sister with him, Deng fled the monastery and made his way to the United States. The monks never found them, if in fact they ever pursued them.

Deng quickly became disgusted with America and its people. His masters had told him Americans were undisciplined and foolish, and they were right. His sister, on the other hand, was enchanted. While he was content to live apart from those around him, she embraced America and all of its unique qualities. This disgusted him, too, but despite his harangues, she did as she wished.

Deng began testing his skills by picking fights, which led to confrontations with police officers. Beating them up wasn't much harder than beating up other martial artists. But then he met someone more his size: the superhero Shugoshin. Deng fought well, but he couldn't overcome his gaudily-clad foe's skill. The incident infuriated him. Being beaten — and by a *Westerner!* — was the most humiliating thing that had ever happened to him.

Soon after that Deng fell in with the tongs. They'd heard of his fight with Shugoshin and were impressed with his skill and power despite his loss.

He began doing "jobs" for them, jobs that not only earned him fat paychecks but gave him the chance to practice his fighting skills and vent his rage. He crippled or maimed many of his opponents, but he didn't care. His masters nicknamed him *Lù Lóng*, "Green Dragon," and gave him a costume like the ones other martial artist "supervillains" wore. He took the name and the costume as a badge of honor.

Green Dragon soon found out he could make even more money working for other criminal organizations, such as VIPER. He became a mercenary villain, working for whoever could pay him top dollar and give him an opportunity for a good fight.

Personality/Motivation: Some martial artists acquire their skills through strength of character and willingness to sacrifice a part of their lives for the sake of overall personal growth. Green Dragon isn't one of those martial artists. He's a headstrong, stubborn, proud, angry young man who's learned his skills through a combination of innate talent and pure cussedness. Essentially he's a bully stubborn enough to learn martial arts. He uses his fighting skills to push people around, to make himself feel "big," to get what he wants. He doesn't tread the path of self-restraint and inner peace, as most martial artists of his level of ability do. In fact, he's so busy fighting his way through the jungle he probably couldn't even find that path.

On top of this, Green Dragon is a vicious anti-Western bigot (despite the fact that insults to *his* ethnicity often send him into a rage). He considers Westerners, particularly Americans, to be lazy, undisciplined, and stupid. As far as he's concerned, beating them up and taking their money is just cultural evolution in action.

But Green Dragon isn't wholly without good qualities. He's an honorable person and warrior. To him, "honor" means he won't attack opponents from ambush or "fight dirty," fight women (unless they attack him first), use weapons (again, unless they're used against him first), or "dishonor" himself through sinful or licentious conduct. The conflict between his bigotry and his desire to be honorable seems never to have occurred to him.

The only thing in the world that means more to Green Dragon than fighting is his younger sister, Lin. He loves her very much, but expresses his love through a stifling overprotectiveness that's beginning to *really* annoy her now that she's an independent young woman. Her chosen career — actress — is scandalous and repugnant to him, and he's doing everything he can to make her live a more "womanly" life. (His attitudes about women are just one of Green Dragon's many "traditional" opinions; as Lin has observed, his views are "twelve thousand miles and two thousand years away!")

Quote: <<"American dog! Now I will show you what *true* kung fu is!">>

Powers/Tactics: Green Dragon has two qualities that make him a powerful fighter. The first is his strength; years of farm labor and heavy training have given him great lifting and hitting power. The second is his speed; Green Dragon is fast, faster than most superheroic martial artists. His training has emphasized Kung fu substyles that make the best use of his speed and strength, such as Bear, Dragon, and Shaolin Tiger. He's studied many other substyles of Kung fu as well.

However, Green Dragon also has attributes that hamper him in battle. Chief among these are his pride, anger, and impetuosity. Unlike other martial artists of similar power, he's spent little time on "mystic foolery" such as *chi* abilities. His power and skill are essentially stagnating; he's gone as far as he can go without delving into the more esoteric aspects of the martial arts, which he has neither the patience nor the discipline to do.

Green Dragon's fighting tactics are fairly simple and straightforward. He attacks quickly and hard, hoping to take his opponent down easily. Only if this proves unworkable does he resort to more advanced tactics such as acrobatic maneuvering and *tien-hsueh* strikes. Due to his relatively low defenses, he often uses his Martial Dodge when facing foes with powerful attacks. His tactics are further circumscribed by his "honor," as described above. He also has a tendency to announce his presence and make a brief, haughty speech before he attacks someone.



Campaign Use: Deng makes a great antagonist for a martial arts-oriented hero, particularly one of Western descent. As a Hunter, he's not very imaginative, simply attacking his foe at inconvenient moment or teaming up with other villains to cause him trouble.

If Green Dragon isn't powerful enough for your campaign, boost his STR to superhuman levels (he underwent ancient mystic Chinese rites to get superpowers) and increase his defenses to just above campaign averages (and perhaps make part of them Resistant). If he's too powerful, reduce his STR to 20, his DEX to 24, his SPD to 6, and get rid of some or all of his Extra DCs.

Associates, Allies, And Adversaries: Green Dragon doesn't like most people, and that goes double for Occidentals (particularly ones who presume to claim some sort of skill at the martial arts). He has "been insulted" by, and sometimes fought, such villains as Blackguard, Cheshire Cat, Esper, and Foxbat, and intends to get his revenge someday. (He particularly hates the Cat, who frequently mocks his fighting skills, and will most likely kill him if given the chance.)

Appearance: Green Dragon is 5'8" tall and weighs 175 pounds, most of it rock-solid muscle. He wears a costume colored light and dark green, with a "scale" pattern to it (like snakeskin). His mask is dark green, with two flares projecting outward across either side his face which are embroidered with gold and orange threads. The eyepieces of the mask are lined with a sort of transparent gauze that makes his eyes look like they're solid white. The chest, arms, and legs of the costume are dark green; the gloves, boots, and trunks are lighter green.

GREEN DRAGON FACTS

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

N/R: Green Dragon is a martial artist supervillain; he's a master of the style of Kung Fu.

K/R: Green Dragon is Chinese and a hard-core anti-Western bigot. His real name is Chow Deng.

-1: Green Dragon is touchy and temperamental; he's quick to take offense at perceived insults, particularly ones he thinks are directed at his honor.

-4: Green Dragon's sister, Lin Chow, is an aspiring actress and a halfway decent martial artist in her own right.

-6: Green Dragon and Cheshire Cat are bitter rivals due to the Cat constantly insulting Green Dragon's martial arts skills and his general Occidental idiocy.

A GREEN DRAGON

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
27	DEX	34	14-	
18	CON	8	13-	
13	INT	3	12-	PER Roll 12-
14	EGO	4	12-	
18	PRE	8	13-	PRE Attack: 3½d6
10	OCV	35		
9	DCV	30		
4	OMCV	3		
4	DMCV	3		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
10	PD	8		Total: 10 PD (8 rPD)
10	ED	8		Total: 10 PD (0 rED)
10	REC	6		
35	END	3		
15	BODY	5		
40	STUN	10		Total Characteristics Cost: 233

Movement: Running: 18m
Leaping: 18m

Cost Powers

Martial Arts: Kung Fu

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Disarm	-1	+1	Disarm, 55 STR
4 Dodge	—	+5	Dodge all attacks, Abort
4 Escape	+0	+0	60 STR vs. Grabs
5 Flying Kick	+1	-2	13d6 Strike
3 Joint Lock/Grab	-1	-1	Grab, 55 STR
5 Kick	-2	+1	13d6 Strike
4 Knife Hand	-2	+0	1d6+1 HKA (2½6 w/STR)
3 Legsweep	+2	-1	10d6 Strike, Target Falls
4 Punch	+0	+2	11d6 Strike
3 Throw	+0	+1	9d6 + v/10, Target Falls
4 Tien-hsueh Strike	-1	+1	4d6 NND (1)
4 Tiger/Dragon Claw	+0	+0	13d6 Crush, Must Follow Grab
4 Uproot/Sand Palm	+0	+0	60 STR Shove
16	+4 Damage Classes (already added in)		
7	Use Art with Blades, Clubs, Hook Sword, Polearms, Staff, Three-Section Staff, Wind And Fire Wheels		

2 **Stances:** Multipower, 3-point reserve, all Cost END (-½)

- 1f **1) Cat Stance:** +2 Lightning Reflexes 1
Costs END (-½)
- 1f **2) Crane Stance:** +1 OCV with Block 1
Costs END (-½), Requires A DEX Roll (-½)
- 1f **3) Horse Stance:** Knockback Resistance -2m 1
Costs END (-½)
- 1f **4) Phoenix Stance:** +1 OCV with Block and Legsweep; 1
Costs END (-½), Requires A DEX Roll (-½)
- 1f **5) Tiger Stance:** +1 with Tiger/Dragon Claw 1
Costs END (-½)

- 4 **Iron Skin Technique:** Resistant (+½) for 8 PD 0
- 7 **Leaping:** Leaping +14m (18m forward, 9m upward) 1
- 6 **Swift:** Running +6m (18m total) 1

Talents

- 15 Danger Sense 12- (in combat)

Skills

- 16 +2 HTH
- 4 **Dodging and Deflecting:** +4 OCV with Block 0
Only To Block Ranged Physical Projectiles (-1)
- 3 Acrobatics 14-
- 3 Breakfall 14-
- 3 Climbing 14-
- 3 Contortionist 14-
- 3 Disguise 12-
- 3 Gambling (Dice Games, Poker) 12-
- 3 KS: Kung Fu 12-
- 2 KS: Chinese History And Culture 11-
- 2 KS: Chinese Healing 11-
- 1 Language: English (basic conversation; Mandarin Chinese is Native)
- 3 Shadowing 12-
- 3 Stealth 14-
- 3 Streetwise 13-
- 4 TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles, Small Rowed Boats
- 7 WF: Common Melee Weapons, Common Martial Arts Weapons, Hook Sword, Three-Section Staff, Wind And Fire Wheels

Total Powers & Skills Cost: 183

Total Cost: 416

400 Matching Complications (75)

- 5 **DNPC:** Lin Chow (younger sister) (Infrequently, Normal; Useful Noncombat Skills)
- 10 **Distinctive Features:** Style (Not Concealable, Always Noticed And Recognizable, Detectable By Large Group)
- 15 **Enraged:** if honor insulted or hears an ethnic slur (Common), go 8-, recover 11-
- 15 **Psychological Complication:** Honorable (Common, Strong)
- 15 **Psychological Complication:** Disdain For Occidentals And Western Culture (Common, Strong)
- 15 **Social Complication:** Public Identity (Chow Deng) (Frequently, Major)

Total Complications Points: 75

Experience Points: 16

GRENADIER FACTS

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

N/R: Grenadier is a supervillainess who has the power to “charge” objects with energy; the object is then thrown or put in place and detonates like a bomb.

K/R: The larger the object Grenadier charges, the longer it takes to charge but the bigger the explosion. The maximum size explosion she’s known to have generated released enough force to destroy most buildings if placed properly.

-1: Grenadier can delay the explosion of a charged object up to about thirty seconds.

-2: Grenadier can only charge a single object at a time, though she could charge multiple objects one at a time with delayed detonation so that they all exploded at once.

-10: Her Secret Identity is Debra Kiser; she used to be a physics professor who was supposedly killed (and her body obliterated) in a laboratory explosion.

GRENADIER

Background/History: Debra Kiser was a physics professor who studied the nature of energy in the hope of finding more efficient and cheaper ways of generating large amounts of it. Her goal wasn’t to make a lot of money from her discoveries (though she would have, if she’d succeeded), but instead to benefit the whole world by reducing pollution and environment exploitation while still allowing society to progress.

Professor Kiser strove tirelessly toward her goal, putting in long hours. But then she spent one all-nighter too many at the lab and an accident occurred. She was re-adjusting one of her generators for another test... but in her sleep-deprived state forgot to flip the safety switches first. The generator overloaded, flooding her body with raw energy. She passed out from the pain.

She woke up astonished that she was still alive. Most of her clothes had been charred to ashes and her body seemed to have a faint glow about it... but she was alive. She grabbed ahold of a table and pulled herself to her feet, then leaned against the table for a little while to catch her breath. Suddenly she noticed the table was glowing, too... and she got the instinctual feeling that it was now dangerous. She ran out the door on the other side of the lab, and just as she got there, the table detonated in a tremendous explosion that destroyed the lab.

Kiser realized, to her amazement, that *she’d* done that — she caused the explosion somehow. A crafty smile played over her face as the full import of that hit her. Hiding in the woods near the lab as the fire and rescue crews arrived to discover that she’d been “killed” in an explosion that “totally destroyed her body,” she was already planning her career as a supervillainess.

Personality/Motivation: The explosion that gave Grenadier her powers also affected her mind. She was once a caring, altruistic person who worked long hours with the ultimate goal of helping the world. Now she’s callous, cruel, self-centered, and almost totally lacking in compassion or sympathy. She’s only interested in what she can get for herself using her powers, and woe unto anyone who tries to stop her.

Quote: “I’ll put a *bang* in your evening you won’t soon forget if you don’t get out of my way.”

Powers/Tactics: Grenadier has the power to “charge” objects with energy and then place or throw them so the energy is released in an explosion. (The object used is destroyed by the explosion.) The power of the explosion depends on two factors: the size of the object she charges up; and the amount of time she spends charging it. Size is the most important factor; she can’t exceed the size restriction no matter how long she spends charging an object, but has to spend more time charging a large object to obtain the full effect of using it.

For a typical 3 DC attack (Blast 3d6 or RKA 1d6), Grenadier needs an object with roughly the size and/or mass of a 12 ounce beverage can. For her full 30 DCs (Blast 30d6 or RKA 10d6) she needs an object at least the size and/or mass of a mid-sized car. (The GM determines how damaging objects between those size/mass benchmarks can be.) She can charge and use an object with up to 10 DCs of effect (Blast 10d6 or RKA 3d6+1), or roughly one-third her maximum power, as a standard Attack Action. Charging and using objects for 11-15 DCs of damage requires a Full Phase Action. For every up to +3 DCs beyond 15 that she wants to do, she has to spend +1 Full Phase Action charging the object.

Grenadier can delay an object’s explosion by up to 30 seconds after she finishes charging the object. However, she has to decide to do this before she begins the charging process — her “default” is to charge an object and immediately throw it as an explosive missile.

Grenadier’s power only works on a single object at a time. She can’t pick up a handful of pebbles that weigh as much as a soda can and charge them for an RKA 1d6 attack; she can only charge one of the pebbles (an RKA 1 point at most).

Campaign Use: Grenadier is a typical mercenary supercriminal you can use any way you see fit. She’s fully capable of launching her own schemes, but also works well in groups (though only a fool trusts her completely).

To make Grenadier tougher, change her powers so that she can more quickly or easily charge up objects to do lots of damage. You could also give her the power to project some explosive blasts on her own, or a Resistant Protection “force-field:” to raise her defenses. To weaken her, reduce her maximum DCs of damage from 30 to 20, and perhaps decrease her SPD to 4.

Appearance: Grenadier is a white female, 5’9” tall with an athletic build and short black hair. Her reddish-pink costume consists of a one piece bathing suit-like top that leaves her neck and shoulders bare, has a vaguely heart-shaped cut-out on the stomach, and sleeves that end halfway down the upper arm, gloves and thigh-high boots in the same color, and a darker red half-face mask with vaguely fang-like downward projections.

A

GRENADIER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
20	DEX	20	13-	
18	CON	8	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		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12
5	PD	3		Total: 13 PD (8 rPD)
10	ED	8		Total: 18 ED (8 rED)
6	REC	2		
35	END	3		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 130

Movement: Running: 12m

Cost Powers

Cost	Powers	END
216	Object Charging: Multipower, 467-point reserve All OIF (objects of opportunity, see text; -½), Extra Time (amount of time spent “charging” object affects how many DCs the attack can use, see text; -¼), Limited Power (amount of DCs used depends on size of object used, see text; -¼), Range Based On STR (-¼), Side Effects (destroys object used as Focus; -0)	0
22f	1) Basic Charging: Blast 30d6 Area Of Effect (60m Radius Explosion; +¾), Trigger (up to 30 seconds’ delay, activating Trigger takes no time, Trigger immediately automatically resets, see text; +1), Reduced Endurance (0 END; +½); common Limitations described above	0
22f	2) Intense Charging: RKA 10d6 Area Of Effect (60m Radius Explosion; +¾), Trigger (up to 30 seconds’ delay, activating Trigger takes no time, Trigger immediately automatically resets, see text; +1), Reduced Endurance (0 END; +½); common Limitations described above	0
30	Energy-Absorbing Body: Energy Damage Reduction, Resistant, 50%	0
16	Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0



Skills

6	+2 with Object Charging Multipower
3	Computer Programming 12-
3	Deduction 12-
1	Electronics 8-
1	KS: The Scientific World 8-
2	SS: Chemistry 11-
2	SS: Particle Physics 11-
3	SS: Physics 12-
2	SS: Plasma Physics 11-
1	Security Systems 8-
3	Stealth 13-

Total Powers & Skills Cost: 333

Total Cost: 463

400 Matching Complications (75)

20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Coldhearted And Greedy (Common, Strong)
15	Social Complication: Secret Identity (Debra Kiser) (Frequently, Major)

Total Complications Points: 70

Experience Points: 68

GROND FACTS

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

N/R: Grond is a monstrous, immensely strong, destructive supervillain. Most experts routinely describe him as the strongest being in the world (though Gargantua, Ripper, and Valak the World-Ravager can exceed his strength, at least temporarily).

K/R: His real name is Sydney Potter; he was a petty crook who was mutated into a monster as a result of a botched prison medical experiment and about five other strange coincidences all taking place in the same timeframe.

-4: Grond hates fire, largely because it causes him even more pain than most energy attacks, and usually avoids it or finds ways to snuff it out that don't involve touching it (such as beating a fire-manipulating superhero to a pulp using a bus, small building, or other convenient object).

-8: Mental Blasts cause Grond immense pain... and usually lead to him attacking the person who just psionically zapped him.

GROND

Background/History: Three-time loser Sidney Potter figured he'd finally caught a break. The warden had asked for volunteers for some special medical experiments; anyone who participated would earn substantial "good conduct" reductions in his sentence. Sidney was more than willing to let a few eggheads poke him with needles if it meant he could get out of prison early.

Things didn't quite work out. When he heard the medical technician say "Oops," he began to panic. When he learned the tech had injected him with the wrong serum — some sort of reptile-derived immune factor booster instead of the experimental cold remedy — he became agitated and started to leave. The tech tried to stop him, and a struggle ensued. Sidney was thrown into a shelf-full of medicines and chemicals; dozens of sera and formulae entered his body through the cuts the glass bottles made. But he escaped, fighting his way past the guards with manic strength. Screaming with terror, he ran outside, right into the middle of a thunderstorm. With the guards in hot pursuit, he dove right into a heavily polluted river... just as lightning struck!

No one ever saw Sidney Potter again. The prison officials assumed he'd drowned and his body had been washed downstream. They were unpleasantly surprised when, a few days later, a huge, green-skinned, four-armed monster calling himself "Grond" went on a rampage downtown. It took three teams of superheroes to stop him, and tests soon confirmed that this man-monster was once Sidney Potter. But no one could find a way to transform him back; they didn't even understand how he'd been turned into Grond in the first place!

Grond has become a well-known member of the Superhuman World. Often tricked and manipulated by supervillains, he's caused billions of dollars' worth of property damage and hundreds of deaths. But somewhere, deep inside his tiny mind, Sidney Potter is still screaming to get out.

Personality/Motivation: Grond's personality can be summed up in two words: childish rage. He's got the tolerance for frustration of a four-year-old, combined with an almost constant state of anger that simply shifts focus from time to time. Unfortunately his lack of intelligence also makes him gullible; a clever supervillain can easily soothe him for a few minutes and then convince him to go smash something the villain wants smashed.

Grond doesn't employ pronouns when referring to himself (or other people, usually), but instead uses his proper name (or theirs).

Quote: "Grraarr!! Grond will hammer skinny human! No man is mightier than Grond!"

Powers/Tactics: Grond isn't smart or clear-headed enough to have any real grasp of tactics; mostly he just smashes people who annoy him again and again until they stop moving or something distracts him. The closest he comes to a clever tactic is to Grab someone with two of his arms, then use his other two arms to pummel them while they're at reduced DCV.

He avoids enemies with fire-based powers or attacks, which scare him and do extra damage to him; if necessary he snuffs out their flame (and possibly their lives) by hitting them with a large object.

Because he has four arms, Grond can get in a lot more punches than most hand-to-hand fighters do. This is represented by his *Four-Armed Combatant* power. At the beginning of each Turn, the GM should make the Activation Roll. If the roll succeeds, it means events work out that Turn for Grond to get in a couple of extra punches — give him two additional Phases (either shift his Phases in Segments 3 and 9 to 2 and 8, and make the new Phases 4 and 10, or simply choose the two extra Phases randomly). If Grond's two extra arms are somehow disabled, or he uses them to Grab a target, he can't use this power.

Campaign Use: Grond is a "cannon fodder" villain, intended simply to give the PCs a tough fight. In the event he can't, you can increase his power by giving him Damage Reduction (on the other hand, if he's too tough for your game, reduce his STR, CON, and defenses until he's at a proper level of power). However, a clever GM might weave some interesting stories around Grond — make him a monster deserving of sympathy and help, rather than simply a force of nature for the PCs to defeat and restrain. Treated properly, and with increased INT and EGO, it's even possible Grond could one day become a hero.

The US Army's Project Greenskin pursues and studies Grond; see CU 112 for details.

Grond receives fewer points for his Social Complication (Public Identity) than normal, because he's a full-time (and mindless) supervillain. The fact that it's easy to find out his real name doesn't usually inconvenience him much.

Associates, Allies, And Adversaries: Grond has no friends, only people who exploit him or try to hurt him. He would like to have a friend.

Grond's biggest supervillain rival in the minds of many is VIPER's ultra-powerful minion Ripper. In 2007 VIPER tricked Grond into destroying the PRIMUS headquarters in Los Angeles; when he realized he'd been tricked and went after VIPER, the snakes sent Ripper to deal with him. The fight, which destroyed over a dozen city blocks, ended inconclusively, though in the eyes of many Ripper scored a win on points by snapping off half of Grond's right horn. Grond is determined to destroy Ripper the next time they meet.

Appearance: Grond is one of the most terrifying-looking villains in the Champions Universe. Twelve feet tall and massively muscled, he has dark green skin blotched in a few places with lighter green- or orange-glowing radiation burn-like pustules or scabs. His bald head has two large, downward-pointing horns (the right one of which was snapped off halfway up during a confrontation with Ripper in 2007), as well as two smaller ones projecting from just behind his cheeks. Even more impressively, he has four large arms, with only two fingers and a thumb on each hand. (He also has only two toes on each foot.) The only clothes he wears are the tattered remains of a pair of brownish-red pants.



GROND

Val	Char	Cost	Roll	Notes
90	STR	80	27-	Lift 25 ktons; 18d6 HTH damage [9]
18	DEX	16	13-	
50	CON	40	19-	
5	INT	-5	10-	PER Roll 10-
8	EGO	-2	11-	
30	PRE	20	15-	PRE Attack: 6d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
40	PD	38		Total: 40 PD (40 rPD)
30	ED	28		Total: 30 ED (30 rED)
40	REC	36		
100	END	16		
30	BODY	20		
100	STUN	40		Total Characteristics Cost: 377

Movement:	Running:	12m
	Leaping:	60m
	Swimming:	24m

Cost	Powers	END
21	Horns: HKA 2d6 Armor Piercing (+¼); Inaccurate (½ OCV; -¼), No STR Bonus (-½)	3
22	Can Fight All Day: Reduced Endurance (½ END; +¼) for 90 STR	0
3	Hit Annoying Little Man Harder: +10 STR Increased Endurance Cost (x5 END; -2)	5
2	Hit Annoying Little Man Really Hard: +10 STR Increased Endurance Cost (x10 END; -4)	10
18	Stratospheric Punch: Double Knockback (+½) for up to 90 STR Increased Endurance Cost (x3 END; -1), Requires A Brick Tricks Roll (-½)	12
17	Super-Tough Body: Hardened (+¼) for 40 PD/30 ED	0
17	Super-Tough Body: Impenetrable (+¼) for 40 PD/30 ED	0
52	Super-Tough Body: Resistant (+½) for 40 PD/30 ED Hardened (+¼), Impenetrable (+¼)	0
40	Super-Tough Body: Damage Negation (-5 DCs Physical, -3 DCs Energy)	0
4	Super-Strong Lungs: Life Support (Extended Breathing: 1 END per 20 Minutes)	0
56	Super-Leaping: Leaping +56m (60m forward, 30m upward) MegaScale (1m = 1 km, leap takes 1 Phase per km; +1)	6
10	Super-Strong Swimmer: Swimming +20m (24m total)	0
6	Four Arms: Extra Limbs (2) Inherent (+¼)	0
7	Four-Armed Combatant: +2 SPD Activation Roll 11- (-1), Costs Endurance (-½), Only To Punch (-1)	2

Skills

32	+4 HTH
17	Brick Tricks 20-
9	Hoist 16-

Total Powers & Skills Cost: 333

Total Cost: 710

400 Matching Complications (75)

25	Distinctive Features: big, ugly mutated green body (Not Concealable, Causes Extreme Reaction [abject fear])
35	Enraged: Berserk when realizes he's been tricked, or thinks he's been tricked (Common), go 11-, recover 8-
20	Hunted: the Champions (Infrequently, As Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, As Pow, NCI, Capture)
10	Physical Complication: Big And Heavy (is always 12 feet tall and weighs approximately 1,000 kg; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently; Slightly Impairing)
25	Psychological Complication: Childishly Naive And Prone To Tantrums (Very Common, Total)
15	Psychological Complication: Hatred Of Fire (Common, Strong)
5	Social Complication: Public Identity (Sydney Potter) (Occasionally, Minor)
10	Unluck 2d6
10	Vulnerability: 1½ x STUN from Mental Blasts (Common)
10	Vulnerability: 1½ x STUN from Fire Attacks (Common)

Total Complications Points: 75

Experience Points: 310



GROTESK FACTS

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

N/R: Grotesk is a super-strong, super-tough, hideously ugly supervillain.

K/R: His real name is Phil Hernandez; he got his powers from being flesh-warped by the villain Fleshtone.

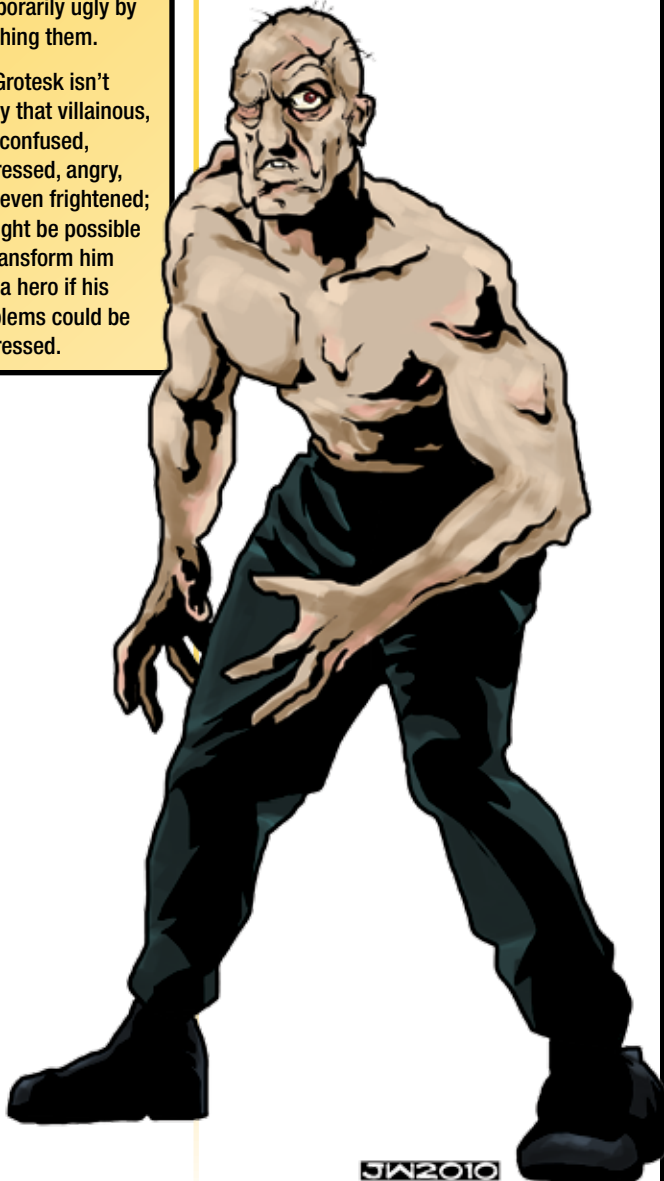
-1: Grotesk has the ability to make beautiful people temporarily ugly by touching them.

-6: Grotesk isn't really that villainous, just confused, depressed, angry, and even frightened; it might be possible to transform him into a hero if his problems could be addressed.

GROTESK

Background/History: Phil Hernandez was a security guard working at a think tank's laboratory who had the misfortune to be on duty the night that Fleshtone decided to rob the place. Fleshtone decided to have some fun and "play" with him. Using his biokinetic powers, he literally "melted" Hernandez down and "resculpted" him into a grotesque mockery of the human form. Then he took what he wanted from the lab and left Hernandez to die.

But Hernandez *didn't* die. Although now horribly mis-shapen, he soon found himself growing stronger and tougher. He got up and lumbered out of the lab, smashing through several heavy tables in the process. He thought about going for help, but then he realized no one could help him. He was a freak, a horrible ugly *Grotesk* thing, and no one was going to help him but himself.



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GROTESK

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
18	DEX	16	13-	
40	CON	30	17-	
10	INT	0	11-	PER Roll 11-
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
35	PD	33		Total: 35 PD (35 rPD)
35	ED	33		Total: 35 ED (35 rED)
20	REC	16		
80	END	12		
25	BODY	15		
90	STUN	35		

Total Characteristics Cost: 310

Movement:

Running:	12m
Leaping:	24m

Cost	Powers	END
13	Touch Of Ugliness: Drain Striking Appearance 2d6 No Range (-½)	2
10	Frightful Hideousness: +20 PRE Only For Fear-Based Presence Attacks (-1)	0
35	Resilient: Resistant (+½) for 35 PD/35 ED	0
10	Strong Leaper: Leaping +20m (24m forward, 12m upward)	1

Skills

32	+4 HTH
2	PS: Security Guard 11-
13	Power: Brick Tricks 18-
3	Stealth 13-
1	Streetwise 8-

Total Powers & Skills Cost: 119

Total Cost: 429

400 Matching Complications (75)

20	Hunted: New Paladins (Infrequently, Mo Pow, Capture)
25	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Feels Cut Off From Humanity; Has To Fend For Himself (Common, Strong)
15	Social Complication: Public Identity (Phil Hernandez) (Frequently, Major)

Total Complications Points: 65

Experience Points: 39

Personality/Motivation: Grotesk no longer feels any real connection with the rest of humanity. The changes wreaked upon his body by Fleshtone have left him something less than human, something no right-thinking person would ever want to be around. So, he's got to fend for himself, and that usually means stealing what he needs to survive (since he can't hold a job), committing super-crimes on his own or as some master villain's hireling. He'll do whatever it takes to build a halfway-decent life for himself.

Quote: "I nah ha' as ug-y as you be whe I ge duh bea'ing you." (Grotesk rarely speaks, and never for long; the changes in his physical form make it hard for him to pronounce many sounds.)

Powers/Tactics: Grotesk possesses superhuman strength and resilience. Scientists working for PRIMUS have theorized that whatever Fleshtone did to him somehow triggered a latent mutation or the like (though he doesn't register as a mutant to mutant-detecting technology), or perhaps that simultaneous exposure to chemicals in the think tank lab altered him somehow. Additionally, he somehow "inherited" a tiny fraction of Fleshtone's powers — by touch he can temporarily make a person much uglier.

Grotesk's tactics aren't very subtle or sophisticated. He usually charges in, roaring at the top of his lungs, and attacks the biggest, toughest opponent he can find. He relies a lot on Presence Attacks in addition to raw STR, since he knows how frightening his appearance is.

Campaign Use: Grotesk isn't truly villainous; he's just somewhat unhinged and deeply depressed because of what's happened to him. If a hero found a way to cure him, or at least to improve his outlook on life, it might be possible to turn him around and put him on the heroic path.

To make Grotesk more powerful, give him a Multipower of "brick tricks" he can perform at will. Stick to relatively simple ones involving raw power, like Shockwave and Thunderclap; those are more his style than "finesse" applications of super-strength. To weaken him, reduce his SPD to 4 and Running to 8m.

Associates, Allies, And Adversaries: Grotesk is eager for revenge on Fleshtone and will do his best to track down any clue to the biokinetic fiend's location.

Appearance: Grotesk is a horrible mockery who looks like a human body that's been melted down and then vaguely put back together (which is pretty much exactly what happened to him). His facial features are melted and warped, his heavily-muscled body hunchbacked and lumpy, his limbs slightly disproportionate here and there. His "costume" is a pair of tattered Army green pants.

HARPY

Background/History: Edwina Baldwin wanted revenge. She thought she was so lucky — a poor girl from a Blackpool slum getting a rich boyfriend who promised her the moon and the stars. So what if his business wasn't quite legal? Then she got pregnant and wouldn't have an abortion. Her boyfriend dumped her. When she threatened to reveal all in a paternity suit, he sent two goons to break her kneecaps. She realized she had never been his lover — only his whore. After that, she didn't see much point in fighting back. She had her baby, tried not to resent the child because of her father, and went on the dole. But she could hardly get a good job with a baby, parents who'd disowned her, and one leg that hadn't healed right.

Then Edwina saw an ad for "domestic servants" that included the curious proviso, "Applicants must be desperate." Sinister, yes, but that described her. She applied and found a job as cook for a lady of great eccentricity... and power. The master alchemist Zarrindokht wanted servants who would not talk to outsiders. To obtain discreet and loyal help, a little thing like child care and an alchemical cure for a crippled leg was a small price to pay.

Edwina proved an eager and loyal servant, always trying to become more useful. She saw Zarrindokht as part employer, part surrogate mother. Zarrindokht noticed Edwina's diligence and promoted her to lab assistant. Now she washed bottles, ground minerals, and performed other basic tasks. After four years, Zarrindokht promoted her again — to minion. She enchanted Edwina so she could assume the form of a super-strong bird-woman, a classic harpy. Edwina went on missions throughout the Inner Planes, collecting rare materials for Zarrindokht's alchemy.

In a rare moment of generosity, Zarrindokht offered to destroy Edwina's ex-lover as a perk for five years of good service. Edwina asked if she could do it herself and the alchemist agreed. Edwina spent a week trashing her ex-lover's little empire of drugs, loansharking, and corruption before dropping him off the roof of a skyscraper.

Unfortunately, Edwina attracted the attention of the police and a local superhero. Both located her "home territory" — the neighborhood where Zarrindokht kept her sanctum. Regretfully, the alchemist suggested Edwina leave her employ: She knew Edwina would not want to give up the power she'd tasted, but she'd made herself too visible. Eventually the police would follow her to Zarrindokht's door. As "severance pay," Zarrindokht taught her how to make the potions she needed to turn into the Harpy and back again. The alchemist also gave Edwina a list of names of other mystics who might offer her work.

Since then, the Harpy has worked as a mercenary for a number of mystics and assorted supervillains and criminal agencies. She doesn't enjoy crime, but she wants money to support her daughter. A *lot* of money, so her child will never know the privations she endured.

Personality/Motivation: Harpy isn't a bad person, but a hard life left her with little sympathy for others. She believes she must be a supervillainess to survive and provide for her daughter. She's also husband-hunting among the supervillains she works with. Edwina only cares about the money: she'll switch sides if someone offers her more money, and would not be a good person to leave as sole guard for a large heist's profits. Losing her daughter is her greatest fear, so she won't knowingly risk death or capture for the sake of a robbery or another villain.

Harpy doesn't hurt anyone more than she has to... except for criminals who take advantage of desperate women, such as pimps and loan sharks. She also hates men who abuse women. She enjoys dropping people like that from great heights.

Quote: "Don't fight, and I won't hurt you. This is just business."

Powers/Tactics: By drinking a potion (itself carrying only a little magic), Edwina can become the Harpy. She needs a second potion to change back into human form before the normal 24 hours of effect are complete. As Harpy, Edwina is super-strong and quick, resistant to small arms fire, and able to fly. (She doesn't take an *OIAID* Limitation on her superhuman Characteristics and Powers because there's no chance she could revert to her much weaker Human identity in the middle of a fight, or ruin her Secret Identity by accidentally changing into Harpy form.)

HARPY FACTS

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

N/R: Harpy is a supervillainess who resembles the mythical bird-woman; she's super-strong, can fly, and has sharp, powerful talons.

K/R: She's also skilled at buffeting foes with her wings; she can hit several at once if they get too close to her.

-1: Harpy is mostly a mercenary supervillain, and seems to favor employers from the Mystic World, but sometimes pulls a robbery or other job on her own.

-2: Harpy seems to hate men who abuse or exploit women; several of her crimes are unprovoked attacks on men who only have that attribute in common.

-4: Drugs and poisons seem to have an unusually strong effect on Harpy.

-8: Exposure to even mildly toxic chemicals causes Harpy pain.

-10: Her Secret Identity is Edwina Baldwin.

Harpy can punch normally, but can also batter opponents with her wings and rake them with her claws. Her favorite tactic is to perform a Grab on a slow-moving opponent and fly up high. Then Harpy drops her victim and flies back to the fight. Squeezing is optional: when Harpy fights as part of a group, just getting an opponent out of the fight for a few Phases matters more.

Campaign Use: The Harpy is a straightforward villainess for hire, given a small mystical twist. Her powers are more physical than most characters in the Mystic World; her chief defense against mystical attacks is simply her high STUN. On the other hand, her mystical connections may draw regular superheroes and villains into meetings with the Mystic World. She could easily join GRAB or a similar group of "just in it for the money" super-robbers.

To make Harpy more powerful, increase her SPD and/or expand the scope of her Combat Skill Levels. She could also learn Martial Arts maneuvers such as Martial Grab, Flying Grab, Choke Hold, or Crush, so she can grapple more effectively. To make Harpy a less powerful opponent, reduce her STR and claw damage.

Associates, Allies, And Adversaries: As a mercenary supervillainess, Harpy has mostly worked for denizens of the Mystic World. Various druids of the Circle of the Scarlet Moon have been her most frequent employers, and she's on good terms with that organization as a whole. She thinks that some of the higher-ranking male members might make acceptable husband material. She's also worked for DEMON, but finds most Morbanes at least a little disturbing. Black Paladin and Zorran the Artificer have also hired her services from time to time.

Appearance: Edwina Baldwin is a woman in her early thirties standing 5'3" tall; she has fair skin, delicate features, and red-blond hair. As Harpy, she's visibly stronger and gains red-blond feathered wings and birdlike legs with large talons. Her rather scant costume is metallic golden, with scarlet feathers edging her gloves. When she expects to act as Harpy, she sweeps her hair back into two points with hairspray.

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HARPY

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
23	DEX	26	14-	
25	CON	15	14-	
13	INT	3	12-	PER Roll 12-
14	EGO	4	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
27	PD	25		Total: 27 PD (7 rPD)
23	ED	21		Total: 23 ED (5 rED)
15	REC	11		
50	END	6		
16	BODY	6		
50	STUN	15		Total Characteristics Cost: 268

Movement: Running: 12m
Flight: 40m

Cost	Powers	END
12	Tireless Strength: Reduced Endurance (½ END; +¼) on 50 STR	0
30	Talons: HKA 2d6 (5d6+1 with STR) Reduced Endurance (½ END; +¼); Reduced Penetration (-¼)	1
33	Wing Swat: Blast 6d6 Area Of Effect (1m Radius; +¼), Penetrating (+½), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); No Range (-½), Restrainable (-½)	3
6	Enchanted Toughness: Resistant (+½) for 7 PD/5 ED	0
37	Wings: Flight 40m, x4 Noncombat Reduced Endurance (½ END; +¼); Restrainable (-½)	2
9	Falcon Eyes: +6 versus Range Modifier for Sight Group	0

Skills

6	+3 OCV with Move By
2	KS: Alchemy 11-
2	KS: The Mystic World 11-
2	Navigation (Air) 12-
3	Power: Brick Tricks 19-
3	Shadowing 12-
3	Streetwise 13-
1	WF: Pistols

Total Powers & Skills Cost: 149
Total Cost: 417



400	Matching Complications (75)
20	Accidental Change: to Human identity after 24 hours (Uncommon, Always)
15	DNPC: Jennifer (daughter) (Infrequently, Incompetent)
20	Physical Complication: need potions to change form controllably (Infrequently; Fully Impairing)
20	Psychological Complication: Terrified of Capture Or Weakness (Very Common, Strong)
15	Psychological Complication: Hates Pimps, Loan Sharks, And Abusers (Common, Strong)
15	Psychological Complication: Mercenary (Common, Strong)
15	Social Complication: Secret Identity (Edwina Baldwin) (Frequently, Major)
15	Susceptibility: to mildly toxic chemicals, take 1d6 damage per Turn of exposure (Common)
10	Vulnerability: 1½ x STUN from Drug/Poison Attacks (Common)
Total Complications Points: 75	
Experience Points: 17	

HAZARD FACTS

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

N/R: Hazard is a mercenary supervillain who's renowned for his preternatural luck. He carries a powerful energy pistol and also knows martial arts.

K/R: Hazard can fly thanks to the jetpack he wears.

-2: Hazard's luck protects him in all sorts of subconscious ways; for example it's very difficult to sneak up on him.

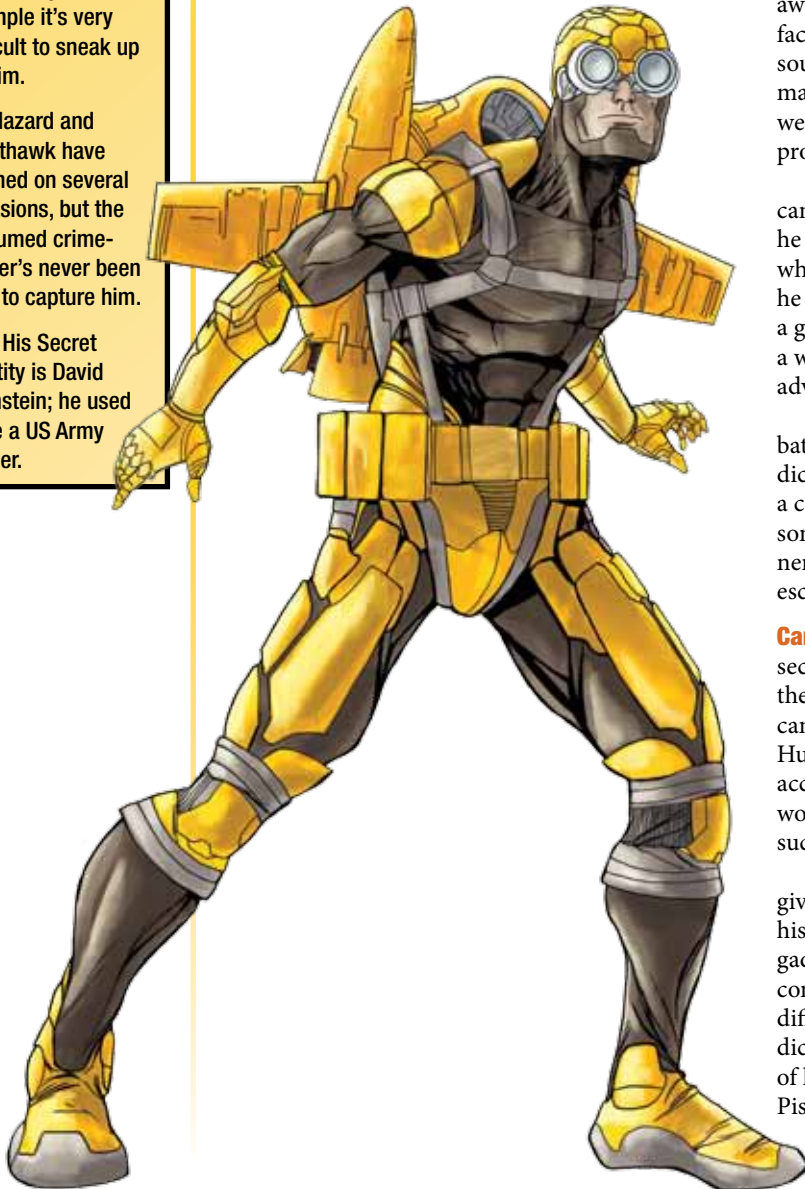
-4: Hazard and Nighthawk have clashed on several occasions, but the costumed crime-fighter's never been able to capture him.

-10: His Secret Identity is David Weinstein; he used to be a US Army soldier.

HAZARD

Background/History: David Weinstein, a childhood friend of Mark (Nighthawk) Whitaker, joined the Army after graduating high school in 1986. While serving in the Gulf War, Weinstein was on a patrol in the Kuwaiti desert when he found a strange bracelet. Fascinated by the small gemstones, Weinstein tucked it into his pocket. When he returned to his unit's base camp that night, he won so much money in a poker game that some of his friends accused him of cheating. They planned to give him a beating that night, but improbable misfortunes struck them before they could harm him — one slipped and fell in a pit, breaking his arm; another's pistol accidentally discharged, shooting the third in the leg.

Eventually Weinstein realized the bracelet gave him preposterously good luck. He left the Army, purchased a couple of lottery tickets, and with the winnings bought himself a nice penthouse apartment in Detroit. His luck saved him from the Battle of Detroit — he was out of town when it happened, and when he returned his building had miraculously been spared from the fires.



Weinstein soon tired of using his luck for mundane purposes. Wanting to see the world and lacking any particular scruples against killing, he became the mercenary/assassin Hazard, specializing in “impossible” kills: the wealthy, the difficult to find, the superpowered.

Personality/Motivation: Hazard selects the jobs he takes based on how likely they are to alleviate his boredom. His luck makes his daily life so easy that only the “Great Game” of superpowered conflict holds his interest. He charges surprisingly little — as long as the target holds sufficient interest and presents him with a challenge, Hazard takes a contract for much less money than his competitors. He's killed over thirty people by contract, but he won't kill casually — he makes every effort to avoid killing bystanders and even interfering lawmen and superheroes (though he will kill them if necessary to maintain his freedom).

Quote: “Feeling lucky, hero? I am.”

Powers/Tactics: Hazard's powers all come from a strange disruption of probability created by the “lucky charm” he wears. (The charm itself is small, worn under his costume and almost never taken away, so he receives no *Focus Limitation* for it. In fact, he's never revealed its existence to another soul.) Beyond his luck powers, he's a skilled marksman, hand-to-hand combatant, and spy, and wears a suit of light, high-tech battle armor for protection.

Hazard prefers to strike from surprise. If he cannot, he relies on his Blaster Pistol as much as he can, switching to hand-to-hand combat only when pressed or directly challenged. Although he couldn't command a group of soldiers, he has a good head for personal tactics, and often finds a way to use cover or the environment to his advantage.

Hazard's luck plays a part in just about any battle he participates in; you should roll his Luck dice at least once or twice during the course of a combat. Typically his enemies' weapons jam, something falls on, trips, or hinders his opponents, or events arrange themselves to aid his escape.

Campaign Use: Hazard makes an entertaining second-tier villain, suitable for hire by any of the behind-the-scenes masterminds in your campaign. He's particularly useful as a way for a Hunter to harass a PC indirectly. Once Hazard accepts an assignment, his Code Of Honor won't let him give up — he keeps trying until he succeeds, he dies, or his client calls off the hit.

If you want to make Hazard more powerful, give him more weapons and some Extra DCs for his Martial Arts. You could also build some other gadgets into his powered armor (sense-enhancers, communicators, and the like). If he's already too difficult for the PCs to cope with, reduce his Luck dice (perhaps to as little as 6d6), decrease some of his Characteristics, and tone down his Blaster Pistol.

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HAZARD

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	
18	CON	16	13-	
20	INT	10	13-	PER Roll 13-
13	EGO	3	12-	
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
8	PD	6		Total: 24 PD (16 rPD)
8	ED	6		Total: 24 ED (16 rED)
7	REC	3		
35	END	3		
13	BODY	3		
30	STUN	5		Total Characteristics Cost: 170

Movement: Running: 12m
Flight: 40m

Cost Powers **END**

60	Probability Field Manipulation: Luck 12d6	0
37	Blaster Pistol: RKA 4d6 4 clips of 16 Charges each (+¼); OAF (-1)	[16]

Martial Arts: Krav Maga

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Choke Hold	-2	+0	Grab 1 Limb, 2d6 NND (2)
4 Dodge	—	+5	Dodge all attacks, Abort
4 Escape	+0	+0	30 STR vs. Grabs
5 Kick	-2	+1	7d6 Strike
4 Low Kick	+0	+2	5d6 Strike

20 **Light Battle Armor:** Resistant Protection (10 PD/10 ED) 0
OIF (-½)

4 **Polarized Goggles:** Sight Group Flash Defense (6 points) 0
OIF (-½)

10 **Lucky:** Power Defense (10 points) 0

30 **Jetpack:** Flight 40m, x4 Noncombat 2
OIF (-½)

Perks

- 6 **Contact:** ACI 11- (organization)
- 4 **Contact:** Congressman Dixon 8- (useful Skills and resources, access to major institutions, significant Contacts of his own)
- 7 **Money:** Wealthy (\$2 million per year)
- 2 **Positive Reputation:** Skilled Mercenary/Assassin (among the underworld) 11- +1/+1d6

Talents

- 12 Combat Luck (6 PD/6 ED)
- 27 Danger Sense (immediate vicinity, out of combat, sense) 13-
- 3 Lightsleep

Skills

- 24 +2 Overall
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 3 Climbing 13-
- 3 Combat Driving 13-
- 5 Defense Maneuver II
- 3 Disguise 13-
- 2 Gambling (Card Games) 13-
- 3 Interrogation 13-
- 2 AK: Africa 11-
- 2 AK: Europe 11-
- 2 AK: Millennium City 11-
- 3 KS: The Military/Mercenary/Terrorist World 13-
- 3 Lipreading 13-
- 3 Lockpicking 13-
- 3 Persuasion 13-
- 3 PS: Mercenary 13-
- 7 Security Systems 15-
- 5 Shadowing 14-
- 3 Stealth 13-
- 5 WF: Small Arms, Blades, Grenade Launchers, Shoulder-Fired Weapons

Total Powers & Skills Cost: 337

Total Cost: 507

400 Matching Complications (75)

- 20 **Hunted:** FBI (Infrequently, Mo Pow, NCI, Imprison)
- 10 **Hunted:** Nighthawk (Infrequently, As Pow, Imprison)
- 15 **Psychological Complication:** Overconfidence (Very Common, Moderate)
- 20 **Psychological Complication:** Code Of The Mercenary (Common, Total)
- 10 **Psychological Complication:** Prefers to Take "Impossible" Jobs (Uncommon, Strong)
- 5 **Rivalry:** Professional (with other "super-mercs")
- 15 **Social Complication:** Secret Identity (David Weinstein) (Frequently, Major)

Total Complications Points: 75

Experience Points: 107

Associates, Allies, And Adversaries: Hazard has worked several times for ACI's owner, Franklin Stone, and also for the unscrupulous Congressman Bradley Dixon. He and Nighthawk have come into conflict several times, with Nighthawk thwarting a couple of Hazard's kills but never actually capturing him.

Hazard considers other super-mercenaries — villains like Lazer, Mechassassin, Scimitar, and the Steel Commando — as his rivals. So far his luck has made sure he gets plenty of work so that the rivalry's more a matter of personal pride and bragging rights than anything else... at least as far as he's concerned. They tend to view him as an interloper who's literally getting by more on luck than on skill and would prefer to remove him from the marketplace altogether. Unfortunately for them, getting the drop on one of the world's luckiest men isn't exactly easy.

Appearance: Hazard is a white male in his late thirties, 5'11" and about 180 pounds. Out of costume he's intentionally nondescript, with brown hair conservatively cut, brown eyes, and a natural skill for blending into crowds. His battle armor, on the other hand, is a form-fitting gold and brown suit, with a cowl covering the top half of his head, high-tech goggles protecting his eyes, and a sleek back-mounted jetpack. He carries a focused-plasma blaster, and his belt has several small pouches to carry lockpicks and other small devices.



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HELL RIDER

Background/History: When bad things happen to good people, sometimes they stop being so good. William Wade felt himself deeply wronged. He'd lost his job, property, family, and good name. He had some idea who was responsible, but he couldn't do a damn thing — the wheels of law need money and influence to grease them. William Wade had none; the people who ruined him had plenty. And no one would believe anything bad about people who seemed so respectable, who supported the right causes and went to church on Sunday. Just as he went to church, singing praise to a loving God who wouldn't let him down. Now he was down, down in a dumpster, rooting among the garbage for something halfway edible.

Nothing. The night would be cold. The shelter closed for good a month before — no money. If Wade didn't find food and a warm corner, soon he'd be down about six feet further.

Dusk found Wade crossing a long bridge. He stopped halfway across to rest, and looked down at the black water far below. Cars hurtled past, oblivious. Freezing, starving, worthless, and hopeless — William Wade lifted his eyes to the grimy clouds, cursed God, and swung a leg up to the concrete railing.

"You don't really want to do that," said the slender man who stood beside him. Slowly, Wade swung his leg back down. "That's right," the man said. "You don't want to die now, accepting defeat. Tell me what you really want?"

Wade gawped. "Where'd you come from?"

"Around," the man said with an airy wave. The cufflinks on his maroon silk suit were enormous rubies. "Travelling to and fro over the Earth. Now tell me — so you know it yourself — what you really want, more than life itself, more than your... well, more than anything. *Tell me.*" And the man's eyes blazed, brighter and hotter than the rubies.

Did he want his money back? His family? His old life? A new life? "Revenge!"

The man smiled, showing very sharp, very white teeth. "Ah. Revenge is one of my specialties. Let's make a deal."

The agreement was simple. The stranger provided certain tools; Wade could use them for a year. If Wade killed the six who wronged and ruined him, the stranger would see that Wade regained everything he had lost, with no further obligation for the rest of his life. If Wade failed, at the end of the year he must recompense the stranger with everything he had. "*Everything,*" the stranger said. "You know what I mean." Wade said he did. He signed the contract and they shook hands.

A derelict walked onto the bridge. The Hell Rider rode off. Off to the hunt. The stranger smiled again, thinking of the sport to come.

A HELL RIDER

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
24	DEX	28	14-	
23	CON	13	14-	
13	INT	3	12-	PER Roll 12-
14	EGO	4	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
11	PD	9		Total: 21 PD (10 rPD)
11	ED	9		Total: 21 ED (10 rED)
10	REC	6		
45	END	5		
16	BODY	6		
42	STUN	11		Total Characteristics Cost: 215

Movement: Running: 12m
 Flight: 30m
 Teleportation: 15m

Cost	Powers	END
39	Shifting Weapon: Multipower, 69-point reserve All OIAID (-¼), Restrainable (-½)	
3f	1) Axe: HKA 3d6 (4½d6 with STR) Reduced Endurance (½ END; +¼); OIAID (-¼), Restrainable (-½)	2
3f	2) Sword: HKA 2d6 (3d6 with STR) Penetrating (+½), Reduced Endurance (½ END; +¼); OIAID (-¼), Restrainable (-½)	2
3f	3) Mace: HKA 2d6 (3d6 with STR) +3 Increased STUN Multiplier (+¾), Reduced Endurance (½ END; +¼); OIAID (-¼), Restrainable (-½)	2
3f	4) Whip: Drain STR 3d6 Delayed Return Rate (points return at the rate of 5 per Minute; +1), Reduced Endurance (½ END; +¼); OIAID (-¼), Limited Ranged (8m; -¼), Restrainable (-½)	2
3f	5) Space-Cutting Scythe I: Teleportation 38m, No Relative Velocity Safe Blind Teleport (+¼); OIAID (-¼), Restrainable (-½)	6
4f	6) Space-Cutting Scythe II: Teleportation 15m, No Relative Velocity Safe Blind Teleport (+¼), MegaScale (1m = 100 km; +1½); OIAID (-¼), Restrainable (-½)	7
3f	7) Brimstone Sling: Sight Group Flash 6d6 Area Of Effect (1m Radius; +¼), Reduced Endurance (½ END; +¼); OIAID (-¼), Restrainable (-½)	2

35	Spiked Gauntlets, Boots, Kneeplates: HA +6d6 Armor Piercing (+¼), Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-¼), OIAID (-¼)	0
24	Demon Armor: Resistant Protection (10 PD/10 ED) OIAID (-¼)	0
7	Forged In Hell: Resistant Protection (0 PD/8 ED) OIAID (-¼), Only Works Against Fire/Heat Attacks (-½)	0
17	Immolating Armor: RKA 1d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (½ END; +¼); OIAID (-¼), No Range (-½)	1
7	Scary-Looking Armor: +15 PRE OIAID (-¼), Only For Fear-Based Presence Attacks (-1)	0
10	Guarded Will: Mental Defense (10 points)	0
5	Guarded Life And Powers: Power Defense (5 points)	0

Perks

57 **Brimstone:** Follower (demon steed built on 287 Total Points)

Skills

20 +4 with *Shifting Weapon* Multipower

3 Breakfall 14-
 3 Interrogation 13-
 2 KS: Financial World 11-
 3 PS: Investment Broker 12-
 3 Riding 14-
 3 Streetwise 13-

Total Powers & Skills Cost: 260
Total Cost: 475

400 Matching Complications (75)

10 **Distinctive Features:** Aura of Demon Magic (Not Concealable; Always Noticed; Only With Unusual Senses)

15 **Hunted:** FBI (Infrequently, As Pow, NCI)

15 **Hunted:** Mephistopheles (Frequently, Mo Pow, NCI, Watching)

20 **Psychological Complication:** Hunting The Six (Very Common, Strong)

15 **Psychological Complication:** Fear Of Capture (Common, Strong)

15 **Social Complication:** Secret Identity (William Wade) (Frequently, Major)

20 **Susceptibility:** to holy water, symbols, or ground, 1d6 damage per Phase of contact (Common)

10 **Susceptibility:** to anti-magical Adjustment attacks, takes 2d6 damage instantly (Uncommon)

Total Complications Points: 75

Experience Points: 75

Personality/Motivation: Hell Rider is driven by revenge against the people who ruined his life. He hates them so much he mortgaged his soul to the archdevil Mephistopheles, the Prince of Lies. William Wade wasn't a ruthless man before, and he cannot yet casually murder people who inconveniently get in his way, but he's learning. Hell Rider fights with hysterical fury when he must, preferably from the back of his demonic steed, but if he can think of a way to reach his quarry without fighting along the way, he'll try it.

Will Hell Rider lose his remaining scruples and become a cold-blooded killer? Or will he hold onto his conscience, and maybe even renounce his deal with the Devil? That is for time, the GM, and the heroes to decide.

Quote: "I don't want to kill you — but if you try to stop me, I'll see you in Hell!"

Powers/Tactics: Hell Rider's powers and weapons derive from a demonic gift given to him by Mephistopheles. To invoke them, he must take a Full Phase Action, make devil-horns with his hands, cross his arms across his chest, and say the words that open the gates of Hell: "Zazas, Zazas, Nasatanada, Zazas!" This also summons Brimstone, his infernal horse (use the *Demon Steed* character sheet from HSB 100). If the heroes knock Hell Rider unconscious, they can take away his weapon and armor, but these vanish from storage as soon as William Wade leaves his Hell Rider identity and reappear with him when Wade becomes Hell Rider again.

Hell Rider attacks with a shape-shifting, demon-forged weapon. He frequently changes its form and powers in battle for best tactical advantage. The scythe form cuts flaming tears in space that he can run or ride through. Enemies can take the weapon from Hell Rider's hand, but he can summon it back instantly (however, he cannot use it if Entangled, Grabbed, or otherwise restrained).

HELL RIDER FACTS

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

N/R: Hell Rider is a supervillain who's some sort of demonic assassin. He wields a weapon that changes shape and powers at will, and rides a demonic steed.

-6: Exposure to holy water, symbols, or ground causes Hell Rider pain.

-8: Hell Rider suffers pain when subjected to Adjustment Powers that affect magic.

-10: His Secret Identity is William Wade; he used to be an investment broker before he was financially ruined.

He can also punch or kick with his spiked gauntlets, boots, or knees. Hell Rider's armor radiates red heat, and its grotesque styling makes him look more intimidating.

Hell Rider tries to reach his target as quickly as possible, kill him, then teleport away, evading or bypassing other opponents if possible. Killing Damage and Entangles (or other restraints) make Hell Rider cautious, since capture or long-term incapacity can lose him his bet. He trusts his *Space-Cutting Scythe* to get him out of any other danger once he completes a murder.

Campaign Use: Not every villain needs to become a life-long adversary for the heroes. Hell Rider has an expiration date: either he succeeds in killing his six victims within one year, or he goes to Hell. This also means Hell Rider cannot simply lay low and wait for a better chance to advance his goals. (Of course, you can always extend the deadline if need be.) Once the PCs realize Hell Rider wants to kill certain individuals, they're under pressure to find and save those people. Hell Rider's victims range from innocent businessmen who had no idea they were part of his ruin, to financial predators with their own crimes to hide, which can add a layer of noir-ish moral ambiguity to a story arc. If you want to *really* complicate the heroes' lives, make one of the six Franklin Stone (see CV1).

If Hell Rider needs to be more powerful — which may be necessary if he's to take on all the PCs by himself — give him some Damage Reduction (and increase his other defenses), increase the strength of his *Shifting Weapon* Multipower, and boost his SPD by 2. If he's too powerful, make his *Shifting Weapon* an actual Focus (so heroes can take it away from him).

If the players enjoy their clashes with Hell Rider, you can arrange a sequel no matter what happens when William Wade's pact expires. If Hell Rider kills the Six, perhaps his patron lets him keep his powers: Wade has damned himself anyway through his murders, and the Prince of Lies figures he will continue to work evil. If Hell Rider fails, or dies, the archdevil can send him back from the Netherworld as a demonic assassin.

Appearance: Hell Rider wears spiky, gothically ornate armor of red and golden metal, with the breastplate tooled into the design of a cruel, demonic face. His helm's visor covers his upper face but leaves his lower face exposed. His *Shifting Weapon* (which can transform into sword, axe, mace, whip, or other weapons as he chooses) seems to be made of black iron bound in gold; it emits a puff of flame when it hits. When not acting as Hell Rider, William Wade dresses in plain but respectable clothes purchased at thrift shops.

HERCULAN

Background/History: Far from Earth, on the other side of the Milky Way's galactic core, lies the Velarian Confederation, a union of several species and dozens of inhabited worlds. By the time of Earth's late twentieth century, the once-peaceful Confederation was wracked by interstellar civil war. Two species, the Renghadi and the Fassai, were fighting with three other species for political and economic control of the Confederation.

Unfortunately, the war was not going well for the allies. To make up for their losses of ships and men, the Hundred Houses of the Fassai embarked on a program of genetic mutation to create super-powered soldiers. Each House agreed to volunteer one of its children for the program, so that their sacrifice would inspire the people to fight harder.

House Dazeur, a proud and ancient family fallen on hard times in recent centuries, chose Tren Tarrec, fourth son of the Dazeur patriarch. A computer scientist by profession, Tren Tarrec had no interest in becoming a soldier, but his honor and obligation to his family dictated that he obey without question.

He reported to the United Fassai Army Medical Complex and was sent to a lab. The technicians strapped him down, injected him with certain chemicals, bathed him with special mutative rays, and sat back to watch the results. Within three hours, Tarrec's muscle mass had increased exponentially, and he'd developed the power to leech an enemy's strength, agility, or stamina into his own body! Christened *Du'sai Gett'ta* (roughly, "Sergeant Strength"), Tarrec was given a costume and sent to the front.

One taste of battle was all Tren Tarrec needed. Terrified by the sounds of blaster fire, the screams of the wounded, and the thunder of artillery, he ran to an escape capsule, punched in a random direction code, and left the Velarian Confederation behind forever as he drifted off into cold sleep.

Years later, he awakened to find that his journey had brought him into what was once the territory of the Malvan Empire, but was now a lawless hinterland — the Malvans had long ago abandoned their empire to devote themselves to hedonistic pursuits. Tarrec soon learned one of these "pursuits" was watching gladiatorial combats... and that superpowered gladiators were in great demand.

The battlefield was frightening, but with his powers, Tarrec had no difficulty participating in one-on-one duels against other superpowered foes. Before long he was one of the most popular of the combatants, with only the Dorvalan metalman, Drogen Lar, and the fire-wielding Malvan Ariax Thone, to rival him. Tarrec grew to hate them both, particularly Lar, who handed him several humiliating defeats. Still, these were good times.

But good times always come to an end. As the years passed, the gladiatorial battles became bloodier and bloodier, as the Phazor of Malva demanded greater spectacle. Tarrec became disgusted; he may have abandoned his honor to flee his homeland, but this was not for him. He could tell that his rivals felt the same way.

It was not long afterward that Drogen Lar stole a Malvan starcraft and escaped from the Phazor's clutches. Realizing that if Lar could do it, he could, too — and unwilling to let his hated rival leave him behind — Tarrec formulated his own plan. Late one night he overpowered some guards, then used their security passes to get into a restricted area and steal a starship. The Malvan security grid tried to stop him, damaging his ship in the process, but he escaped. Programming his ship to follow Lar's energy wake, he found himself hurtling across the Galaxy at speeds far greater than any Fassai had ever attained before.

As he approached the end of Lar's journey — a blue-green planet its inhabitants called Earth — he discovered to his horror that the damage from the Malvan attack was more serious than he'd thought. He was going to crash! It took all his strength, agility, and luck to land the one-man scout ship without destroying it or injuring himself.

With proper military discipline, the first thing he did was go look for the replacement parts he'd need to fix his ship. All he got was stares of disbelief and terror; people on this world weren't used to seeing aliens. Nor was their technology advanced enough for him to use. He returned to where he'd left his ship, only to find a group of these primitive natives demolishing it — apparently they thought it was part of an "alien invasion" or something.

Angered to see them destroying his one way off this planet, he struck one of them. To his dismay, they proved as fragile as they were stupid; he nearly killed the man. Soon the newspapers and television reporters were talking about "hostile aliens," and somehow his strength earned him the nickname "Herculan" (whatever that meant).

Well, so be it, he thought. *No one insults a Fassai of House Dazeur!* If that's how they were going to treat him, he'd show them what an "alien invasion" was like — and in the process show Drogen Lar who was truly the better warrior.

And so it went for nearly half a decade. Herculan became a supervillain and fought in numerous super-battles (including several against Ironclad). On a few occasions he was captured and spent some time in Stronghold. During his periods of incarceration he was required to undergo therapy. Since he wasn't really a criminal at heart, just overly proud and racked with guilt at abandoning his people, his therapists found ways to help him. He was released from his last period of incarceration in 2007 and has been under carefully-maintained watch (including electronic monitoring) ever since. His modified Fassai space armor remains in government storage until he successfully completes his parole (and with his permission, the Goodman Institute has studied it).

HERCULAN FACTS

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

N/R: Herculun is a supervillain with enhanced strength, the ability to “leech” the power from other people, and a suit of light powered armor.

K/R: His real name is Tren Tarrec Dazeur; he’s an alien, a member of a species called the Fassai who live on the other side of the Milky Way Galaxy. Since 2007 he’s been reformed and hasn’t gotten into any trouble with the law.

-8: Mental powers have a particularly strong effect on Herculun.

So far he’s stayed on the straight-and-narrow, even using his super-strength to get some high-paying work in various fields... but it remains to be seen if his reformation sticks or he falls back into his old ways.

Personality/Motivation: Herculun used to be extremely aggressive, touchy, and hostile, quick to take offense at supposed insults and resort to force whenever he perceived a “challenge” of any sort. But the truth was that he was angry at himself more than the world. He ran from his family and his obligations because of his cowardice, and he just can’t consciously face up to that disgrace. Therapy has helped him come to terms with a lot of this, significantly reducing his temper and pridefulness... but not eliminating them.

Although he’s learned a lot about Earth and has come to appreciate many things about Humanity, to some extent Herculun still holds Humans in low regard. His first contact with them didn’t exactly go well, and his interaction with them over the years hasn’t always improved his opinion of the “barbarians.” He finds a lot of Human customs faintly ridiculous (at best) or suicidal (at worst) — things like smoking, professional sports, and movies don’t make much sense to him. He sometimes entertains hopes of enlightening Humanity... or at least finding a way to return to a more civilized planet.

Herculun tries to follow the traditional Fassai code of honor, which dictates that he must not settle for anything less than the best he deserves. That means he’s always striving to prove himself, though these days it’s not as a warrior but as a dedicated, tireless worker and “good citizen.” If he doesn’t think he’s earned whatever reward was promised him (for example, a paycheck), he won’t take it. Furthermore, Fassai warriors don’t kill their enemies unless the enemy refuses an offer to surrender. If he has to fight Herculun accepts requests for mercy, and expects his (should he ever have to make one) to be honored as well.

Quote: “Even barbarians such as you must be fought honorably.”

Powers/Tactics: Herculun is a mutated alien with three distinct sets of powers. The first are his generally enhanced Characteristics; he’s much stronger, faster, and tougher than the average Human (or Fassai). Second, he can, by touching another person, cause the victim’s strength, stamina, or agility to transfer to him (thus increasing his STR, DEX, or STUN). Third, before his reformation he wore a suit of Fassai Space Armor that Fassai technologists modified to draw off his own personal energy instead of a built-in battery. The suit allows him to fly, fire force-blasts, or project a multi-spectral “blinding pulse.”

His military training and years of gladiatorial experience make Herculun a cagy, effective combatant. He prefers to fight hand-to-hand, using his Strength to punch and crush. He uses his Strength Leeching against other “bricks,” his Agility Leeching against martial artists and energy projectors, and his Stamina Leeching against just about anyone. A Grab, followed by Strength or Stamina Leeching (or combined with the Grab as a Multiple Attack), is a favorite tactic.

Like all Fassai, Herculun’s mind is unusually susceptible to the effects of Mental Powers. He’s well aware of this problem, and tries to hide from or avoid a mentalist foes.

Campaign Use: Herculun is an example to your PCs that not everything they do is futile — that not all villains will eventually return to fight them again, and again, and again. But of course, Herculun’s reformation is fragile; there’s still some temper and Fassai pride in him that might tempt him back into criminality somehow. It may fall to them to prevent that from happening... or at least make sure Herculun doesn’t totally derail his chance at a better life.

If you think it will make more of an impact, turn back the clock a little and make Herculun a villain again. Then let your PCs capture him and put him on the road to reform. A few years of campaign time later, he’s out on parole and you can work him back into the campaign.

Additionally, Herculun can tie in to many plots or story ideas involving aliens. Maybe he wants to find a ship he can use to get home, or the Fassai somehow track him down, or Tataklys kidnaps him to fight in the Forum Malvanum.

If Herculun isn’t tough enough to challenge your PCs, increase his STR or the number of dice in his Transfer. You might even consider making the Transfer a Ranged attack. If he’s too tough, get rid of his *Modified Fassai Space Armor* Multiplier, and maybe reduce his Transfers to 2d6 each.

Associates, Allies, And Adversaries: Herculun has deliberately cut off contact with villains he used to associate with or work for, mostly due to the terms of his parole but partly because he genuinely wants to reform. The one thing that might cause him to make an exception would be if a reliable, trustworthy villain could promise him a way to return home (or at least send him to a “civilized” planet). If and when he learns about the Forum Malvanum on the Moon he’ll do whatever he can to get there — not because he wants to fight in the arena (though he would if he had to), but because he thinks he can find someone who’ll give him a lift home.

Appearance: Herculun is a Fassai, a humanoid species with dark skin, noted for the furrowed ridges and relative lack of hair on their heads. He wears a black and grey suit of modified Fassai space armor with prominent blasters and jetpack.

A HERCULAN

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
24	DEX	28	14-	
30	CON	20	15-	
20	INT	10	13-	PER Roll 13-
15	EGO	5	12-	MCV: 5
15	PRE	5	12-	PRE Attack: 3d6
9	OCV	30		
8	DCV	25		
3	OMCV	0		
4	DMCV	3		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
15	PD	13		Total: 21 PD (6 rPD)
15	ED	13		Total: 21 ED (6 rED)
14	REC	10		
60	END	8		
20	BODY	10		
56	STUN	18		

Total Characteristics Cost: 268

Movement:

Running:	12m
Leaping:	16m
Flight:	20m

Cost Powers

		END
81	Metabolism Leeching: Multipower, 81-point reserve	
4f	1) Strength Leeching: Drain STR 3d6 Unified Power (-¼) 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 (-½), Unified Power (-¼), Only Aid Self (-1)	8
4f	2) Agility Leeching: Drain DEX 3d6 Unified Power (-¼) plus: Aid DEX 3d6 (standard effect: same result as Drain roll) Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1); Linked (-½), Unified Power (-¼), Only Aid Self (-1)	8
4f	3) Stamina Leeching: Drain STUN 3d6 Unified Power (-¼) plus: Aid STUN 3d6 (standard effect: same result as Drain roll) Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1); Linked (-½), Unified Power (-¼), Only Aid Self (-1)	8
41	Modified Fassai Space Armor: Multipower, 62-point reserve All OIF (-½)	
4f	1) Gauntlet Blazer: Blast 10d6 Reduced Endurance (½ END; +¼); OIF (-½)	2
4f	2) Blinding Pulse: Sight, Hearing, And Radio Group Flash 10d6 OIF (-½)	6
2f	3) Jetpack: Flight 20m, x4 Noncombat Reduced Endurance (½ END; +¼); OIF (-½)	1



12	Modified Fassai Space Armor: Resistant Protection (6 PD/6 ED) OIF (-½)	0
11	Modified Fassai Space Armor: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Low Pressure/Vacuum) OIF (-½)	0
5	Fassai Eyes: Ultraviolet Perception (Sight Group)	0

Skills

4	+2 OCV with Punch
3	Computer Programming 13-
1	Language: English (basic conversation; Fassai is Native)
1	AK: Malva 8-
2	KS: Earth's Superhumans 11-
2	Navigation (Space) 13-
2	PS: Gladiator 11-
2	PS: Fassai Military Commander 11-
3	Tactics 13-
2	TF: Science Fiction And Space Vehicles

Total Powers & Skills Cost: 194

Total Cost: 462

400 Matching Complications (75)

15	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Watching)
10	Psychological Complication: Fassai Code Of Honor (Common, Moderate)
10	Psychological Complication: Overly Aggressive; Can't Show Weakness, Refuse A Challenge, Or Accept Defeat (Common, Moderate)
15	Social Complication: Public Identity (Tren Tarrec Dazeur of the Fassai) (Frequently, Major)
30	Vulnerability: 2 x Effect from Mental Powers (Very Common)

Total Complications Points: 75

Experience Points: 62

HORNET FACTS

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

N/R: Hornet is a supervillain with insect powers, including a “sting” touch, a “sting blast,” and a “chrysalis blast” that wraps his foe up in sticky tendrils. He also has the faceted eyes of an insect.

K/R: Hornet can grow insect-like wings and fly, and can shrink to the size of an insect.

-4: One of Hornet’s schemes created the supervillain Dragonfly, who now wants to kill him.

-8: Chemicals, drugs, and poisons are particularly effective against Hornet due to his human-insect metabolism.

-10: His Secret Identity is Gerald Byrne; he’s an entomologist.

HORNET

Background/History: After watching his mother die slowly of cancer, Gerald Byrne was determined to find some way to keep that sort of tragedy from affecting others. He began to study medicine, but an interest in entomology eventually sidetracked him into becoming a research biologist instead of a doctor.

One day, he heard about a tribe of Indians in the Amazon Jungle that suffered from almost no diseases because of their diet, which included several types of unusual insects. Intrigued, and thinking perhaps he might yet find the cure for cancer he’d always sought, Byrne journeyed deep into Amazon to find this tribe and learn if the rumors were true.

Before he encountered the tribe, he came to a strange clearing in the jungle filled with mounds that looked like crosses between the nests of wasps and termites. Intrigued, he investigated, only to arouse the inhabitants. A bizarre form of flying insect, unlike anything he’d ever seen before, swarmed out of the mounds and began stinging him. Crazed with pain and fear, he ran until he came to a spring, then dove in and remained submerged until the bugs flew away.

By the time he crawled out of the spring, he was already feeling ill. The next several days were a blur of pain and misery. Finally, his symptoms began to subside, and with them much of his humanity ebbed away as well. Somehow the insects’ venom had transformed Byrne into a man-insect hybrid. He no longer felt sympathy or compassion; now he regretted all his attempts to help others, and decided the world owed him for all his efforts. Returning to civilization, he became the Hornet, a fearsome costumed criminal.

Over the years since he first joined the Super-human World, to his simultaneous fascination and concern, Hornet’s body has continued to mutate, slowly but surely. This has made him even more powerful in some ways (such as his new Chrysalis Blast), but part of him is concerned that the mutations may continue until he’s some sort of hideous, six-limbed bug-man. Part of him doesn’t care.

Personality/Motivation: Hornet is filled with a bitterness, hatred, and rage whose causes he can’t fully articulate (primarily because they come from his half-insect nature, not any legitimate grievance). He feels he’s been taken advantage of and abused, and that he’s entitled to hurt people and steal to make up for it. He doesn’t take any responsibility for bad things that happen to him, or even just shrug them off as unlucky breaks; he finds a way to blame *someone* for his every misfortune.

At times (particularly in battle), Hornet’s general loathing for humanity takes control of him, making him lash out with his most powerful attacks. Once or twice he’s ruined an employer’s plans by succumbing in to these impulses, giving him a poor reputation in the supervillain community.

Quote: “Not *bugging* you, am I?”

Powers/Tactics: Ordinarily, Gerald Byrne looks like an ordinary person. When he activates his powers, he unleashes his “insect nature” and becomes a half-human, half-insect hybrid. His skin becomes hard and chitinous, his eyes bulge out and become multifaceted, and insect-like wings sprout from his shoulderblades when he wants to fly. As the Hornet, he can fly, shrink down to insect size, “sting” his enemies by touch or from a distance, or encase his foes in a cocoon-like substance. His other insectile powers include the ability to see all around him, detect minute changes in air patterns that alert him to danger, and cling to walls and ceilings. Unfortunately, his altered metabolism is much more susceptible to chemical weapons, including drugs and poisons, than a normal human’s.

Hornet prefers to remain in the air during combat and attack with his Sting Blast and Chrysalis Blast; he’ll only get close to his enemies if he has to use his Sting. He usually activates his Shrinking as well, though he has to be careful because of the extra Knockback he might take. If fighting in a group, he keeps an eye on the entire battlefield with his 360 Degree vision, and alerts his teammates to potential surprise attacks.

Campaign Use: The Hornet is a useful mercenary villain for some scenarios, but can also serve as the main villain of a story if you give him the resources he needs to take on an entire team (like a horde of giant insects). This Hornet is not related in any way to the Hornet, the infamous superhero active in New York City during the Sixties and Seventies, but you could design a scenario that exploits any confusion about the two of them.

To make the Hornet more powerful, give him more insect powers: stings with deadly venom (RKA, NND, Does BODY, No Range), powers derived from stink bugs or bombardier beetles, and so forth. He might also gain the power to summon, control, and even mutate insects. As noted above, he’s becoming more and more insect-like, though this is a slow process; in time he’ll lose the ability to return to normal human form at all. If he’s too strong for your game, reduce the Active Points in his Multipower reserve (or at least some of the slots) and get rid of his Danger Sense.

Associates, Allies, And Adversaries: Hornet worked with VIPER for a while early in his career, but eventually decided he was sick and tired of taking orders from idiots and left. Now VIPER wants him back so it can experiment on him and perhaps find a way to give its agents some of his powers.

The villain Dragonfly was created in one of Hornet’s schemes and now wants to kill him, preferably in as painful a way as possible.

Hornet thinks MantisMan deliberately copied his powers when building the MantisMan armor, and if he ever gets the chance he’s going to beat him bloody to teach him a little respect.

A

HORNET

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
22	DEX	24	13-	
25	CON	15	14-	
15	INT	5	12-	PER Roll 12-
14	EGO	4	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
20	PD	18		Total: 20 PD (12 rPD)
18	ED	16		Total: 18 ED (12 rED)
11	REC	7		
50	END	6		
14	BODY	4		
42	STUN	11		Total Characteristics Cost: 231

Movement: Running: 12m
Flight: 60m

Cost Powers

Cost	Powers	END
54	Insect Size: Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +36m KB) Reduced Endurance (0 END; +½)	0
87	Insect Powers: Multipower, 87-point reserve	
8f	1) Sting: Drain STUN 8d6	8
9f	2) Sting Blast: Blast 14d6 Reduced Endurance (½ END; +¼)	3
6f	3) Chrysalis Blast: Entangle 8d6, 8 PD/8 ED Limited Range (20m; -¼)	8
60	Wings: Flight 60m Reduced Endurance (0 END; +½); Restrained (-½)	0
12	Exoskeletal Skin: Resistant (+½) for 12 PD/12 ED	0
5	Multifaceted Eyes: Infrared Perception (Sight Group)	0
10	Multifaceted Eyes: Increased Arc Of Perception (360 Degrees) for Sight Group	0
10	Wallcrawling: Clinging (normal STR)	0

Talents

22 **Insect Senses:** Danger Sense (self only, out of combat, Sense) 13-

Skills

12 +4 with Sting, Sting Blast, and Chrysalis Blast

3 Breakfall 13-

2 KS: The Scientific World 11-

3 SS: Biology 12-

3 SS: Chemistry 12-

3 SS: Entomology 12-

3 Stealth 13

Total Powers & Skills Cost: 312

Total Cost: 543

400 Matching Complications (75)

- 20 **Enraged:** in combat (Common), go 11-, recover 11-
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** VIPER (Infrequently, Mo Pow, NCI, Capture)
- 10 **Hunted:** Thunderbird (Infrequently, As Pow, Kill)
- 20 **Psychological Complication:** Constant Bitterness; Feels The World Owes Him (Very Common, Strong)
- 15 **Psychological Complication:** Hatred Of Humanity (Common, Strong)
- 15 **Social Complication:** Secret Identity (Gerald Byrne) (Frequently, Major)
- 10 Unluck 2d6
- 20 **Vulnerability:** 2 x Effect from Chemicals/Poisons/Drugs (Common)

Total Complications Points: 75

Experience Points: 143



Appearance: The Hornet wears a costume patterned after his namesake. It's a yellow-gold bodysuit, but at about the sternum the gold ends in an upward-pointing chevron shape, and the upper chest, shoulders, and arms are black. The boots are black, and the gloves yellow-gold. He wears no mask, his hair is a buzz cut, and his eyes are bulging, multi-faceted insect type eyes.

HOWLER

Background/History: In 1991, Susan Sonderheim was an archaeologist working on a dig in the African jungle, where a survey team had found the remains of some interesting structures that didn't seem to fit any other known civilization native to that region. While working on an outlying mound by herself, she heard a loud noise — almost like a machine — off in the jungle. Curious, she left her worksite to see what was causing the disturbance.

She crept up through the jungle and came upon a most intriguing scene. A group of men, being led by a tall, strong-looking man carrying a rifle, were using a diesel crane to move a strange object. At first she took it for some sort of airplane, but she soon realized it was actually an alien spaceship! She watched the men work, careful not to reveal her presence, but keeping her eyes open for a way to obtain something from the ship for herself. An alien artifact would be the find of a lifetime. She'd get tenure. She'd get *rich!*

Soon her watchfulness paid off. As the ship was lifted out of the crater it had made in the jungle, she saw a small object fall from inside. While the men's attention was focused on getting the ship safely onto a flatbed truck, she darted out from her hiding place, snatched the object from the ground, and got back behind cover. She stuffed it in her pocket and snuck away as quietly as she could.

Appearance: Howler is an extraordinarily attractive woman with long, dark hair and dark eyes. Her costume is dark red; it consists of a central piece sort of like a strapless one-piece bathing suit, thigh-high boots, and gloves that reach a little more than halfway up her forearms. She also wears a red cloak, clasped at the throat with her alien amulet (which has actually melded with her flesh, making it difficult to remove). She does not wear a mask, and is certain to lose her Secret Identity one of these days when someone recognizes her or she's captured.



When she decided she'd gotten away without anyone noticing her, she took the object out of her pocket and looked at it. It was... odd. Definitely an amulet or necklace of some sort, she figured, but nothing from any Earth culture she'd ever heard of. Intrigued, she unclasped it and put it on.

As soon as she had it settled around her neck, she felt it tighten and seize onto her. The amulet was bonding with her, attaching itself to her flesh. As she reached to tear it away, a cacophony of images flooded into her mind, causing her to clutch her head in pain. Finally the agony in her skull became too much to handle, and she screamed.

As the scream — the most intense she'd ever uttered — died away, so did the pain. She looked around, and saw that her scream had shattered, and in places almost liquified, a nearby tree. As the amulet continued to interact with her mind, she realized it had given her superpowers — she could control sound! She laughed — a throaty, melodic laugh far richer and more vibrant than she'd ever laughed. The amulet was hers now, and she wasn't going to let the aliens, or anyone else, take it away from her.

Since then, Sonderheim, as Howler, has used her sonic powers to commit crimes. Though she still works as a professor at Millennium City University to maintain some semblance of a normal life, she's not the woman she once was. She's something far, far better.

Personality/Motivation: Howler's once ordinary (if somewhat self-centered and greedy) personality has been significantly warped by her contact and merging with the Hzeel amulet (a communications system central processing link, normally worn by a starship's pilot or communications officer). She's become suspicious and paranoid, especially where aliens (or anyone who looks like he might be an alien) are concerned — xenophobia in the true sense of the word. She's particularly scared that the aliens, or even someone else, will take the amulet away from her, which would lead to her death (see below). She's even become extremely superstitious, planning crimes for "lucky days" and cancelling jobs at the least little "dark omen." She has a skilled astrologer cast a horoscope for her at least once a month.

Quote: "Want to hear what pain feels like?"

Powers/Tactics: Howler's sonic powers derive from the alien amulet she wears. Once a part of a Hzeel scoutship's communications system, it has merged with her Human body and, in the process, granted her the ability to project powerful blasts of focused sound, deafen others with an appropriately-tuned scream, protect herself with a sonic force-field, and even use sonic projections to propel herself through the air! She can also absorb sonic attacks, thus increasing her own powers, and is virtually immune to damage from such attacks.

A

HOWLER

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
26	DEX	32	14-	
23	CON	13	14-	
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6

8	OCV	25		
9	DCV	30		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12

7	PD	5		Total: 27 PD (20 rPD)
7	ED	5		Total: 27 ED (20 rED)

8	REC	4		
45	END	5		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 176

Movement: Running: 12m
Flight: 40m

Cost Powers **END**

53	Sonic Powers: Multipower, 80-point reserve All OIF (amulet; -½)	
4f	1) Sonic Scream I: Blast 12d6 OIF (-½)	6
5f	2) Sonic Scream II: Blast 8d6 Variable Advantage (+½ Advantages; +1); OIF (-½)	var
5f	3) Sonic Scream III: Blast 5d6 Variable Advantage (+1 Advantages; +2); OIF (-½)	var
4f	4) Deafening Scream: Hearing Group Flash 14d6 Reduced Endurance (0 END; +½); OIF (-½)	0
51	Pump Up The Volume: Absorption 15 BODY (energy) Expanded Effect (all Sonic powers simultaneously; +4), Delayed Return Rate (points fade at the rate of 5 per Minute; +1); OIF (amulet; -½), Limited Phenomena (sonics only; -¾)	0
43	Sonic Screen: Resistant Protection (20 PD/20 ED) Hardened (+¼); OIF (-½), Costs Half Endurance (-¼)	3
27	Sonic Immunity: Energy Damage Reduction, Resistant, 75% OIF (amulet; -½), Only Works Against Sonics (-¾)	0
40	Riding The Soundwaves: Flight 40m Reduced Endurance (0 END; +½); OIF (-½)	0
3	Enhanced Hearing: Ultrasonic Hearing (Hearing Group)	0
6	Enhanced Hearing: +3 PER with Hearing Group	0

Talents

3	Perfect Pitch
6	Striking Appearance +2/+2d6

HOWLER FACTS

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

N/R: Howler is a supervillainess with sonic powers.

K/R: Howler can even fly by manipulating sound waves.

-2: Howler's powers become stronger if she's hit with a Sonic attack.

-4: Howler seems to be superstitious; she believes in things like "lucky days" and omens.

-6: Electricity attacks cause Howler intense pain.

-10: Her Secret Identity is Susan Sonderheim; she's an archaeology professor at Millennium City University.

Skills

10	+2 with <i>Sonic Powers</i> Multipower
5	Mimicry 13-
2	AK: Africa 11-
2	AK: The Middle East 11-
2	AK: Millennium City University 11-
5	KS: Ancient History 14-
3	KS: The Archaeological World 12-
2	PS: Archaeologist 11-
2	PS: Professor 11-
3	PS: Singing 13-
2	SS: Archaeology 11-
2	SS: Sonics 11-
3	Stealth 14-
5	Ventriloquism 13-

Total Powers & Skills Cost: 298

Total Cost: 474

400 Matching Complications (75)

40	Dependence: must remain in contact with her amulet or take 2d6 damage per Turn (Uncommon)
5	Distinctive Features: sultry voice (Easily Concealable, Noticed And Recognizable)
20	Hunted: Sentinels (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Code Versus Killing (Common, Total)
15	Psychological Complication: Superstitious (Common, Strong)
15	Psychological Complication: Xenophobia; Fears Aliens Will Try To Take Amulet Away (Common, Strong)
5	Rivalry: Professional (with another archaeologist)
15	Social Complication: Secret Identity (Susan Sonderheim) (Frequently, Major)
20	Vulnerability: 2 x STUN from Electricity (Common)

Total Complications Points: 75

Experience Points: 74

Unfortunately, her powers came with a price. The Hzeel amulet (which she works into a necklace to disguise it in her civilian identity) has actually merged with her physically and altered her physiology. Not only would removing the amulet cause her a minor wound (1 BODY), but because she's become physically dependent upon it, she'll quickly lapse into a coma and die without it. The changes to her biology and the presence of the necklace have also made her more vulnerable to electricity attacks.

Unlike Warcry (see CV1), whose powers derive from a similar source, but are much more limited, Howler is a versatile combatant, and relies on that versatility in combat. She'll usually start out with a straightforward Blast, using her Variable Advantage attacks to switch to NNDs, Armor Piercing or Penetrating blasts, and Explosions of focused sound if necessary. She's been in plenty of super-battles and knows how to handle herself; she won't react foolishly or hot-headedly unless her paranoia gets the better of her.

Howler's good looks and Code Versus Killing have made her relatively popular in the media, as supervillains go. She doesn't have Lady Blue's following, but there are more than a few websites dedicated to her... and no doubt a few villains who'd like to get to know her better, so to speak.

Campaign Use: Although Howler sometimes forms her own gang, she usually works best as part of a more powerful villain's team of henchmen. The trick to recruiting her is overcoming her paranoia and xenophobia. That in itself could make for an interesting plot development point. Her connection to the Hzeel also provides fodder for scenarios; she might switch sides and become a hero for a while to stop Hzeel invaders or prevent other "aliens" from taking her amulet.

To make Howler more powerful, increase the points in her Multipower slots, making each one 75 or 90 Active Points (or more), or even replace the Multipower with a Variable Power Pool. You could also add slots, perhaps drawing upon Warcry's powers or the "Sonic Powers" section of *Champions Powers* for inspiration. To weaken her, get rid of her Flight and Absorption, and decrease most of her attack abilities to 50 Active Points.

Associates, Allies, And Adversaries: Howler's worked with many different villains and teams over the years, including the Crimelords, the Ultimates (though she considers Slick a sexist pig), and Gargantua. She won't work with a villain whom she knows is an alien or believes might be one (or a team that has an alien member). She's particularly frightened of Nebula, possibly enough to overcome her Code Versus Killing.

Although neither of them know it, Howler is of interest to the Warlord. If he realizes her powers come from "Blueboy" (Hzeel) technology, he'll do whatever he can to get his hands on it... regardless of the fact that she'll die without her amulet.

HURRICANE

Background/History: Phillip Beaudoin was born in 1978. His father was Philip Beaudoin, the supervillain Flashover during the Seventies and Eighties. In 1994 his sister Danielle, eager to avenge their father's many defeats at the hands of the Justice Squadron, had the arch-geneticist Teleios transform her into a new Flashover.

When Danielle "turned soft" and became a superhero and member of the very team she had once sought to destroy, Phillip was disgusted. He decided that if she wasn't going to get the job done, it was up to him. He approached Teleios in turn... and the master villain, amused, agreed to grant him powers. But rather than give him the ability to control fire, Teleios chose to make him a manipulator of air and wind. Taking the name *Hurricane*, Phillip has also taken up his sister's discarded goal of getting revenge against the Justice Squadron... including the traitorous Flashover. When not involved in some scheme to destroy them, he usually works as a mercenary supervillain for well-heeled employers.

Personality/Motivation: Hurricane has a classic supervillainous personality. He's driven by two things: first, a deep-rooted desire for revenge for the "wrongs" done to his father and family; second, greed with a touch of megalomania. He's not the sort of villain who wants to conquer the world, but he has no qualms about causing all sorts of destruction to show off his power and humble his enemies.

Quote: "Fool! You don't have a chance against someone who can control the very air you breathe!"

Powers/Tactics: Hurricane is an immensely powerful air and wind manipulator (to a certain extent his powers also involve cold, through wind chill and the like). His abilities aren't as precise or sophisticated as those of some other superhumans (such as Zephyr), but they make up for it with sheer power. His name comes from his signature attack, a swirling field of wind 30m in radius that surrounds him and hurts anyone who enters it, smashing them with gale-force winds and then flinging them off in some random direction. He can also fire directed blasts of wind in various sizes and strengths, use the wind to pick up (and even crush) objects, and block attacks with shields of air. On the downside, despite the fact that he can withstand ordinary low temperatures, his mutated metabolism is vulnerable to ice and cold attacks (a weakness deliberately engineered by Teleios in case he needed a way to control his creation).

Hurricane has little sense of tactics — he charges right in and begins attacking the most powerful foe he can find as a way of showing off his power. He usually focuses on one target until that target's down, then moves on to another.

B

HURRICANE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
25	DEX	30	14-	
25	CON	15	14-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
10	PD	8		Total: 46 PD (36 rPD)
10	ED	8		Total: 46 ED (36 rED)
20	REC	16		
120	END	20		
10	BODY	0		
50	STUN	15		Total Characteristics Cost: 220

Movement: Running: 12m
Flight: 70m

Cost	Powers	END
120	Hurricane Blast: Blast 12d6 Area Of Effect (30m Radius; +1), Constant (+½), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); No Range (-½), Random Knockback (-0)	8
105	Wind Power: Multipower, 105-point reserve	
10f	1) Wind Blast I: Blast 16d6 Reduced Endurance (½ END; +¼)	4
9f	2) Wind Blast II: Blast 14d6 Area Of Effect (1m Radius; +¼)	9
6f	3) Wind Blast III: Blast 12d6 Area Of Effect (30m Line; +½); No Range (-½)	9
9f	4) Wind Chill: Blast 8d6 NND (defense is Life Support [Safe Environment: Intense Cold]; +1), Reduced Endurance (½ END; +¼)	4
9f	5) Sucking The Air From Your Lungs: Blast 8d6 NND (defense is Life Support [Self-Contained Breathing]; +1), Reduced Endurance (½ END; +¼)	4
10f	6) Fire Extinguishing: Dispel Fire Powers 20d6 Variable Effect (any one Fire power at a time; +½), Reduced Endurance (½ END; +¼)	4
90	Wind Shear: Telekinesis (40 STR) Reduced Endurance (0 END; +½)	0
90	Hurricane Shield I: Resistant Protection (30 PD/30 ED)	0
12	Armored Costume: Resistant Protection (6 PD/6 ED) OIF (-½)	0
22	Hurricane Shield II: Barrier 10 PD/6 ED, 8 BODY (up to 12m long, 4m high, and 1m thick), Non-Anchored Costs Endurance (to maintain; -½), Linked (to Hurricane Blast; -½), No Range (-½), Restricted Shape (always forms a ring around Hurricane; -¼)	3

94	Hurricane Flight: Flight 70m, x4 Noncombat Reduced Endurance (½ END; +¼)	3
30	Body Of Air: Desolidification (affected by Ice/Cold or Affects Porous Telekinesis) Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½), Accidental Change (power shuts off on an 11- each Phase in temperatures below freezing; -¼), Unified Power (-¼)	0
8	Body Of Air: Life Support (Safe Environments: Intense Cold, Intense Heat; Self-Contained Breathing) Linked (to Desolidification; -½), Intense Cold Does Not Protect Against NNDs (-0), Unified Power (-¼)	0
14	Perceive Air Currents: Radar (Touch Group), Increased Arc Of Perception (360 Degrees), Range Linked (to Desolidification; -½), Unified Power (-¼)	0

Perks

5	Contact: Teleios 8- (Contact has extremely useful Skills or resources and significant Contacts of his own)
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Skills

20	+4 with <i>Wind Powers</i> Multipower, Hurricane Blast, and Wind Shear
3	Acrobatics 14-
3	Breakfall 14-
3	Charm 12-
3	Concealment 12-
2	Gambling (Card Games)12-
3	KS: Supervillains Of The Seventies And Eighties 12-
2	CK: Buffalo 11-
1	Language: French (basic conversation; English is Native)
9	Power: Air/Wind Tricks 15-
3	Shadowing 12-
3	Stealth 14-
5	Streetwise 14-
2	WF: Small Arms

Total Powers & Skills Cost: 705

Total Cost: 925

400 Matching Complications (75)

20	Hunted: Flashover (Frequently, As Pow, Capture)
25	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Greedy (Common, Strong)
15	Psychological Complication: Loves And Hates His Sister (Common, Strong)
15	Social Complication: Public Identity (Phillip Beaudoin) (Frequently, Major)
5	Vulnerability: 1½ x STUN from Ice/Cold (Uncommon)
5	Vulnerability: 1½ x Effect from Ice/Cold (Uncommon)

Total Complications Points: 75

Experience Points: 525

HURRICANE FACTS

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

N/R: Hurricane is a supervillain with powerful air and wind control powers. He takes his name from his ability to surround himself with a broad zone of strong winds that fling anyone who approaches him away.

K/R: His real name is Phillip Beaudoin. He's the brother of the superheroine Flashover of the Justice Squadron; their father was the villain Flashover in the Seventies and Eighties.

-1: Hurricane is determined to destroy the Justice Squadron (including his sister) to avenge its defeats of his father years ago.

-6: Hurricane suffers intense pain if struck with Ice/Cold attacks.

-8: Hurricane's powers come from the villainous biologist Teleios, whom he hired to alter his biology so they'd manifest.

He's not deliberately murderous, but he doesn't care if someone (be it a hero or innocent bystanders) gets seriously hurt or killed because of the way he uses his powers.

Campaign Use: Hurricane is intended as a foe who, in the right circumstances, can take on a whole team like the Justice Squadron and battle them to a standstill (at least for a while). If he's not tough enough to fulfill that role in your campaign, beef him up until he is; among other things, consider adding some Damage Reduction so he loses STUN more slowly. If he's already too tough, scale down his Characteristics some, and perhaps reduce the DCs of his attacks. By reducing his END you can restrict how often he can use a lot of abilities at full power.

Associates, Allies, And Adversaries: Teleios keeps track of Hurricane just like he does with most of his other creations. It's possible (in fact, it's virtually certain) he even built in some genetic-level loyalty to himself that he can trigger at any time, making Hurricane his puppet.

Appearance: Hurricane is a 5'9" tall white man with an average build and long brown hair falling to his shoulders. He wears a red and blue jumpsuit, obviously armored and with padding to exaggerate his physique, including oversized shoulder pads.



INCUBUS

Background/History: Not far from Earth (as these things are sometimes measured, dimensionally speaking) likes an alternate Earth dimension known to its inhabitants as Kormyion. The primary species in this dimension is the Kormyonese, beings who are physically almost indistinguishable from humanity. Psychologically, though, it's a different matter. The dominant philosophy/religion among the Kormyonese is *Plessianity*, whose central doctrines counsel calmness, emotionless, orderliness, and sobriety in all aspects of life. As a result the Kormyonese are quiet and efficient, but by most sentient's standards incredibly dull.

Given this outlook on life, the arch-nemesis figure in Plessianity — its Satan, if you will — embodies the opposite philosophies: chaos, frivolity, confusion, messiness, humor, emotions run riot. What the Kormyonese call him, no one on Earth knows, for on Earth he has given himself the name *the Incubus*.

The Incubus looked around Kormyion one day and decided he'd had enough. The Kormyonese were all crashing bores, despite his best efforts to liven the place up, so it was time to find a more entertaining gig. Casting his glance over the Multiverse, he chanced to notice Earth, and its population of colorfully garbed superhumans. They definitely looked like they'd be a lot of fun! So he packed a bag (metaphorically speaking) and came on over.

Or at least that's how the Incubus tells it. Mystics and scientists who've tried to find this alternate Earth he describes have come up dry, so the Superhuman World only has his word — and you know what *that's* worth — to go on. Some experts have suggested other origins for him, including: he's an alien from a species with ultra-powerful psionic abilities; he's some sort of physical manifestation of the spirit of human mischievousness; he's a faerie-king exiled into the "real world" from time to time for some reason; and he's an incredibly powerful (and disturbed) mutant.

Personality/Motivation: The Incubus exists to create (or promote) disorder, chaos, frivolity, confusion, passion, and humor. Unfortunately as an essentially "evil" being he embodies the worst aspects of these traits, so his actions — which he usually refers to as "pranks" or "dramas" — tend to have negative consequences or be tinged with maliciousness. For example he might cause a citywide blackout just to see everyone scurry about in a panic, not thinking about the lives that will be lost in the process or the crimes that will be committed.

Naturally, the Incubus's favorite targets are people and groups that take themselves "too seriously," in his view. They become the butt of his "sense of humor," and it's rarely a pleasant experience. Things get even worse for those who actively defy him, try to stop him, or willfully refuse to "get in the mood"; then his "pranks" become deliberately cruel, even deadly.



INCUBUS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
30	DEX	40	15-	
20	CON	10	13-	
30	INT	20	15-	PER Roll 15-
30	EGO	20	15-	
30	PRE	20	15-	PRE Attack: 6d6
10	OCV	35		
12	DCV	45		
10	OMCV	21		
10	DMCV	21		
8	SPD	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12
20	PD	18		Total: 20 PD (20 rPD)
20	ED	18		Total: 20 ED (20 rED)
20	REC	16		
80	END	12		
15	BODY	5		
50	STUN	15		Total Characteristics Cost: 376

Movement: Running: 12m
Teleportation: 60m

Cost Powers END

375	The World How I Want It: Severe Transform 10d6 (anything into anything, heals back through another application of this or a similar power) Improved Results Group (anything; +1), Reduced Endurance (0 END; +½)	0
150	Seeing A Different World: Multipower, 150-point reserve	
10f	1) Solo Illusion: Mental Illusions 16d6 Reduced Endurance (½ END; +¼)	4
10f	2) Group Illusion: Sight, Hearing, Touch, and Smell/Taste Group Images, -6 to PER Rolls Area Of Effect (32m Radius; +1), Reduced Endurance (½ END; +¼)	4
10f	3) Entrancing Illusion: 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), Reduced Endurance (½ END; +¼); Mental Defense Adds To EGO (-½)	9
10	Incubus Form: Hardened (+¼) for 20 PD/20 ED	0
10	Incubus Form: Impenetrable (+¼) for 20 PD/20 ED	0
30	Incubus Form: Resistant (+½) for 20 PD/20 ED Hardened (+¼), Impenetrable (+¼)	0
120	Incubus Form: Physical And Energy Damage Reduction, Resistant, 75%	0
60	Can't See Me, Can Ya?: Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe Reduced Endurance (0 END; +½)	0
67	Me How I Want Me: Shape Shift (Sight, Hearing, Touch, and Smell/Taste Group, any shape), Imitation, Instant Change Reduced Endurance (0 END; +½)	

260	I Really Know How To Travel: Multipower, 260-point reserve	
26f	1) Going Away: Teleportation 60m, No Relative Velocity, Position Shift, Safe Aquatic Teleport Armor Piercing (x2; +½), MegaScale (1m = 1 km; +1), Safe Blind Teleport (+¼), Reduced Endurance (0 END; +½)	0
22f	2) Coming To Me: Teleportation 60m Usable As Attack (defense is teleportation powers or Power Defense; +1¼), Increased Mass (inanimate objects up to 400k; +½), Ranged (+½), Reduced Endurance (0 END; +½)	0
9u	3) Travelin' The Multiverse, Baby: Extra-Dimensional Movement (any location in any dimension, can travel through time), x8 Increased Weight Reduced Endurance (½ END; +¼)	3
73	Can't Hide From Me: Detect Physical Objects, Energy, and Magic (INT Roll) (no Sense Group), Discriminatory, Analyze, Fully Penetrative, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting, Telescopic (+12 versus Range Modifier), Tracking	

Skills

48	+4 Overall
3	Concealment 15-
3	AK: The Multiverse 15-
3	KS: Cosmic Beings 15-
3	KS: Dimension Lords 15-
2	Navigation (Dimensional) 15-
3	Sleight Of Hand 15-
3	Stealth 15-

Total Powers & Skills Cost: 1,310
Total Cost: 1,686

400 Matching Complications (75)

20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
25	Psychological Complication: Loves To Spread Chaos, Confusion, And Frivolity, Spiced With Malicious Humor (Very Common, Total)
15	Psychological Complication: Loves Puzzles, Riddles, Games, And Similar Competitions (Common, Strong)

Total Complications Points: 75
Experience Points: 1,686



INCUBUS FACTS

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

N/R: The Incubus is a strange being who seems to be able to change reality at will, and does so to promote chaos, confusion, and what he calls “fun.” Other people tend to find terms like “inconvenience” and “danger” more accurate than “fun.”

K/R: The Incubus claims to have come from an alternate Earth where he was, in effect, the “Satan” in a religion that stressed emotionless, stability, and sobriety in all things. However, no human mystic or scientist has ever located this alternate Earth.

-1: The Incubus can’t resist intellectual competitions like puzzles, riddles, games, and similar contests; heroes usually stop him by challenging him to one, with the Incubus agreeing to stop what he’s doing and set everything back the way it was if he loses.

Fortunately for Earth’s heroes, the Incubus has one Achilles’s heel: his own psychology. The one thing he loves besides spreading chaos and “fun” are intellectual competitions of any sort: puzzles, riddles, games, and similar contests. He can rarely resist a challenge to participate in such things, though he often sets the ground rules to suit himself or make his opponents squirm (“All righty, I accept your challenge to play *Trivial Pursuit* to determine whether I turn Asia into a carnival... but we’re going to use *my* cards.”)

If the Incubus loses a challenge, he scrupulously abides by the terms he agreed to (though make sure you word them correctly; he gleefully twists the slightest ambiguity to make the situation come out to his benefit). But he’s not stupid enough to agree to anything that seriously hinders (much less harms) him, regardless of how enticing a challenge is. For example, he might agree to stop whatever he’s doing and go away until next Christmas, but he won’t agree to leave the Earth (or any given part or inhabitant of it) alone forever. What fun would that be?

Quote: “I think you’d look a lot better purple.”

Powers/Tactics: The Incubus has vast powers of reality alteration. He can, literally, change anything into anything, create amazingly convincing illusions, change his own shape at will, or teleport anywhere he wants to. He’s not invulnerable, but if you attack him you’d better be prepared to spend the rest of your life as a dung beetle or a block of stone.

Thus, “fighting” the Incubus is usually a matter of reacting to what he does, and then when the time is right issuing him a challenge that’s intriguing enough to him for him to accept. It’s unlikely the same group of heroes will get him to go for the same challenge more than once; he prefers variety and new experiences.

The exact nature of the Incubus’s powers is obscure. They seem like magic, which is consistent with his expressed “origin,” but they’re not perceivable as mystic energy with “Detect Magic” spells and similar abilities.

Campaign Use: The Incubus is here to drive your PCs (and your players!) insane.... in a good way. Heroes used to fighting force with force will soon find that they can’t oppose the Incubus that way; he’ll effectively remove them from the campaign by Transforming them into, say, a lump of coal and leaving them that way forever. They have to beat him with smarts, cleverness, and trickery — not the easiest thing in the Multiverse to do.

To make the Incubus tougher, just convert all his distinct powers into one gigantic Cosmic Variable Power Pool — and even if you don’t do that, you should of course feel free to add whatever powers he needs to make one of his “plots” work the way you want it to. You generally shouldn’t weaken him (that changes the nature of the character), but if necessary you could reduce his Damage Reduction so the PCs at least have a chance to Knock him Out if they get desperate.

Associates, Allies, And Adversaries: “Associate with these jamokes? Are you kiddin’ me?” The Incubus looks upon all humanity (indeed, all sentient life) as toys for him to play with. He doesn’t even have enemies as far as anyone knows; at most he might consider a hero who bests him repeatedly as a “rival.”

Appearance: The impish Incubus is hard to describe even if you don’t take his powers of shapechanging, illusion generation, and reality alteration into account. He’s only three feet tall and has bright red skin almost like a cartoon devil, with a face, black hair, and black Van Dyke beard that would also seem diabolic if he weren’t so often grinning and chortling. His clothing and accouterments change to suit his mood; some of his favorites seem to include a dark-colored men’s suit (sometimes with matching walking stick), a purple and gold toga, a pair of overalls and a straw hat, and various outfits patterned after those of the heroes he’s currently “having fun with.” Often there’s some additional element of his clothing wildly at odds with the rest of his outfit, such as wearing bright green sneakers with the men’s suit.

The Incubus often speaks with odd accents and unusual lingo, sometimes changing them in mid-encounter if the mood takes him. Favorites seem to include a Brooklyn accent, an Irish accent, a humorously snooty French accent, Thirties gangster slang, and “hippyspeak.”

JADE PHOENIX

Background/History: Cong Feng's history at Yengtao Temple and his role as the destroyer of the Temple are chronicled on CU 63, 120. His life before that time remains a mystery to all save himself, and he refuses to talk about the matter.

Following his destruction of Yengtao Temple and murder of all of its masters, Cong drifted to Hong Kong, where he put his martial arts skills to work for the Triad gangs. After a year or two of this, he tired of taking orders from others and decided to establish his own criminal empire. However, the Triads had Hong Kong sewn up, so he decided the only thing left to do was go to America, land of opportunity.

Cong arrived in Millennium City and set up a small shop in Chinatown selling martial arts supplies and similar equipment. He did not, however, establish his own dojo; he had no intention of teaching his martial arts secrets to lesser men. At night he worked in the underworld, first for a couple of tongs (to build a “war chest” and a reputation), but eventually only for himself. Today he's a superhuman mercenary, but with an eye toward becoming a power in the Asian underworld — a dangerous counterpoint to the tongs and the yakuza.

Cong didn't choose Millennium City at random. Having correctly guessed that Nightwind was his old rival Steve Chase, he came to Millennium City to continue their long contest — one he knows will eventually end in Chase's defeat. The two have clashed several times since then, but never conclusively.

Personality/Motivation: Jade Phoenix is vicious, crude, hot-tempered, arrogant, racist, sadistic, and ambitious — the perfect combination for a super-mercenary and potential crimelord. In addition, he's murderously jealous of anyone whose martial arts prowess (particularly with Kung Fu) even approaches his own; he'll try to kill or cripple any such fighters. It was this envy that led him to destroy Yengtao Temple.

Quote: “Ha ha ha ha ha! Is that the best you can do? Let me teach you the *true* meaning of martial arts mastery!”

Powers/Tactics: Jade Phoenix is a master of Kung Fu. He has trained in it for most of his life, and has studied all of its major substyles and many lesser-known substyles. Additionally, through hard work and great effort, he has mastered his *chi*. This gives him a variety of powers: the ability to run up walls or along narrow branches; *dim mak* strikes; the power to slash the air in front of him and project a wave of “sword energy” to strike his foe; and more.

Jade Phoenix usually favors an all-out offense in combat, and prefers kicks to punches. He keeps his Combat Skill Levels in OCV and uses them to take Placed Shots to vulnerable locations (the head, the vitals) unless it becomes apparent his opponent can hit him easily — in which case he switches to defensive fighting, since he doesn't have the PD and ED to absorb a lot of damage. He also likes to use his Acrobatics and movement powers to move around his opponents and attack them from behind or other favorable positions.

Campaign Use: Jade Phoenix can play many roles in your campaign. The most obvious is that of super-mercenary, but you can take him beyond that if you want. First, he could become the arch-enemy of a martial artist PC; just substitute the PC for Nightwind as the object of his greatest hatred and adjust his background accordingly. Second, if you give him some Followers and other Perks, you can turn him into more of a crimelord.

If Jade Phoenix doesn't have the power to match your PCs, give him more Extra DCs, more *chi* powers (see Chapter Three of HSMA for ideas), or both. If he's too powerful already, reduce his Characteristics and Extra DCs as appropriate, and perhaps discard some of his more esoteric *chi* powers (including Sword Energy).

Associates, Allies, And Adversaries: Jade Phoenix views anyone who might challenge the superiority of Kung Fu, or his superiority as a martial artist, as a threat to be eliminated. That includes Cheshire Cat (who's made a number of mocking comments about him), Green Dragon, Spirit Fist, and several other members of the supervillain community.



A JADE PHOENIX

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
27	DEX	34	14-	
23	CON	13	14-	
13	INT	3	12-	PER Roll 12-
14	EGO	4	12-	
23	PRE	13	14-	PRE Attack: 4½d6
10	OCV	35		
10	DCV	35		
3	OMCV	0		
6	DMCV	9		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
12	PD	10		Total: 15 PD (15 rPD)
10	ED	8		Total: 13 ED (3 rED)
10	REC	6		
45	END	5		
20	BODY	10		
46	STUN	13		Total Characteristics Cost: 258

Movement: Running: 22m
Leaping: 22m

Cost Powers **END**

- 9 **Jade Phoenix Dim Mak:** Multipower, 70-point reserve; Common Limitations as listed for slots
- 1f **1) Fainting Dim Mak:** Drain STUN 2d6 21
Delayed Return Rate (points return 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 HSMA 139-40; -¼), Increased Endurance Cost (x3 END; -1), No Range (-½), Requires Precise Sequence (3 blows at -3 OCV each; -2)
- 1f **2) Deadly Dim Mak:** Drain BODY 2d6 21
Delayed Return Rate (points return 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 HSMA 139-40; -¼), Increased Endurance Cost (x3 END; -1), No Range (-½), Requires Precise Sequence (3 blows at -3 OCV each; -2)

JADE PHOENIX FACTS

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

M/R: Jade Phoenix is a martial artist supervillain who's a master of Kung Fu.

K/R: Jade Phoenix claims to have studied at the fabled Yengtao Temple, and statements by the superhero Nightwind indicate he may have had something to do with the Temple's destruction.

-2: Jade Phoenix has many *ch'i* powers, including *dim mak*, the fearsome "death touch."

-6: Nightwind and Jade Phoenix are old enemies.

-10: His Secret Identity is Cong Feng, a Chinatown merchant.

21 **Sword Energy:** RKA 2d6 6
Area Of Effect (36m Line; +¾); OIF (weapon of opportunity; -½), No Range (-½), Requires A Martial Arts Tricks Roll (-½)

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
3 Joint Lock/Grab	-1	-1	Grab, 50 STR
5 Kick	-2	+1	12d6 Strike
4 Knife Hand	-2	+0	HKA 1d6+1 HKA (2½d6 with STR)
3 Legsweep	+2	-1	9d6, Target Falls
4 Punch	+0	+2	10d6 Strike
3 Throw	+0	+1	8d6 +v/10, Target Falls
4 Tien-hsueh Strike	-1	+1	3d6 NND (1)
4 Tiger/Dragon Claw	+0	+0	12d6 Crush, Must Follow Grab
4 Uproot/Sand Palm	+0	+0	55 STR Shove
16 +4 Damage Classes			(already added in)
8 Use Art with Axes/Maces/Picks, Blades, Clubs, Hook Sword, Pole Arms, Staff, Three-Section Staff, Whip			

70 **Martial Arts Arsenal:** Variable Power Pool, 60 Pool + 60 Control Cost var
OAF (-1), Only For Martial Arts Weapons (-1)

5 **Iron Skin:** Resistant (+½) for 12 PD 0
Not Versus Guns (-¼)

10 **Legs Of The Stag:** Running +10m (22m total) 1

6 **Legs Of The Grasshopper:** Leaping +18m (22m forward, 11m upward) 1
Requires An Acrobatics Roll (-½)

5 **Superior Balance:** Flight 12m 1
Only Along Reasonably Horizontal Surfaces (-½), No Noncombat Movement (-¼), Requires A Martial Arts Tricks Roll (-½)

5 **Wall-Walking:** Clinging (normal STR) 0
Requires A Martial Arts Tricks Roll (-½), Sideways Movement At Half Ground Rate (-¼), No Ceilings Or Angles Less Than 80° (-¼)

Talents

- 6 Combat Luck (3 PD/3 ED)
- 15 Combat Sense 12-

Skills

- 40 +5 HTH
- 3 Acrobatics 14-
- 3 Analyze Style 12-
- 3 Breakfall 14-
- 3 Climbing 14-
- 3 Contortionist 14-
- 5 Defense Maneuver II



Appearance: Six-foot-five and weighing 225 pounds of rock-solid muscle, Jade Phoenix wears a red Kung Fu outfit with a black sash and white cuffs. He conceals his identity with a black half-face mask. Around his neck he wears a jade amulet in the shape of a phoenix (a long-tailed mystical bird).

In his civilian identity, Cong Feng favors fashionable men's suits with colorful ties. His eyes, as dark as his short hair, stare piercingly at those who interest or disturb him.

- 3 Fast Draw (Common Melee Weapons) 14-
 2 Gambling (Fan-Tan, Pai-Gow) 12-
 2 CK: Hong Kong 11-
 1 CK: Millennium City 8-
 2 KS: Chinese Healing 11-
 2 KS: Chinese Organized Crime 11-
 2 KS: The Heroin Trade 11-
 6 KS: Kung Fu 15-
 2 KS: The Martial World 11-
 2 KS: The Millennium City Underworld 11-
 2 KS: Yengtao Temple 11-
 2 Language: English (fluent conversation; Hakka is Native)
 3 Paramedics 12-
 3 Power: Martial Arts Tricks 14-
 2 PS: Smuggling 11-
 3 Sleight Of Hand 14-
 3 Stealth 14-
 3 Streetwise 14-
 12 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Small Arms, Hook Sword, Three-Section Staff, Thrown Sword, Whip

Total Powers & Skills Cost: 345

Total Cost: 6063400

- Matching Complications (75)
 10 **Distinctive Features:** Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
 20 **Hunted:** DEA (Infrequently, Mo Pow, NCI, Capture)
 20 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
 20 **Psychological Complication:** Casual Killer (Very Common, Strong)
 20 **Psychological Complication:** Greedy And Ambitious (Very Common, Strong)
 15 **Psychological Complication:** Can't Stand Not To Be The Best; Tries To Kill All Who Challenge His Mastery Of Kung Fu (Common, Strong)
 15 **Social Complication:** Secret Identity (Cong Feng, Chinatown merchant) (Frequently, Major)

Total Complications Points: 75

Experience Points: 203

KANROK THE ACQUISITIONER

Background/History: Bored, bored, bored! Kanrok of Malva was utterly bored, and the truth was he'd been that way so long he could barely remember any other emotion. The endless round of parties, concerts, plays, gambling, spectator events, and other distractions that compose Malvan society hadn't really interested him for decades. Only watching the matches in the gladiatorial arena even began to truly spark his interest.

He'd considered using Malvan super-science to transform himself into a gladiator, but somehow that seemed too... crude, too simplistic. Then one day, at an after-the-fights party, he chanced to hear two people talking. One of them was one of the bounty hunters who kept he Phazor supplied with animals and even people for the gladiatorial matches. Now *that* sounded exciting — all the thrill of the chase and the battle, without the annoyance of being on display for the crowd.

A few days of thinking about it was all Kanrok needed. When he'd made up his mind, he submitted himself to Malva's machines and few remaining scientists for alteration. He needed to be as powerful as the prey he would chase, or even moreso, if he were to succeed. He emerged from the laboratories far more than an ordinary Malvan. Now he was Kanrok, Kanrok the Acquisitioner, and no one would ever escape him.

Personality/Motivation: Kanrok is a hunter through and through. He lives for the pursuit, the battle, the capture, and finally the adulation of the Phazor and his sycophants. If a particular task isn't challenging enough for him, he'll find a way to make it more to his liking (for example, he might decide to capture someone using only a particular type of attack, or with one arm literally tied behind his back). If he were to find the PCs particularly intriguing opponents, he might even let them go after he captures them, provided they agree to let him try to capture them again.

Quote: "No one escapes Kanrok the Acquisitioner for long."

Powers/Tactics: Malvan technology has enhanced Kanrok both physically and mentally, giving him the power to project beams of energy (though not ones as powerful as those of his fellow Malvan Firewing), to use mental powers, to lift up to 100 metric tons, and to resist injury. However, due to flaws in the process that created him (or more accurately, flaws in the way his personal biochemistry interacted with that process), Kanrok is more strongly affected by weakening attacks (*i.e.*, Drains, in game terms) than other people are.

Kanrok hunts his quarry with intelligence and tenacity. He starts by researching the target so he can learn as much as possible about attacks he might face, abilities the target can use to escape him, and so on. Then he sets out to track his target down. Once he catches up to the target,



KANROK THE ACQUISITIONER

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
28	DEX	36	15-	
30	CON	20	15-	
20	INT	10	13-	PER Roll 13-
24	EGO	14	14-	
30	PRE	20	15-	PRE Attack: 6d6
9	OCV	30		
9	DCV	30		
9	OMCV	18		
9	DMCV	18		
8	SPD	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12
32	PD	30		Total: 32 PD (32 rPD)
32	ED	30		Total: 32 ED (32 rED)
20	REC	16		
60	END	8		
20	BODY	10		
66	STUN	23		Total Characteristics Cost: 423

Movement: Running: 12m
Flight: 50m



FRAIM

Cost Powers **END**

- 90 **Energy Beams:** Multipower, 90-point reserve
- 8f **1) Standard Blast:** Blast 12d6, Alterable Origin Point (eyes or hands) 8
Reduced Endurance (½ END; +¼)
- 7f **2) Wide Blast:** Blast 10d6, Alterable Origin Point (eyes or hands) 7
Area Of Effect (1m Radius; +¼)
- 7f **3) Smashing Blast:** Blast 9d6, Alterable Origin Point (eyes or hands) 7
Double Knockback (+½)
- 8f **4) Stunning Blast:** Blast 8d6, Alterable Origin Point (eyes or hands) 9
NND (defense is Power Defense; +1)
- 60 **Enhanced Malvan Mind:** Multipower, 60-point reserve
- 6f **1) Mental Domination:** Mind Control 12d6 6
- 6f **2) Mindscapes:** Mental Illusions 12d6 6
- 6f **3) Mental Agony:** Mental Blast 6d6 6
- 60 **Mindspeech:** Telepathy 12d6 6
- 60 **Mindseeking:** Mind Scan 12d6 6
- 120 **Energy Net Projector Gloves:** Entangle 9d6, 9 PD/9 ED 0
Takes No Damage From Attacks (+½), Reduced Endurance (0 END; +½); OIF (-½)
- 32 **Enhanced Malvan Physiology:** Resistant (+½) for 32 PD/32 ED 0
- 60 **Enhanced Malvan Physiology:** Physical and Energy Damage Reduction, Resistant, 50% 0
- 15 **Enhanced Malvan Mind:** Mental Defense (15 points) 0
- 10 **Enhanced Malvan Physiology:** Power Defense (10 points) 0
- 3 **Malvan Longevity:** Life Support (Longevity: 800-year lifespan) 0
- 75 **Graviton Flight:** Flight 50m 0
Reduced Endurance (0 END; +½)

Skills

- 30 +3 with All Combat
- 3 Combat Piloting 15-
- 5 Cramming
- 2 AK: Earth 11-
- 2 AK: Malva 11-
- 2 KS: Earth Superhumans 11-
- 2 KS: Malvan Entertainments 11-
- 3 KS: Malvan Gladiators And Gladiatorial Combat 13-
- 3 Stealth 15-
- 1 TF: Personal-Use Spacecraft

Total Powers & Skills Cost: 686

Total Cost: 1,109

400 Matching Complications (75)

- 20 **Hunted:** Justice Squadron (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 15 **Psychological Complication:** Hunter Mentality; Wants To Pursue And Capture The "Big Game" Among Superhumanity (Common, Strong)
- 15 **Psychological Complication:** Always In Search Of New, Exciting Challenges (Common, Strong)
- 10 **Vulnerability:** 1½ x Effect from Drains (Common)

Total Complications Points: 75

Experience Points: 709

he prefers to subdue his quarry with a good, rousing battle; he only uses his Entangle once it's clear he's beaten his foe or the foe is unworthy of further combat. In situations where he only wants to capture one person out of a group, he tries to set up a distraction to occupy the others while he focuses on the one he wants.

Campaign Use: Kanrok is meant to be powerful enough to take on most superteams singlehandedly. If he's not, improve him so he is or give him "minions" (either Malvan robots, or supervillains he's hired for the job) to help him.

To make Kanrok tougher, just equip him with whatever Malvan devices he needs — Malvan technology is so advanced it makes even super-science from Earth seem primitive. He could, for example, easily have his Energy Net Projector Gloves altered so that they can affect Desolidified targets. To weaken him, get rid of one of his Multipowers so that he's either a physical or a mental threat, but not both.

Associates, Allies, And Adversaries: Kanrok looks on just about every superhuman, particularly the powerful ones, as a potential quarry and fodder for the arena, so he doesn't make friends with them. At the top of his list of targets is Firewing, for returning him to the Malvan arena would bring Kanrok not only great acclaim, but rewards from the Phazor sufficient to buy a dozen planets.

Appearance: Kanrok is a male from the planet Malva, and as such has golden-bronze skin, large eyes, feathery eyebrows, and reddish shoulder-length hair. When pursuing superpowered quarry he wears black boots, pants, gloves, and a sort of vest-like shirt. He doesn't carry any gadgets or weapons that are visible to the naked eye.

KANROK THE ACQUISITIONER FACTS

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

N/R: Kanrok the Acquisitioner is a supervillain who hunts and captures other superhumans for some purpose.

K/R: He's a Malvan (like Firewing) and hunts superhumans to take them to the Malvan arena and turn them into super-gladiators.

-1: Kanrok is not only physically powerful, he can fire energy beams and has a suite of mental powers to boot.

-2: If all that weren't enough, he wears gloves that project a strong energy-net to capture his targets with.

-8: Kanrok suffers a greater than normal effect when hit with a Drain.

LADY BLUE

Background/History: Born to an impoverished family living in a poor neighborhood, Tara Lemick never felt neglected or deprived. Her parents didn't have much money, but they had lots of love to shower on her. Thriving in such a supportive environment, Tara did excellently in school. Even after she was old enough to go to work and help support the family, she continued to get straight As.

Tara's hard work won her a full scholarship to a prestigious university, where she majored in Electronic Engineering. Her specialty was force fields, and in her senior year she invented a revolutionary new form of force field technology. At first she considered selling it and making a fortune, but her conscience nagged at her. How would that help people? She was lucky — she had enough smarts and support to get into college and make something of herself. Too many people never had that kind of opportunity.



A LADY BLUE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15+15	DEX	10+20*	12- (15-)	
20	CON	10	13-	
25	INT	15	14-	PER Roll 14-
14	EGO	8	13-	
18	PRE	8	13-	PRE Attack: 3½d6
5+3	OCV	10+10*		
5+3	DCV	10+10*		
3	OMCV	0		
5	DMCV	6		
4+2	SPD	20+13*		Phases: 3, 6, 9, 12 (2, 4, 6, 8, 10, 12)
6	PD	4		Total: 26 (20 rPD)
8	ED	6		Total: 28 (20 rED)
8	REC	4		
40	END	4		
10	BODY	0		
40	STUN	10		Total Characteristics Cost: 178

*: OIF (battlesuit; -½)

Movement:

Running:	12m
Flight:	40m

Cost	Powers	END
33	Batteries: Endurance Reserve (160 END, 15 REC) OIF (battlesuit; -½)	0
50	Force Projection System: Multipower, 75-point reserve All OIF (battlesuit; -½)	
5f	1) Power Blast I: Blast 15d6 OIF (-½)	7
5f	2) Power Blast II: Blast 10d6 Reduced Endurance (0 END; +½); OIF (-½)	0
5f	3) Auto-Blast: Blast 10d6 Autofire (5 shots; +½); OIF (-½)	7
4f	4) Strength Augmentation: +50 STR Reduced Endurance (½ END; +¼); OIF (-½)	2

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	6d6 Strike
4 Punch	+0	+2	4d6 Strike
3 Throw	+0	+1	2d6 + v/10; Target Falls

40	Force Field: Resistant Protection (20 PD/20 ED) OIF (battlesuit; -½)	0
20	Force Field: Damage Negation (-3 DCs Physical and Energy) OIF (battlesuit; -½)	0
40	Force Barriers: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable OIF (-½), Costs Half Endurance (to maintain; -¼)	3

7	Force Field: Power Defense (10 points) OIF (battlesuit; -½)	0
7	Force Field: Mental Defense (10 points) OIF (battlesuit; -½)	0
7	Force Field: Sight Group Flash Defense (10 points) OIF (battlesuit; -½)	0
27	Magnetic Field Manipulation: Flight 40m OIF (battlesuit; -½)	4
5	Mask Communications System: HRRP OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½), Costs Endurance (-½)	1

Perks

6	Positive Reputation: celebrity supervillainess (among Americans) 11-, +3/+3d6
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Talents

3	Striking Appearance +1/+1d6
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Skills

15	+3 with <i>Force Projection System</i> Multipower
8	+4 with Flight
3	Acrobatics 13- (15-)
3	Breakfall 13- (15-)
3	Computer Programming 14-
3	Electronics 14-
3	Inventor 14-
2	KS: The Superhuman World 11-
3	Oratory 13-
2	PS: Public Relations 11-
3	SS: Physics 14-
3	SS: Force Field Physics 14-
3	Stealth 13- (15-)
3	Streetwise 13-

Total Powers & Skills Cost: 341
Total Cost: 519

400 Matching Complications (75)

30	Hunted: Champions (Frequently, Mo Pow, NCI, Capture)
30	Hunted: PRIMUS (Frequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Code Versus Killing (Common, Total)
20	Psychological Complication: Thrillseeker (Very Common, Strong)
20	Psychological Complication: Concerned With The Welfare Of The Poor And Complicationd (Very Common, Strong)
15	Social Complication: Public Identity (Tara Lemick) (Frequently, Major)
15	Susceptibility: to high-intensity magnetic fields or when attacked with magnetic powers while wearing battlesuit, takes 3d6 instantly (Uncommon)

Total Complications Points: 75
Experience Points: 119

Determined to make a difference, Tara used her technology to build a skintight “battlesuit” that would allow her to fly and project bolts of energy. Thus armed, she decided the best thing she could do for others was to emulate Robin Hood: rob from the rich, give to the poor. And that’s what she’s been doing ever since. Beautiful, kindhearted, popular, and careful in her choice of robbery targets, she’s not only distributed millions of stolen dollars to America’s poor, but managed to do it while maintaining a popularity rating as high, or higher, than most superheroes’. She’s dated celebrities (including rock star Jimmy Caxton), appeared on magazine covers, made surprise visits to talk shows, been spoken of positively by some liberal politicians, and is the subject of dozens of fan websites devoted to tracking her every activity and praising everything she does.

Personality/Motivation: Lady Blue genuinely cares about the poor and disadvantaged, not only in America but elsewhere. Helping them is her primary motivation for committing property crimes. But truth to tell, she also gets a big kick out of it — not just the helping people part, but the action, the excitement, the thrills. Even the fights against superheroes are fun (though sometimes painful), and she takes care not to inflict any serious harm with her force blasts. She boasts of having never hurt an innocent person in any of her crimes, and while that’s not entirely true, it’s so close to true that the public believes her. That fact, and some of the best criminal defense attorneys available, have kept her out of prison so far.

Quote: “If you’re not part of the solution, you’re part of the problem. Stop being part of the problem and leave me alone, OK?”

Powers/Tactics: Lady Blue’s powers derive from her battlesuit, which incorporates a unique form of force field technology she invented. The suit’s field protects her, allows her to fire different types of force blasts, and can even “thrust” against the Earth’s magnetic field to let her fly. However, exposure to intense magnetic fields, or magnetic blasts like those Lodestone (see page 190) generates, cause painful short circuits in the suit.

Lady Blue loves thrills and excitement, but she prefers not to fight too much — someone might get hurt. She’ll fight to get away, but she won’t linger over the battle any longer than she has to. Unless she knows her opponent can take it, she’ll start with lower-powered force blasts before unleashing her battlesuit’s full offensive capabilities.

Campaign Use: Lady Blue should present an interesting moral dilemma for most superheroes. On the one hand, her actions are unquestionably criminal. She steals, and in some cases she endangers lives. On the other hand, her motives are entirely unselfish. She gives away all the money she doesn’t need to maintain her battlesuit, and has genuinely helped dozens of people to better themselves. Putting her in jail might cause more harm than good. And of course, the possibility of romance with a sympathetic male PC definitely exists....

If Lady Blue isn’t strong enough to hold her own in your campaign, increase the size of her Multipower reserve, and her slots to match. You could also give her more slots — other force blast configurations, or even different powers like Entangle, Telekinesis, or Deflection. If she’s already too powerful, reduce her Multipower to a 50 Active Point reserve, trim 2-5 points off each of her defenses (and remove her Damage Negation), and reduce her Flight to 30m.

Associates, Allies, And Adversaries: Lady Blue usually works alone, but she sometimes teams up with villains who have reasonably similar motives. She’s worked with GRAB before, and is good friends with Bluejay. She doesn’t like Cheshire Cat at all, though; he comes on too strong for her taste.

Lady Blue also maintains informal contact via e-mail with other supervillains who are inventors or are known for their technological acumen, such as Brainchild, Wayland Talos, and Utility. They exchange information and bounce ideas off one another.

Appearance: Lady Blue’s costume is a battlesuit is a pleasing blend of light blue and green, with a half-face mask that let her long blonde hair flow free. When her powers are active, a gold glow surrounds her.

LADY BLUE FACTS

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

N/R: Lady Blue is a supervillainess with a “battlesuit” that allows her to project and manipulate force. She’s a “rob from the rich and give to the poor” villain with a “social conscience,” and is extremely popular in many circles despite her outlaw status.

K/R: Her real name is Tara Lemick.

-1: In addition to firing force blasts and protecting her with a force field, Lady Blue’s battlesuit can project barriers of force that she can shape to englobe her enemies.

-2: Although her claims to have never hurt an innocent during any of her crimes are untrue, Lady Blue goes out of her way to avoid hurting people (even superheroes who attack her) or using any more violence than absolutely necessary.

-4: Lady Blue isn’t dependent entirely on her battlesuit — she also knows martial arts.

-8: Lady Blue experiences painful “feedback” from her suit if she enters an intense magnetic field or is hit with a Magnetism attack.

LAMPLIGHTER

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
24	DEX	28	14-	
25	CON	15	14-	
23	INT	13	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		
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)
10	REC	6		
50	END	6		
14	BODY	4		
40	STUN	10		Total Characteristics Cost: 286

Movement: Running: 12m

Cost	Powers	END
90	Soul Powers: Multipower, 90-point reserve	
7f	1) Soul-Orb Possession: Mind Control 12d6 Telepathic (+¼), Reduced Endurance (½ END; +¼); Perceivable (-¼)	3
7f	2) Soul-Orb Barrage: Mental Blast 7d6 Reduced Endurance (½ END; +¼); Perceivable (-¼)	3
6f	3) Soul-Orb Swarm: Mental Blast 3d6 Area Of Attack (32m Radius Selective; +1¼), Reduced Endurance (½ END; +¼); Perceivable (-¼)	3
8f	4) Soulform: Desolidification (affected by magic) Reduced Endurance (0 END; +½) plus: Invisibility to Sight Group Reduced Endurance (0 END; +½); Linked (-½), Does Not Work Against Persons With Mental Awareness Or Astral Awareness (-¼)	0
60	Soul-Orb Searchers: Mind Scan 12d6	6
22	Take Soul: Severe Transform 2d6 (normal person to person with the Psychological Complication Utterly Obedient To Lamplighter [Very Common, Total], heals by Knocking Out Lamplighter or his voluntarily relinquishing the soul) ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Limited Target (mental "objects" in the minds of sentient beings; -½), No Range (-½)	0
16	Soul Light: Sight Group Images, +2 to PER Rolls Area Of Effect (8m Radius; +½), Reduced Endurance (0 END; +½); Only To Create Light (-1)	0
10	Spiritual Shield: Resistant (+½) for 10 PD/10 ED	0
20	Impenetrable Evil: Mental Defense (20 points)	0

20	Spiritual Immunities: Life Support (Self-Contained Breathing; Immunity: all terrestrial diseases and biowarfare agents; Longevity: Immortality)	0
10	Astral Awareness: Dimensional (Astral Plane) for Sight Group	0
10	Astral Awareness: Dimensional (Astral Plane) for Hearing Group	0
20	Monitor Minions: Mind Link, to any 4 of Lamplighter's soulless slaves	0
27	Spiritual Sight: Detect Souls 14- (no Sense Group), Discriminatory, Sense, Targeting	0
10	Slide Up Walls: Clinging (normal STR)	0

Perks

3	Anonymity
5	Fringe Benefit: Chief Advisor Who Doesn't Officially Exist

Talents

20	Universal Translator 14-
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Skills

10	+2 with <i>Soul Powers</i> Multipower
10	+5 OMCV with Mind Scan
3	Bribery 15-
3	Bureaucratics 15-
3	Concealment 14-
3	Conversation 15-
3	Interrogation 15-
3	KS: Dictator Psychology 14-
2	KS: Global Politics 11-
2	KS: The Mercenary/Paramilitary/Terrorist World 11-
3	KS: The Soul 14-
2	KS: World Organized Crime 11-
3	Persuasion 15-
3	Stealth 14-
3	Streetwise 15-

Total Powers & Skills Cost: 427

Total Cost: 713

400 Matching Complications (75)

15	Distinctive Features: Indefinably repulsive old man (Concealable; Causes Dislike)
20	Hunted: Trismegistus Council (Infrequently, Mo Pow, NCI, Capture/Kill)
10	Hunted: enemies of current "master" (Infrequently, As Pow, Kill)
10	Hunted: mystic hero (Infrequently, As Pow, Capture/Kill)
15	Psychological Complication: Sadistic (Very Common)
10	Psychological Complication: Hates Mentalists (Common)
15	Susceptibility: to light-based Flash Attacks, takes 2d6 damage, Instant Effect (Common)
5	Vulnerability: 1½ x STUN from Soul Magic (Uncommon)
5	Vulnerability: 1½ x BODY from Soul Magic (Uncommon)

Total Complications Points: 75

Experience Points: 313

LAMPLIGHTER

Background/History: Fifteen years was long enough. The creature wanted another dictator. The years with Ceausescu had been sweet. The executions, the dissidents writhing under the electrode's kiss, and ahhh! the delicate souls of children, slowly plucked by careless transfusions of contaminated blood! He'd felt like a child in a candy store, its dictator-owner inviting him to gorge himself on mortal pain and despair. He kept Ceausescu in power for years while Romania crumbled, until nothing was left except the machinery of repression. *Lampagiu*, the secret police called him: the Lamplighter. The little spies were so upset they could not collect files on him, until he explained they did not keep files on their masters. And then it all fell apart.

Not that he had gone hungry since the dictator died. He found other employers to feed him tormented souls. Iraq, Bosnia, Sierra Leone, Congo — ambitious mortals would sanction any atrocity for the sake of power, pride, or wealth. The Lamplighter gave them what they wanted. And they gave him what *he* wanted.

He wearied of petty warlords and bureaucrats, though. He wanted to live in high style again. He wanted to turn an entire nation into one great howl of anguish, and know he owned it all. He wanted a dictator.

Or someone he could turn into a dictator.

The Lamplighter smiled to himself and leaned back into his seat as the plane began its descent. Soon, very soon, he would have a new home.

Personality/Motivation: This psychic vampire sees all humans as dupes, slaves, or food. Lamplighter's powers enable him to control people, but he doesn't try becoming a big boss himself. Instead, he finds some evil person who already has a strong power base. He prefers dictators, but may settle for Third World insurgency commanders, crime lords, evil corporate CEOs, or VIPER Nest Leaders. Lamplighter becomes that person's helper and advisor. Then he uses the person's organization to collect souls, preferably "harvested" in pain or despair. When justice catches up with his sponsor, he cuts and runs.

Quote: "I am the Way and the Truth and the Light.... You will see that soon enough."

Powers/Tactics: Lamplighter mystically controls the substance of the human soul. He collects souls taken from people dying in anguish or corrupted by his powers. Normally, these are invisible, impalpable, and undetectable by normal means. But when he uses them, the souls become fist-sized balls of eerie light. He can send soul-orbs crashing into victims, causing pain: the victim feels all the anguish the soul felt in life. He can ram a soul-orb into a victim's psyche, forcing the person to do something. Since he wants to corrupt people, he often tries to make victims think their forced actions were really their own idea.



LAMPLIGHTER FACTS

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

N/R: Lamplighter is a strange supervillain with the mystic power to control and manipulate souls.

He even has a "flock" of souls he's stolen that he can use to attack his enemies with.

K/R: Lamplighter's most fearsome power is to take a person's soul, thereby transforming him into Lamplighter's willing slave. Knocking Lamplighter out can reverse this effect in most cases, fortunately.

-1: Lamplighter can even use his "soul-orbs" to find someone anywhere in the world.

-6: Bursts of intense, bright light cause Lamplighter pain.

-8: Lamplighter has apparently worked as a behind the scenes advisor to many Third World dictators and other dangerous government officials.

-10: Since he's so attuned to manipulation of the soul, Lamplighter suffers great pain if he's attacked with soul-based magics (including having his own powers Reflected at him).

Lamplighter can also send swarms of soul-orbs to search for people. Soul-orbs travel nearly instantaneously, but he can't send them more than about 50 miles away without losing them. (This is a plot device restriction to keep him from attacking heroes from halfway around the world — but it's not a Limitation, so if necessary you can extend the range of his Mind Scan, perhaps at some cost to Lamplighter [higher END cost, takes more time to use, or the like].)

Lamplighter can turn a victim into a loyal slave by pulling out his soul. If forced to he can do this in a "quick and dirty" fashion (*i.e.*, use the ability on his character sheet), but he strongly prefers to take a week or so to work on the victim and made him commit several evil deeds. The soulless slaves all have a Mind Link back to Lamplighter. Characters can free slaves by forcing Lamplighter to relinquish the person's soul. If Lamplighter is Knocked Out, all the souls of still-living slaves fly out of his body and head back to their bodies.

When he wants, Lamplighter can shift to an invisible, ghost-like form, though magic still affects him. Anyone with mental or spiritual senses can still see Lamplighter (which means anyone with Mental Powers), and he can't use his soul-orbs to attack without becoming solid and visible again.

LASH FACTS

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

N/R: Lash is a supervillain armed with a super-tech steel-fiber whip.

K/R: Lash is mostly active in Vibora Bay and the surrounding region, but if someone hires him for a job he's willing to go just about anywhere.

-2: Lash also carries a few smoke grenades.

-4: Despite the fearsomeness of his weapon, Lash isn't particularly violent; he prefers to scare opponents away by impressing them with whip tricks, or attacking them "indirectly" (such as making a shelf fall on a foe and trap him for a few moments so Lash can get away).

-10: His Secret Identity is Mike Braddock.

Campaign Use: Lamplighter functions as a behind-the-scenes villain — the cunning, evil power behind the throne. He uses his powers to help his employer, but only so he himself can harvest more souls. If you like to combine political and mystical conspiracy, make Lamplighter the advisor to your favorite dictator, evil tycoon, or other socially prominent mastermind. For instance, Lamplighter might turn up next in a country like Awad, helping his new master run the nation into the ground.

Lamplighter's background has been deliberately left vague so you can work him into your campaign in the creepiest, most disturbing fashion possible. Is he a normal person trained in a strange, necromantic art? A "mystic mutant"? A devil escaped from Hell to work his will on Earth? An alien super-mage? An astral creature of some sort? A corrupted angel or psychopomp? Only you can say for sure.

To make Lamplighter a more powerful foe, increase his defenses, give him more soul-orb attacks, or raise his Mind Scan so he can more easily find and attack strong-willed characters. To make him less powerful, scale back his soul-orb attacks.

Associates, Allies, And Adversaries: The Champions Universe has plenty of potential employers for Lamplighter, and he keeps an eye on them so he can remain alert for opportunities to make himself useful and get an "in" with them. The villain he'd most like to work for would be Joseph Otanga, but Otanga's as wary as a leopard and unlikely to accept help from a white man unless Lamplighter can *really* prove himself useful. Franklin Stone, Slun, and the Warlord are other possible candidates, particularly the latter if he ever seizes power in some part of the world. Various high-ranking VIPER and ARGENT officers would also serve Lamplighter's purposes well in the right circumstances.

Failing that, there are plenty of mundane dictators who could use Lamplighter's services. Awad, Chiquador, Costa Azúl, Guamanga, Lurranga, and Taqiristan are all possible candidates (see CU for information on these nations).

Lamplighter tends to avoid other members of the Mystic World for fear that they'll learn too much about him, reveal some of his secrets to the world, or find ways to counteract his powers. Thus, he's never worked for or with the Circle Of The Scarlet Moon or DEMON. However, he has attracted the attention of the Trismegistus Council, which is trying to track him down and capture him.

Appearance: Lamplighter appears to be an elderly man with magnetic black eyes, silver hair fringing a bald pate, and a mocking expression. He dresses plainly, even shabbily, in dark clothes. He likes to carry a black cane topped with a small, silver skull, but he doesn't need it either for his powers or to walk. When he doesn't need to hide his powers, he lets his soul-orbs flow around his body; they're about as bright as a night-light, making them visible (but not spectacularly so) in daylight and quite prominent at night.

LASH

Background/History: Mike Braddock got his start in the underworld as a teenage shoplifter, and as he grew older graduated into robbery and burglary. He was a pretty good second-story man, but he realized there were limits to how much he could accomplish as an everyday thief. He needed a trademark, a gimmick, something that both made his job easier and let him do it with flair. After watching a liontamer at the circus control big cats with nothing but a whip, Braddock decided that was the perfect weapon for him.

Through his underworld contacts, Braddock got in touch with Brainchild, who manufactured a whip of fine steel mesh for him, plus an armored costume and some smoke grenades. Braddock practiced with his new equipment for weeks until he was a master of the whip. Then he put on his costume and set out to make his mark in the underworld as *Lash*, the swashbuckling thief.

Personality/Motivation: Lash is pretty typical as super-thieves go. He loves money, riches, and luxury items, and doesn't care what he has to do to obtain them. (However, despite the weapon he uses, he's not a hardened killer, and in fact prefers not to hurt people at all if he can avoid it — he'd rather scare them off with an example of how skilled he is at using his whip and an accompanying Presence Attack.) The only thing he likes more than money is women; he has a habit of hitting on any superheroine he fights.

Quote: "Ah, my dear, you fight so well! But why should we fight when there are so many more pleasant ways we might physically engage one another?"

Powers/Tactics: Lash is a clever combatant who prefers to maintain some distance between himself and his opponents so he can use his whip to best effect — if an enemy closes to within HTH Combat range, he'll make a Half Move (preferably using Swinging) to re-establish some space between them. He often fights "indirectly" — instead of just striking an opponent with his whip, he might, for example, use a whip-blow to damage one of the legs on a shelf so that the shelf falls on his opponent.

Campaign Use: Lash is lighthearted and non-threatening enough that he might make a good Rival for a PC — perhaps they're both pursuing the same woman, for instance. To make him more powerful, give him more weapons and gadgets, such as spring-boots, a blaster built into his gloves, or the like. To weaken him, remove his Martial Arts.

Associates, Allies, And Adversaries: Lash has a (totally unrequited) crush on the Black Mask, and often goes out of his way to try to impress and "woo" her.

A

LASH

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
18	DEX	16	13-	
18	CON	8	13-	
13	INT	3	12-	PER Roll 12-
11	EGO	1	11-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	PD	8		Total: 18 PD (8 rPD)
8	ED	6		Total: 16 ED (8 rED)
7	REC	3		
35	END	3		
13	BODY	3		
30	STUN	5		

Total Characteristics Cost: 129

Movement: Running: 12m
Swinging: 30m

Cost Powers

15	Steel-Braided Whip: Multipower, 30-point reserve All OAF (-1)	
1f	1) Deadly Lash: HKA 1d6+1 Armor Piercing (+¼); OAF (-1), No STR Bonus (-½)	3
1f	2) Grasp Like Steel: +30 STR OAF (-1), Only To Grab And Disarm (no squeezing; -½)	3
1f	3) Swashbuckler's Swing: Swinging 30m OAF (-1)	1
5	Steel-Braided Whip: Reach +5m OAF (-1)	0
7	Impressive Whip Tricks: +15 PRE OIF (objects of opportunity to perform a "whip trick" on, like flicking a small object out of someone's hand or off a table; -½), Requires An Attack Roll (-½)	0
5	Smoke Grenades: Change Environment, -3 to Sight Group PER Rolls Area Of Effect (8m Radius; +½); OAF (-1), Range Based On STR (-¼), 4 Continuing Charges lasting 1 Turn each (-½)	[4cc]

Martial Arts: Whipfighting

Maneuver	OCV	DCV	Damage/Effect
4 Choke	-2	+0	Grab One Limb; 2d6 NND (2)
4 Disarm	-1	+1	Disarm, 25 STR to Disarm roll
5 Slash	-2	+1	Weapon +4 DC Strike
5 Snap	+1	+3	Weapon Strike
3 Trip	+0	+1	Weapon Strike +v/10; Target Falls

16 **Armored Costume:** Resistant Protection (8 PD/8 ED) 0
OIF (-½)

Skills

12	+4 with Steel-Braided Whip Multipower
3	Acrobatics 13-
3	Breakfall 13-
3	Climbing 13-
2	CK: Vibora Bay 11-
1	Lockpicking 8-
1	Security Systems 8-
3	Stealth 13-
3	Streetwise 12-

Total Powers & Skills Cost: 103

Total Cost: 232

400 Matching Complications (75)

20	Hunted: Vibora Bay Police Department (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Black Mask (Infrequently, As Pow, Capture)
15	Psychological Complication: Greedy (Common, Strong)
15	Psychological Complication: Skirtchaser (Common, Strong)
15	Social Complication: Secret Identity (Mike Braddock) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

END



Appearance: Lash is a white male, 6'1" tall with an athletic, slightly muscular build. His costume is red and black: red half-face mask tied at the back, flared gloves and boots, belt, and cape, with the rest black. His weapon is a gold metallic whip.

A

LAZER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
18	CON	8	13-	
13	INT	3	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: 24 PD (14 rPD)
8	ED	6		Total: 22 ED (14 rED)
8	REC	4		
35	END	3		
10	BODY	0		
40	STUN	10		Total Characteristics Cost: 166

Movement: Running: 12m
 Leaping: 6m
 Flight: 30m

Cost	Powers	END
46	Laser Rifle: Multipower, 62-point reserve 64 Charges for entire Multipower (+½); all OAF (-1)	[64]
3f	1) Primary Laser: Blast 12d6 OAF (-1), No Knockback (-¼)	
3f	2) Focussed Laser: Blast 10d6 Armor Piercing (+¼); OAF (-1), No Knockback (-¼)	
3f	3) X-Ray Laser: Blast 10d6 Invisible To Sight Group (source of power not invisible, only the beam itself; +¼); OAF (-1), No Knockback (-¼)	
3f	4) Sniping Laser: Blast 8d6 No Range Modifier (+½); OAF (-1), No Knockback (-¼)	
3f	5) Pulse Laser: Blast 8d6 Autofire (5 shots, +½); OAF (-1), No Knockback (-¼)	
3f	6) Modulated Laser: Blast 6d6 NND (defense is ED Resistant Protection defined as a force-field, or the like; +1); OAF (-1)	
3f	7) High-Intensity Laser: RKA 4d6 OAF (-1), No Knockback (-¼)	
3f	8) Wide-Beam Laser: Sight Group Flash 12d6 OAF (-1)	
12	Laser Pistol: RKA 2d6 Armor Piercing (+¼); OAF (-1), No Knockback (-¼), Beam (-¼), 8 Charges (-½)	[8]

Martial Arts: Commando Training

Maneuver	OCV	DCV	Notes
4 Boxing Cross	+0	+2	6d6 Strike
4 Karate "Chop"	-2	+0	HKA 1d6 (2d6 with STR)
4 Kung Fu Block	+2	+2	Block, Abort
4 +1 Damage Class			(already added in)

28	Armor: Resistant Protection (14 PD/14 ED) OIF (-½)	0
20	Armor: Damage Negation (-3 DCs Physical and Energy) OIF (-½)	0
7	Flare Compensation: Sight Group Flash Defense (10 points) OIF (-½)	0
7	Acoustic Compensation: Hearing Group Flash Defense (10 points) OIF (-½)	0
20	Jetpack: Flight 30m OIF (-½)	3
6	Fleet-Footed: Running +6m (18m total)	1
6	Communications Array: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Sense Groups As Well As Radio Sense Group (-½)	0
3	Nightsight: Infrared Perception (Sight Group) OIF (-½)	0
3	Nightsight: Ultraviolet Perception (Sight Group) OIF (-½)	0

Talents

5 Resistance (5 points)

Skills

25	+5 with <i>Laser Rifle</i> Multipower
4	+2 with Flight
3	Computer Programming 12-
3	Demolitions 12-
3	Electronics 12-
3	KS: The Military/Mercenary/Terrorist World 12-
2	KS: The Espionage World 11-
2	KS: The Superhuman World 11-
3	Paramedics 12-
2	SS: Lasers 11-
3	Stealth 12-
3	Streetwise 13-
3	Tactics 12-
2	WF: Small Arms

Total Powers & Skills Cost: 264

Total Cost: 430

400 Matching Complications (75)

25	Hunted: The Warlord (Frequently, Mo Pow, NCI, Capture/Kill)
25	Hunted: PRIMUS (Frequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Greedy (Very Common, Strong)
20	Psychological Complication: Code Of The Mercenary (Common, Total)
10	Rivalry: Professional (with Mechassassin, Seeks To Harm/Kill Rival)
10	Rivalry: Professional (with Steel Commando, Seeks To Harm/Kill Rival)
15	Social Complication: Secret Identity (Emil Nelson) (Frequently, Major)

Total Complications Points: 75

Experience Points: 30

LAZER

Background/History: With Emil Nelson, it always boiled down to “What’s in it for me?” As a young kid he got started running numbers for the local gangs, and gradually worked his way up to more serious crimes. Soon he attracted some serious attention from the police. To get away from them, he joined the Army.

It turned out to be the best decision he ever made. Not only did he learn about weapons and fighting, he found out that there was a lot of corruption he could take advantage of. He supplemented his salary by dealing drugs, arranging for shipments of guns to “accidentally and not on purpose fall off the backs of trucks,” and selling stolen Army gear on the black market.

When his hitch was up, he put his experiences and skills to work by becoming first a supplier of mercenaries and mercenary companies, and later a merc himself. As much fun as running his own little criminal empire was, being a merc was better; he found he really came alive on the battlefield.

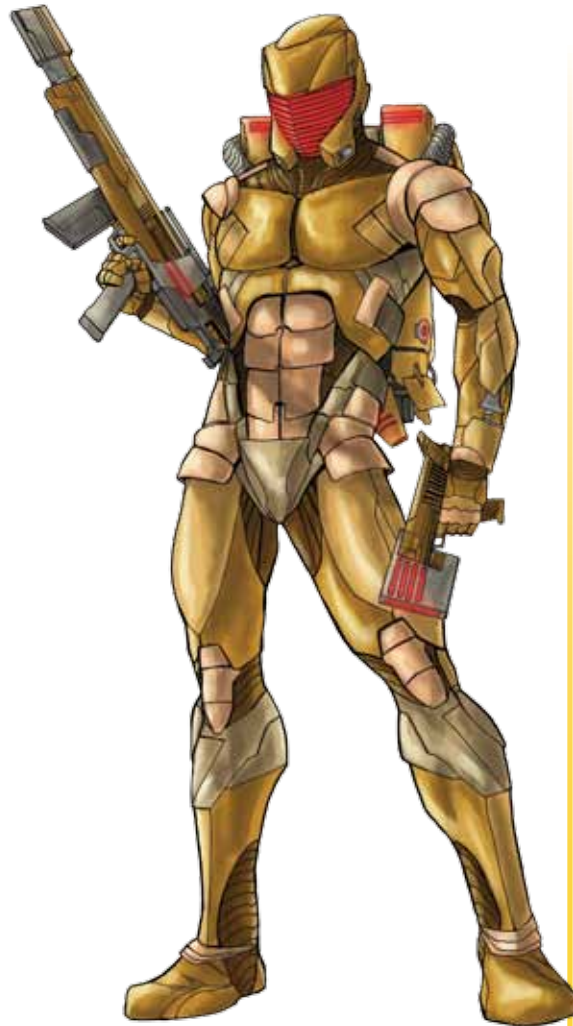
One day, Nelson’s contacts back in the Army gave him a hot tip about an experimental laser weapon DARPA was about to test. Sensing the potential for profit, he snuck onto the base, bluffed his way into the control center, and stole the weapon, along with a jetpack and body armor that went with it. At first he planned to sell the whole package, but the more he examined it, the more he thought about keeping it. With a weapon like this, he could really make a name for himself. There was even enough firepower here for him to move beyond the African battlefields and start taking on superheroes! He soon decided to keep the equipment for himself.

Choosing the name *Lazer*, Nelson hit the Superhuman World with a vengeance, pulling off three major jobs and killing the superhero Ballistik all in the year 1993. Since then, his reputation and skills have only improved.

Personality/Motivation: Lazer is the ultimate mercenary supervillain: there’s almost nothing he won’t do for money, and he’ll withstand just about any form of interrogation, up to and including hard torture, before he reveals anything about his employer. He’s never betrayed an employer, and rarely failed to complete his assigned missions, which means he doesn’t have to look for work much — it comes looking for him.

Lazer tends to have a low opinion of many superheroes. He regards them as pajama-wearing adolescents who don’t really understand how to do their jobs. This has gotten him in trouble a time or two when a superhero proved smarter than he expected. He’s developed a healthy measure of respect for heroes like Nighthawk, who have as much tactical sense as he does.

Quote: “Did that hurt? Don’t worry — the next one’s gonna take *aaalllll* the pain away... permanently.”



Powers/Tactics: Lazer is a tough, highly-trained mercenary equipped with a sophisticated experimental laser rifle (he also carries a laser sidearm that Wayland Talos built for him). He can vary the width and intensity of the beam to achieve many different effects; his rifle is a lot more versatile than many heroes give it credit for.

In battle, Lazer is intelligent, clever, and tactically aware. He usually opens up with his Primary Laser, but he’ll quickly switch to other configurations if that’s not the right setting. He makes full use of his every asset, including his ability to fly and see in the dark. He has a natural gift for combat, and should be played accordingly.

Campaign Use: Lazer works perfectly as a master villain’s henchman, or a member of a team of villains assembled to pull off a particular crime.

If you need to make Lazer more powerful, you have lots of options. First, you can give him more weapons — some grenades, a laser-sword, lasers built into his armor, and so on. Second, you can beef up his Martial Arts, giving him more maneuvers and more Extra DCs. Third, you can increase his Skill selection; he could have learned all sorts of things during his career as a mercenary. Or, of course, you can try some combination of these alternatives. On the other hand, if he’s too tough already, reduce his Laser Rifle’s Charges from 64 to 32 (or 16), reduce the Rifle’s Active Point reserve to 50 points, and/or reduce his SPD to 4.

Lazer is a dangerous Hunter. He stalks his target like a predator pursuing prey, striking from ambush when least expected and not pulling any punches. A High-Intensity Laser blast when the target is in the middle of a family event or social function works best, he's found. But he's smart enough to know there's not much money in vendetta, so he tries to avoid letting his personal likes and dislikes interfere with his work.

Associates, Allies, And Adversaries: As a mercenary supervillain, Lazer's worked with practically everyone in the business — VIPER, ARGENT, the Crimelords, Merc-Force 1, the Ultimates, and many, many more. His professionalism has kept him on good terms with most of them. One notable exception is the Ultimates, who blame him for screwing up a job a few years ago (he insists it was their fault, not his).

Other mercenary supervillains — Hazard, Scimitar, Mechassassin, and the Steel Commando, for example — are Lazer's rivals (particularly the latter two, who have similar equipment and *modus operandi*). He'll work with them if an employer insists, but they're more likely to be found trying to interfere with (or kill) one another. On the other hand, Lazer and Double Dealer are good friends, often meeting up for a drink when they have the chance.

Lazer's reputation has become so good that the Warlord has issued him an ultimatum: join my organization, or die. So far he's stayed one step ahead of the world's most powerful arms dealer, and he knows he can't rest if he wants to keep it that way.

Appearance: Lazer wears a suit of bronze-colored light body Resistant Protection (including helmet) with a jetpack on his back. His main weapon is a laser rifle in the same colors, and he also carries a laser pistol sidearm in a holster on his right hip. He carries himself with an air of confidence, competence, and efficiency.

Out of his armor, Emil Nelson is an average-looking white male in his late thirties standing 5'11" tall and weighing about 190 pounds. He has a trim, athletic build, dark hair cut short, and dark eyes.

LAZER FACTS

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

N/R: Lazer is a mercenary supervillain armed with a powerful laser rifle; he's got a well-deserved reputation for skill, professionalism, and ruthlessness.

K/R: Lazer also carries a laser pistol as a sidearm, and has a jetpack that allows him to fly.

-1: Lazer and similar super-mercenaries — particularly Mechassassin and the Steel Commando — are serious rivals, sometimes to the point of trying to kill one another.

-6: The Warlord wants Lazer to join his organization and is trying to capture him so he can force him to.

-10: His Secret Identity is Emil Nelson; he used to be a US Army soldier.

LEECH

Background/History: Frank Winston was a cabbie in Millennium City. He'd seen it all — drunks and druggies, the destruction of Detroit, the rebuilding, superbattles, you name it — and survived. He was a tough guy; nothing fazed him.

One night he picked up a guy in a long, black cloak. He couldn't really make out the guy's face, but so what? His money would spend as good as any other fare's. He drove the guy out of the city, into the country, and finally along a twisting, winding dirt road leading deep into a dark forest. The road came to a large, eerie-looking mansion perched atop a cliff over a body of water Frank didn't recognize.

"I suppose you wish to be paid now," his passenger said.

"Yeah, I gotta get back to the city, pal. My shift ends soon."

"Very well. But tonight you shall be paid in a coin of a different color." The man flashed a weird-looking gold coin in front of Frank's eyes. Instantly mesmerized, he couldn't do anything but stare at the coin.

"Come," the man said, getting out of the cab. Frank couldn't help but follow. They walked into the house, down some stone stairs, and into the basement. Frank could see tables full of glassware, a shelf full of thick, old books, and a pentagram on the floor. The man gestured, and Frank went over and lay down in the pentagram, spread-eagled.

"I have need of a servant to perform... errands for me," the man said, in a voice that now had a hiss to it. "You shall do perfectly for my purposes; no one would miss a common simpleton such as yourself."

With that, the man performed an arcane ritual. Frank screamed and begged for mercy as his body painfully began to change form. They were the last words he would ever utter. A little while later, Frank Winston was gone, and in his place stood the Leech, an unquestioning servant of evil.

Personality/Motivation: Leech's personality is that of a servile predator. He hunts and captures people for his master (and in fact is prone to obeying anyone who exerts mystical Mind Control over him). Beyond basic thoughts of food, survival, and the like, he doesn't have much intelligence, though he does display a devilish cunning.

Memories of what he once was have given Leech a burning hatred of beauty, especially beautiful people. Even if he's not hungry, he may attack an attractive person just to use Life Leeching on them and make them a little weaker and uglier for a while.

Quote: None. Leech is mute; at most he can make gibbering, burbling sounds of acquiescence or rage.

A

LEECH

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
20	DEX	20	13-	
28	CON	18	15-	
5	INT	-5	10-	PER Roll 10-
8	EGO	-2	11-	
30	PRE	20	15-	PRE Attack: 6d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
30	PD	28		Total: 30 PD (14 rPD)
20	ED	18		Total: 20 ED (14 rED)
14	REC	10		
55	END	7		
15	BODY	5		
50	STUN	15		Total Characteristics Cost: 229

Movement: Running: 12m
Swimming: 20m

Cost	Powers	END
15	Leeching: Multipower, 30-point reserve All No Range (-½), Only Works On Grabbed Victims (-½)	
3v	1) Strength Leeching: Drain STR 3d6 No Range (-½), Only Works On Grabbed Victims (-½)	3
3v	2) Agility Leeching: Drain DEX 3d6 No Range (-½), Only Works On Grabbed Victims (-½)	3
3v	3) Stamina Leeching: Drain CON 3d6 No Range (-½), Only Works On Grabbed Victims (-½)	3
3v	4) Life Leeching: Drain BODY 3d6 No Range (-½), Only Works On Grabbed Victims (-½)	3
3v	5) Stun Leeching: Drain STUN 3d6 No Range (-½), Only Works On Grabbed Victims (-½)	3
13	Strangling: Change Environment (suffocation; see APG 83) No Range (-½)	2
Martial Arts: Leechfighting		
	Maneuver	OCV DCV Notes
5	Grasp	+0 -1 Grab Three Limbs, 50 STR
4	Strangle	-2 +0 Grab One Limb, 2d6 NND (2)
4	Wriggle Free	+0 +0 55 STR vs. Grabs
14	Tough Body: Resistant (+½) for 14 PD/14 ED	0
14	Leech Resistance: Power Defense (14 points)	0
10	Aquatic Adaptation: Life Support (Self-Contained Breathing)	0
8	Aquatic Adaptation: Swimming +16m (20m total)	1
10	Leechtouch: Clinging (normal STR)	0
5	Heatsense: Infrared Perception (Sight Group)	0
9	Leech Senses: +3 PER with all Sense Groups	0
2	Leechform: Stretching 2m	1
20	Adaptive Camouflage: Invisibility to Sight Group Reduced Endurance (0 END; +½); Chameleon (-½)	0

Talents

4 Environmental Movement: Aquatic Movement (no penalties in the water)

Skills

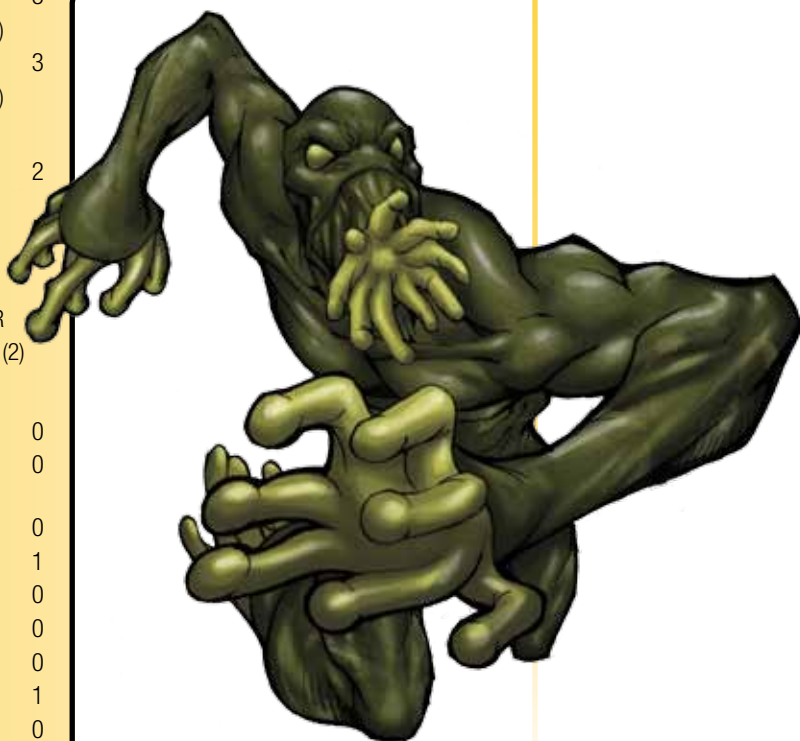
16 +2 HTH
5 AK: Millennium City Sewer System 14-
5 AK: Millennium City Area Waterways 14-
9 Shadowing 13-
7 Stealth 15-

Total Powers & Skills Cost: 192
Total Cost: 421

400 Matching Complications (75)

25 **Distinctive Features:** leech-man body (Not Concealable; Causes Extreme Reaction [fear/disgust])
20 **Hunted:** the Champions (Infrequently, Mo Pow, NCI, Capture)
20 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
15 **Physical Complication:** Mute (All The Time, Slightly Impairing)
15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)
25 **Psychological Complication:** Hatred Of Beautiful People And Things (Very Common, Total)
15 **Susceptibility:** to direct sunlight, takes 1d6 per Minute (Very Common)
10 **Vulnerability:** 2 x STUN from Light-Based attacks (Uncommon)
10 **Vulnerability:** 2 x Effect from Magical Mind Control (Uncommon)

Total Complications Points: 75
Experience Points: 21



Powers/Tactics: Leech is a hand-to-hand combatant; he has no ranged powers (though his ability to stretch his body and limbs sometimes makes for a good Surprise Move). Usually he tries to Grab his victim, then apply Leeching; the Grab effect from his Strangle maneuver is sufficient for him to start Draining his victim. He often makes Multiple Attacks with two or more slots (note that all the slots are Variable), or by combining Strangling/Strangle with Leeching. He targets beautiful opponents first in most cases.

Leech prefers to attack from ambush at all possible. He either lurks near the water's edge and then leaps onto his prey (strangling it as he drags it back into the water), or he uses his Adaptive Camouflage to get close enough to unwary people to Grab them. He usually spends his days in deep water or the sewers; he loathes sunlight.

Campaign Use: Typically superheroes are likely to encounter Leech as he goes on errands for his master, but that's not a full-time job. In his "spare time," he can do other things, like hunt for food (people) or join/be coerced into working with other supervillains.

The major story hook connected with Leech is: who transformed him and now uses him as a servant? Was it a member of the Circle Of The Scarlet Moon? A Morbane of DEMON? The Black Paladin or Dark Seraph? Or someone else altogether? Is the mansion where he was transformed the same as the Delacroix Mansion (see *Shades Of Black*), or some other place?

To make Leech more powerful, consider adding some Damage Reduction, or increase the reserve on his Multipower. To make him less powerful, reduce his STR to 30, his SPD to 4, and get rid of two or three of his Leeching powers.

Appearance: The Leech is a hideous mockery of humanity, a merging of leech and man. His body is a mottled grey-brown, with other putrid colors showing through here and there. His mouth has been subsumed into a mass of mucousy flesh, and where he once had hands and feet, he now has suckers surrounded by a fringe of cilia. His eyes are dark red and glare malevolently at almost everything.

LEECH FACTS

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

N/R: Leech is a hideous "leech-man" supervillain with the ability to drain a victim's life-forces by grabbing him.

K/R: Leech is a skilled swimmer who can breathe underwater.

-1: Leech is mute.

-6: Light-based attacks and mystical Mind Control are both unusually effective against Leech.

-8: Direct sunlight causes Leech pain.

-10: He used to be Frank Winston, a cabbie.

LEVIATHAN

Background/History: Leviathan (who has long forgotten his birth name) is a Lemurian, a member of the ancient subterranean race who sank their own continent accidentally thousands of years ago (see *Champions Universe* and *Hidden Lands*). Leviathan himself is over a hundred years old, which makes him a callow youth by Lemurian standards — but more importantly, even before the 2003 rebellion led many Lemurians to resume their reptilian forms he was a rare throwback to some of the ancient stock of his people before the Cataclysm. Standing over eight feet tall, his dark, scaly skin rippling with muscles, Leviathan from an early age towered over his peers and therefore had great status in Lemuria's warrior-based culture. Even before he reached his full growth, the training academy was grooming him to become a general in the army and eventually to lead Lemurian forces in wars against humanity and their protectors, the Empyreans.

But fate had other plans for the young warrior. In 1976, a complicated plot by the Lemurian priest Leptor required an assault on the undersea city of Atlantis, and due to his unique mutations Leviathan was chosen to lead it. Unfortunately, the attack came at a time when the Fabulous Five were visiting Queen Mara. With their aid the Atlanteans repulsed the assault, and Diamond defeated Leviathan in personal combat. Leviathan was temporarily imprisoned in Atlantis, but escaped along with several other criminals when the mad scientist Professor Morlak attacked Atlantis.

Striking up a friendship with his fellow aquatic villain Moray, Leviathan chose not to return to Lemuria but instead live among the far more entertaining humans. He began accepting mercenary assignments, working as a henchman or bodyguard for various powerful supervillains. Though he's battled many superheroes, he's rarely been cleanly defeated, and on those few occasions he's usually avoided lengthy incarceration (save for one two-year stint in Stronghold, which did little to rehabilitate him but introduced him to a number of new potential employers).

Personality/Motivation: For all of Leviathan's alien qualities, he's actually not a hard guy to get along with. He enjoys drinking, fighting, and hanging out with the guys; it's just that "the guys" he hangs out with tend to be supervillains. He has a habit of pushing around people weaker than himself because he's always been taught that that's what the strong do.

Leviathan has an almost childish sense of honor. If someone he thought was a friend or ally turns on him, he feels deeply hurt... and then he gets very, very angry.

B LEVIATHAN

Val	Char	Cost	Roll	Notes
65	STR	55	22-	Lift 200 tons; 13d6 HTH damage [6]
17	DEX	14	12-	
35	CON	25	16-	
11	INT	1	11-	PER Roll 11-
13	EGO	3	12-	
25	PRE	15	14-	PRE Attack: 5d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12
28	PD	26		Total: 28 PD (20 rPD)
25	ED	23		Total: 25 ED (20 rED)
20	REC	16		
70	END	10		
23	BODY	13		
74	STUN	27		Total Characteristics Cost: 291

Movement: Running: 12m
Swimming: 44m

Cost Powers

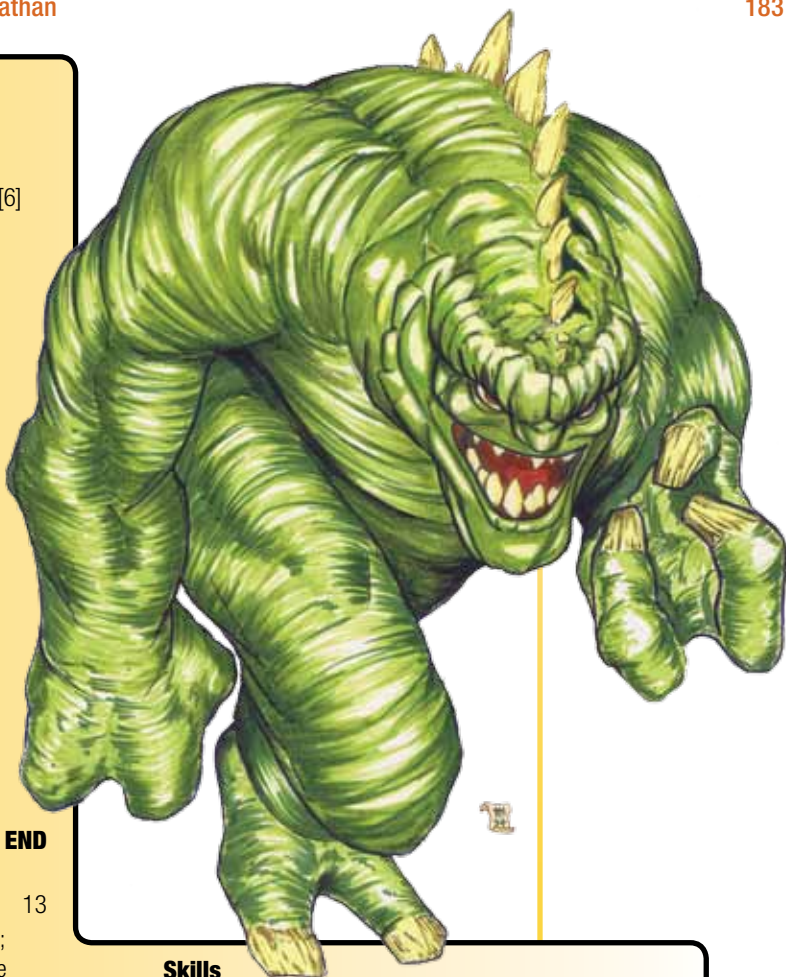
Cost	Powers	END
65	Call The Terrors Of The Deep: Summon up to 8 sea creatures built on up to 250 Total Points each Expanded Class (any sea creature; +½), Loyal (+½); Arrives Under Own Power (-½), Summoned Creature Must Inhabit Locale (-½)	13
20	Thick, Blubbery Skin: Resistant (+½) for 20 PD/20 ED	0
30	Thick, Blubbery Skin: Physical and Energy Damage Reduction, Resistant, 25%	0
8	Gills And Underwater Adaptations: Life Support (Expanded Breathing: breathe underwater; Safe Environments: High Pressure, Intense Cold)	0
32	Fast Healer: Regeneration (2 BODY per Turn)	0
20	Super-Swimming: Swimming +40m (44m total)	2
20	Sonar Sense: Active Sonar, Increased Arc Of Perception (360 Degrees)	0
15	Speak With Sea Creatures: Mind Link (any 8 minds at once) Only Works On Sea Creatures (-1)	0
4	Lemurian Lifespan: Life Support (Longevity: lifespan of 1,600 years)	0

Perks

3	Contact: King Arvad of Lemuria 8- (very useful Skills/resources)
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Talents

4	Environmental Movement: Aquatic Movement (no penalties in the water)
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Skills

32	+4 HTH
2	AK: Earth's Oceans 11-
3	AK: Lemuria 12-
3	Language: English (completely fluent; Lemurian is Native)
3	Stealth 12-
2	Survival (Marine) 11-
3	Tactics 11-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 271

Total Cost: 562

400 Matching Complications (75)

20	Enraged: when cheated or betrayed (Uncommon), go 14-, recover 11-
15	Hunted: Archon (Infrequently, Mo Pow, Capture)
10	Hunted: Prince Marus (Infrequently, As Pow, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
10	Physical Complication: Clumsy, Clawed Hands (-2 to DEX Rolls involving fine manipulation) (Infrequently, Slightly Impairing)
10	Psychological Complication: Bully (Common, Moderate)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
10	Vulnerability: 1½ x STUN from Fire/Heat attacks (Common)
10	Vulnerability: 1½ x BODY from Fire/Heat attacks (Common)

Total Complications Points: 75

Experience Points: 162

Leviathan selects the jobs he accepts based on the likelihood of entertaining conflicts and slugfests, especially if there's a good chance of a rematch with somebody he's tangled with before. He has little use for most of the money he earns, since he lives in an underwater cave off the coast of Los Angeles and eats fish — he only insists on payment because it makes him look more “professional.”

Quote: “Hey, Ironclad! This time I'm gonna knock you into next week!”

Powers/Tactics: Leviathan is mostly a straightforward brick who prefers to go toe-to-toe with similar opponents. He isn't stupid (though he's not well educated) and has enough common sense and general knowledge of tactics to surprise a hero with a clever ploy. He's bright enough to realize that his comfort underwater gives him a tactical edge on most opponents, so he tries to maneuver as many of his fights into the nearest body of water as he can. When working in the ocean he uses his summoning powers to travel with a pack of sharks or orcas for companionship as well as combat support. (He genuinely enjoys the company of these creatures and gets very angry if they're killed or harmed.)

Very few people know that Leviathan isn't human. Most assume he's a mutate of some sort.

Campaign Use: Leviathan makes a handy lieutenant for a master criminal working on or near the water — he's smarter and tougher than most henchmen, and may surprise the PCs with both his strength and resourcefulness. Although he has little love for his fellow Lemurians, he might be persuaded to return to help King Arvad put down the rebellion.

To scale Leviathan down for a lower-point campaign, simply reduce his STR to 45-60 and remove his Damage Reduction. Conversely, it's easy to scale him up simply by adding STR to the campaign limit (or perhaps a little beyond) and increasing his Damage Reduction to 50%.

Leviathan would be likely to Hunt a PC if he felt that individual treated him unfairly or beat him through luck (which in his mind accounts for most of his defeats). The more public and humiliating a defeat was, the more likely Leviathan would seek some sort of revenge.

Associates, Allies, And Adversaries: Leviathan is a pretty easy-going guy who gets along with other villains who can put up with his sort of bull-in-a-china-shop way of “relaxing.” This usually includes most other bricks, who are often just as boisterous as he is. One notable exception is Blackstar, whose drive to prove himself the strongest, toughest villain of them all has led to a couple of clashes with Leviathan (among others).

Some of the villains and teams Leviathan has worked with (and remains on good terms with) include Holocaust, the Brain Trust, the Crimelords, Anubis, Black Paladin, VIPER, and ARGENT. He won't work for the Ultimates anymore unless Blackstar's not involved.

Leviathan particularly dislikes Prince Marus (who's beaten him on a couple of occasions). Typically this sentiment extends to other Atlanteans or their known allies.

Leviathan isn't sure exactly where Zorran the Artificer stands in terms of Lemurian politics and influence-dealing, and he's definitely wary of the sorcerer's power, so he avoids him and won't take jobs where he might be involved.

During the 2006 “Alliance” team-up put together by Holocaust, Leviathan met Riptide and they've become friends. There aren't too many villains who enjoy hanging out with him underwater, but she definitely fits that bill.

Appearance: Leviathan is a huge scaly monster, standing eight feet tall and weighing over seven hundred pounds. His skin is a dark, mottled green and covered in sharp scales. His back has a ridge of short horns running along his spine, and his hairless skull has a pronounced browridge. His hands and feet have thick, blunt claws.

LEVIATHAN FACTS

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

N/R: Leviathan is a super-strong villain who lives underwater. He mostly commits crimes on or near the water.

K/R: Leviathan's clashed with Prince Marus and other Atlanteans (and their allies) several times; he doesn't like them at all.

-1: Leviathan's hands are large and clumsy; he has difficulty performing tasks that require precise manipulation.

-8: Fire/Heat attacks cause Leviathan great pain.

-10: Leviathan isn't human; he's actually a Lemurian, a “throwback” to a much earlier time when Lemurians were reptilian.

LI CHUN THE DESTROYER

Background/History: Approximately 600 years ago, there lived a devout Taoist monk named Li Chun. His piety, wisdom, martial arts skill, and magical powers were known far and wide, and many disciples came to study at his small temple in the wilds of Yunnan Province.

One day some of the students came to Li Chun's room to assist him with his morning routine, as was their duty. Much to their surprise, their master was missing! A search of the temple and the surrounding area found Li Chun in a nearby cave, meditating and staring at the wall. Mindful of the tales of the master Bodhidharma, who meditated and stared at a cave wall for nine years, the disciples left their master to his devotions.

And so it went for several years, with the monks tending to the business of the temple and their studies while Li Chun devoted himself to his meditations. Then a marauding gang of bandits swept down upon the temple to loot it of its treasures. The terrified monks fled for their lives, completely forgetting their master in the process. Such is the measure of a weak man's loyalty in the face of adversity.

The bandits looted and wrecked the temple, but they never found Li Chun. In fact, no one found Li Chun, for his disciples never returned and he was soon forgotten by a populace intent on daily survival. But Li Chun was still alive, and he was not meditating. Ever since the morning his students first found him in the cave, he'd been engaged in a battle with a fearsome demonic entity that wanted to take over his body and use his magical powers to wreak havoc. For a dozen years, and a dozen after that, and yet a third dozen, Li Chun strove to drive away the demon and keep the people safe.

Victory was not, however, to be his in the end. For all his powers, Li Chun was only a man, and without sustenance and comfort no man can withstand the indefatigable attacks of the evil entities that come from the Realms of the Yama Kings. Li Chun's defenses finally collapsed and the demonic being possessed him. But it did not possess him completely: as his last, desperate act, Li Chun cast his body into a trance so deep and so strong that not even the demon could break it. The demon was trapped in an earthly shell, unable to move or use its own powers to escape.

Over the centuries Li Chun's body slept. The nearby temple finally collapsed, and Li Chun slept. Generations were born, had children of their own, and died, and Li Chun slept. Dynasties fell and rose, and still Li Chun slept. Within him the demon screamed, driven insane by the torment of its imprisonment.

Eventually the last of the dynasties collapsed, and a new form of government came to China. But it did not last, and soon the Communists took over the Middle Kingdom. During the Sixties, a team of Communist archaeologists and anthropologists working on Peking's behalf uncovered Li Chun's ancient temple and noted it on a list of sites for potential exploration or destruction, as their Communist masters willed. These men gave Li Chun, no longer a gentle Taoist monk but a being of fearsome evil power, the key to unlock the gates of slumber. One of them chanced too close to Li Chun's cave looking for other temple buildings and had the misfortune to be mauled to death by an unknown wild animal — or so his comrades thought.





LI CHUN THE DESTROYER

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
30	DEX	40	15-	
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		
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		
75	END	11		
25	BODY	15		
100	STUN	40		Total Characteristics Cost: 475

Movement:

Running:	40m
Flight:	30m
Leaping:	60m
Teleportation:	50m

Cost Powers **END**

Martial Arts: Hsing-I, Kung Fu, Pakua, and Tai Ch'i Ch'uan

	Maneuver	OCV	DCV	Notes
4	Block*#\$\$%	+2	+2	Block, Abort
5	Defensive Block*#%	+1	+3	Block, Abort
4	Disarm#%\$	-1	+1	Disarm, 70 STR
4	Dodge#\$\$	—	+5	Dodge, Abort
4	Dragon Claw#	+0	+0	16d6 Crush, Must Follow Grab
5	Escaping Throw%	+0	+0	75 STR vs. Grabs; Target Falls
5	Flying Kick#	+1	-2	16d6 Strike
3	Grab#%	-1	-1	Grab Two Limbs, 70 STR for holding on
5	Joint Break%	-1	-2	Grab One Limb; HKA 2d6 (4d6 with STR), Disable
4	Knife Hand#	-2	+0	HKA 2d6 (4d6 with STR)
3	Legsweep#\$\$	+2	-1	13d6; Target Falls
5	Palm Strike/Kick*#\$\$%	-2	+1	16d6 Strike
4	Punch*#	+0	+2	14d6 Strike
4	Root\$%	+0	+0	STR 75 to resist Shove; Block, Abort
4	Shove/Uproot*#%	+0	+0	75 STR to Shove
3	Strike%	+1	+2	14d6 Strike, Must Follow Block
4	Sword Finger*#%	-1	+1	NND(1) 3d6
3	Throw*#%	+0	+1	12d6 +w/10; Target Falls

* = Hsing-I maneuver # = Kung Fu maneuver
\$ = Pakua maneuver % = Tai Ch'i Ch'uan maneuver

- 8 +2 Damage Classes (already added in)
- 9 Use Art with Axes/Maces/Picks, Blades, Chain & Rope Weapons, Clubs, Hook Sword, Polearms, Staff, Three-Sectional Staff, Wind And Fire Wheels

- 75 **Demonic Powers:** Multipower, 75-point reserve
 - 7f **1) Demonic Blast:** Blast 15d6 7
 - 7f **2) Agony Infliction:** Mental Blast 5d6 0
Reduced Endurance (0 END; +½)
 - 7f **3) Possession:** Mind Control 12d6 3
Reduced Endurance (½ END; +¼)
 - 7f **4) Illusions:** Mental Illusions 12d6 3
Reduced Endurance (½ END; +¼)
 - 7f **5) Phantasms:** Images to Sight, Hearing, and Smell/
Taste Groups, -4 to PER Rolls 3
Area Of Effect (32m Radius; +1), Reduced Endurance (½ END; +¼)
 - 5f **6) The True Rendering:** Severe Transform 5d6 7
(humans to insects; heals back through another application of this or a similar power)
Limited Target (humans; -½)
 - 7f **7) Demon Hand:** Telekinesis (40 STR) 3
Reduced Endurance (½ END; +¼)
 - 1f **8) Create Storms:** Change Environment (create storms), -1 to Sight Group PER Rolls 0
Area Of Effect (2m Radius; +¼), MegaScale (1m = 10 km wide, broad, and deep; +1¼), Reduced Endurance (0 END; +½)
 - 15 **Demonic Resilience:** Hardened (+¼) for 30 PD/30 ED 0
 - 15 **Demonic Resilience:** Impenetrable (+¼) for 30 PD/
30 ED 0
 - 45 **Demonic Resilience:** Resistant (+½) for 30 PD/30 ED 0
Hardened (+¼), Impenetrable (+¼)
 - 60 **Demonic Resilience:** Physical and Energy Damage
Reduction, Resistant, 50% 0
 - 20 **Iron Tower Of The Mind:** Mental Defense (20 points) 0
 - 15 **Demonic Eyes:** Sight Group Flash Defense (15 points) 0
 - 10 **Cloak Of The Immortals:** Power Defense (10 points) 0
 - 40 **Demonic Form:** Life Support: Total (including
Longevity: Immortality) 0
 - 50 **Demonic Travel:** Multipower, 50-point reserve
 - 5f **1) Cloudriding:** Flight 30m, x32 Noncombat 5
 - 5f **2) Pathway Of The Immortals:** Teleportation 50m 5
 - 3f **3) Demonic Cricket Leap:** Leaping +56m (60m forward,
30m upward) 2
 - 3f **4) Demonic Running:** Running +28m (40m total) 3
 - 40 **Eyes Of The Immortals:** Clairsentience (Sight Group),
x16 Range (3,200m, or about two miles) 4
- Talents**
- 27 Danger Sense (self only, out of combat, Sense) 18-
 - 2 Off-Hand Defense
 - 3 Simulate Death
 - 20 Universal Translator 13-

Appearance: Li Chun the Destroyer resembles a short, bald, middle-aged Taoist monk. He wears simple brown robes. However, the fact that he's been possessed by a demon and the power that he wields are obvious to anyone who looks at him: his face appears oddly distorted or distended, his eyes are solid blood-red, and energy sometimes crackles around him.

In truth, the demonic thing that was now Li Chun had finally achieved a sufficient level of power to perform some minor acts despite the trance Li Chun had imposed upon it. As if dreaming, he sensed the nearby life-force of the archaeologist, and summoned one of his lesser brethren to slay the human gnat. The human's dissipating life force and blood gave the demonic being more power, enough to slowly cast off

Skills

- 20 +2 with All Combat
- 48 +6 HTH
- 3 Acrobatics 15-
- 3 Analyze Style 13-
- 3 Breakfall 15-
- 3 High Society 17-
- 3 Interogation 17-
- 3 PS: Chinese Healing 13-
- 3 Stealth 15-
- 9 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Hook Sword, Three-Sectional Staff, Wind And Fire Wheels
- 3 Scholar
- 2 1) KS: Chinese Philosophy 13-
- 2 2) KS: Hsing-I 13-
- 2 3) KS: Kung Fu 13-
- 2 4) KS: Pakua 13-
- 2 5) KS: Tai Ch'i Ch'uan 13-

Total Powers & Skills Cost: 706

Total Cost: 1,181

400 Matching Complications (75)

- 10 **Distinctive Features:** Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
- 5 **Distinctive Features:** radiates demonic magic (Concealable With Effort; Causes Major Reaction; Detectable Only By Unusual Senses)
- 20 **Enraged:** if challenged or attacked (Common), go 11-, recover 11-
- 35 **Enraged:** Berserk if injured or harmed (Uncommon), go 14-, recover 8-
- 25 **Hunted:** the Tiger Squad and the Chinese government (Frequently, Mo Pow, NCI, Capture/Kill)
- 25 **Psychological Complication:** Demon-Possessed; Utterly Evil For Evil's Sake (Very Common, Total)
- 20 **Susceptibility:** to human saliva, takes 2d6 instantly (Very Common)
- 30 **Susceptibility:** to salt, takes 2d6 per Phase (Very Common)
- 5 **Unluck:** 1d6

Total Complications Points: 75

Experience Points: 781

the chains Li Chun had set upon him. Nearly three decades it took the demon to free himself completely, but in 1995 his task was at long last complete. He emerged from the cave, looked about, and grinned with pleasure. Then his rampage of destruction began. The Tiger Squad responded, and after at two-day running battle the Chinese superteam succeeded only in driving Li Chun the Destroyer away. Where he went, and when he will return, no one knows...

...except for Doctor Yin Wu (see CV3).

Regarding Li Chun as both a threat and a potential tool, he cast a spell that transported the demonic being to the Yama Realms against his will and trapped him there. Doctor Wu intends to leave him there until he finds a way to control him, and thus use him for his (Dr. Wu's) own inscrutable ends. But beings as powerful as Li Chun have a knack for determining their own destinies...

Personality/Motivation: The thing that was once the Taoist monk Li Chun is now a human shell motivated by a demonic being of unknown nature and powers — and what's worse, a demon driven mad by centuries of helpless captivity in a human body. He's thoroughly and utterly evil, intent only on destruction, mayhem, murder, and fulfillment of his lusts. If not stopped, he'll do its best to destroy the world and all of the human insects that inhabit it.

Quote: "Insects will be squashed."

Powers/Tactics: Li Chun the Destroyer can make use of his host body's martial arts prowess and some of its own demonic powers, mainly those relating to deception and confusion, as well as certain innate demonic abilities (such as resistance to injury). Fast, strong, and cruel, he uses whatever ability is most likely to psychologically or physically harm his enemies, and he shows no mercy. Insane from centuries of imprisonment, Li Chun begins his attacks on mankind as orgies of destruction, only turning to deception and subterfuge when he's satisfied his bloodlust.

There's almost nothing left of Li Chun himself inside his own body. It would take an incredible amount of mystical or mental power simply to contact the last remaining spark of his essence, and an even greater amount to somehow free that spark. But he can never reclaim his body — it's too far gone into corruption.

Campaign Use: Li Chun is intended to take on entire groups of PCs, either subtly or in a knock-down-drag-out fight. If he cannot fulfill this role in your campaign, beef him up or change him so he can.

If you need to make Li Chun stronger, you have plenty of options. As he becomes accustomed to its body, he'll likewise become able to use more of Li Chun's magical Taoist powers. He'll also be able to use more of his demonic abilities (such as the power to create bolts of flame even more destructive than his Demonic Blast). These abilities are most likely to emerge in combat, particularly when Li Chun has gone Berserk.

LI CHUN THE DESTROYER FACTS

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

N/R: Li Chun is an immensely powerful mystic, perhaps demonic, entity who attacked China in 1995 and held the entire Tiger Squad at bay for two days of rampant destruction, then vanished. He hasn't been seen since.

K/R: Li Chun's powers include not only great strength and martial arts prowess, but various mental and demonic powers including firing blasts of energy or psionic force, creating illusions, transforming people into insects, and teleporting.

-8: Exposure to human saliva or to salt causes Lic Chun great pain.

-10: Li Chun is currently trapped in the Yama Realms (the Chinese hells) by Dr. Yin Wu, who's trying to find a way to control and use him.

THE LIVING SPHINX FACTS

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

N/R: The Living Sphinx is a terrifying half-man, half-great cat being who terrorizes Egypt and nearby regions.

K/R: The Living Sphinx is a unique mystical creature native to Ma'at, the part of Faerie that's home to the ancient Egyptian pantheon; on his home plane he's even more powerful.

-2: The Living Sphinx's mystical claws can even harm intangible beings.

-4: The Living Sphinx can sometimes be distracted by challenging him to a riddle-contest; defeating him in a riddle-competition is a good way to force him to divulge information.

-8: The Living Sphinx is easily harmed by Fire/Heat attacks.

THE LIVING SPHINX

Background/History: The Living Sphinx is a unique mystical creature who lives primarily in the extradimensional world of Ma'at, the part of Faerie that's home to the ancient Egyptian pantheon. A terrifying monster, the Living Sphinx periodically visits Earth to spread fear, chaos, and destruction, which he loves. He's terrorized Egypt periodically over centuries, but he reappears much more frequently now — Earth's become a buffet of delicacies since 1938.

Personality/Motivation: The Living Sphinx's sole overriding desire is the kill. The death of any living being in his presence, whether he's the killer or not, provides him with spiritual sustenance and intense physical sensations of pleasure — he psychically “tastes” the target's soul as it passes from this plane. However, the sensations are much stronger if the deceased is the bearer of strong mystical powers, so the Living Sphinx makes a particular point of pursuing and killing magical beings and masters of the Arts Arcane.

Quote: “Sweet your soul will taste.”



Powers/Tactics: A mighty fighter, with incredible speed, strength, resilience, and magically-enhanced claws that can rend even the bodies of astral or otherwise insubstantial beings, the Living Sphinx is a terrifying opponent, especially for mystics or on those rare occasions when he “teams up” with villains. He cannot be destroyed on Earth's plane — destruction of his mortal form merely causes it to be reborn in Ma'at, though it takes several years for his mystical energies to coalesce again. He retains his full memories from his “previous life,” and will no doubt attempt to take revenge on whoever defeated him. He can be physically and permanently destroyed in Ma'at itself, though on his home plane he's even more powerful.

Campaign Use: The Living Sphinx is a killing machine with a particular taste for magical victims. He makes a great straightforward adversary for any mystic PC. As a unique and magical “beast” he could be the object of an adventure — to fulfill some task or quest, the PCs have to fetch one of his claws as an ingredient for a powerful spell, or win some other device, boon, or information by challenging him to a game of riddles.

To make the Living Sphinx tougher, increase his Damage Reduction or keep boosting his Characteristics until he's powerful enough to frighten the bejesus out of your PCs. You could also give him a small Variable Power Pool for magic spells he can cast. To weaken him, reduce his Characteristics (especially SPD), get rid of his Damage Reduction, and/or reduce the DCs in his HKAs.

Associates, Allies, And Adversaries: The Living Sphinx is a solitary being not given to working with others. However, he willingly follows the orders of Anubis (page 13), whom he regards as a divine messenger.

Appearance: The Living Sphinx is a horrifying creature, as much beast as man. His chest and lower body is vaguely catlike, complete with short black fur, clawed feet, and a long tail. Unlike his mythical namesake, however, the Living Sphinx stands upright... and, at 6'6" tall, towers over most people. His neck, shoulders, and arms are humanoid, though he has long, thick, wickedly sharp claws in place of fingernails. Its head and face are generally human, but twisted into bestial anger, with fiery golden eyes and thick reddish-brown hair that falls like a mane around his shoulders and back. His voice is deep, disturbing, and obviously non-human.

B THE LIVING SPHINX

Val	Char	Cost	Roll	Notes	END
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]	
32	DEX	44	15-		
35	CON	25	16-		
25	INT	15	14-	PER Roll 14-	
25	EGO	15	14-		
30	PRE	20	15-	PRE Attack: 6d6	
12	OCV	45			
11	DCV	40			
3	OMCV	0			
7	DMCV	12			
8	SPD	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12	
35	PD	33		Total: 35 PD (35 rPD)	
35	ED	33		Total: 35 ED (35 rED)	
25	REC	21			
70	END	10			
23	BODY	13			
80	STUN	30		Total Characteristics Cost: 451	
Movement:					
	Running:			36m	
	Leaping:			20m	
Cost Powers					
80	Sphinx's Claws:	HKA 2½d6 (4½d6 with STR)			8
		Armor Piercing (+¼), Affects Desolidified (+½), +1 Increased STUN Multiplier (+¼)			
12	Bite:	HKA 1d6 (4d6 with STR)			1
		No Knockback (-¼)			
35	Monstrous Toughness:	Resistant (+½)			0
		for 35 PD/35 ED			
30	Monstrous Toughness:	Physical and Energy Damage Reduction, Resistant, 25%			0
15	Powerful Mind:	Mental Defense (15 points)			0
10	Immortal Form:	Power Defense (10 points)			0
40	Immortal Physiology:	Life Support: Total (including Longevity: Immortality)			0
24	Astonishing Speed:	Running +24m (36m total)			2
8	Astonishing Leaps:	Leaping +16m (20m forward, 10m upward)			1
40	Walking Between Worlds:	Extra-Dimensional Movement (any physical location in the Quaternion), x2 Increased Mass			4
5	Cats' Eyes:	Nightvision			0
10	Catlike Senses:	Tracking with Hearing Group			0
10	Catlike Senses:	Tracking with Smell/Taste Group			0
11	Scenting The Divine:	Detect Extradimensional/Divine Beings 14- (Smell/Taste Group), Discriminatory, Telescopic (+2 versus Range Modifier)			0
9	Catlike Senses:	+3 PER with all Sense Groups			0
30	Alter Form:	Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid form), Instant Change			3
41	Monstrous Healing:	Regeneration (BODY per Turn), Can Heal Limbs, Resurrection (stopped by cutting off his head or killing him in Ma'at)			0

Talents

24 Universal Translator 18-

Skills

- 24 +3 HTH
- 3 Acrobatics 15-
- 2 Animal Handler (Felines) 15-
- 3 Breakfall 15-
- 3 Charm 15-
- 3 Concealment 14-
- 3 Conversation 15-
- 3 Deduction 14-
- 10 Defense Maneuver IV
- 3 Disguise 14-
- 4 Gambling (Board Games, Dice Games) 14-
- 3 AK: Egypt 14-
- 3 KS: Ancient Egyptian History 14-
- 3 KS: The Realms Of Faerie 14-
- 3 KS: The Egyptian Gods 14-
- 5 KS: Riddles 16-
- 3 Mimicry 14-
- 3 Oratory 15-
- 3 Shadowing 14-
- 3 Sleight Of Hand 15-
- 13 Stealth 20-
- 3 Tactics 14-
- 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 544

Total Cost: 995

400 Matching Complications (75)

- 10 **Distinctive Features:** Radiates Supernatural/Divine Evil (Not Concealable; Causes Major Reaction; Detectable Only By Unusual Senses)
- 15 **Hunted:** Ma'at (Frequently, As Pow, Capture)
- 10 **Hunted:** Dr. Ka (Infrequently, As Pow, Capture)
- 20 **Psychological Complication:** Loves To Taste The Death-Throes Of Mystical Beings (Common, Total)
- 10 **Psychological Complication:** Enjoys Terrorizing The Weaker And Creating Fear And Chaos (Common, Moderate)
- 15 **Psychological Complication:** Overconfidence (Common, Strong)
- 20 **Vulnerability:** 2 x STUN from Fire/Heat (Common)
- 20 **Vulnerability:** 2 x BODY from Fire/Heat (Common)

Total Complications Points: 75

Experience Points: 595

LODESTONE

Background/History: William Huang was once a poor but diligent physics student at Millennium City University who was conducting some advanced experiments with electromagnetism. Unfortunately, in his zeal to earn good grades and thus acquire a prestigious job, he ignored his professors' safety warnings and kept working during a thunderstorm.

The next thing William remembered was waking up on the other side of the lab, his body one big ache. The window was shattered, rain was blowing inside, and his equipment was in smoldering ruins. Trying to save his notes, but too weak to stand up yet, he gestured feebly at the lab table — only to have a metal test tube stand fly off the table and right into his grasp.

He tried it again, this time snagging a couple of tools hanging on the wall nearby. The notes were soon forgotten as he tested the extent of his control over magnetism. Before long, he could not only attract or repel ferrous objects, but emit blasts of magnetic force, protect himself with a magnetic shield, and even fly!

And that was the end of William Huang's academic career. Who needed knowledge to get rich, when one had superpowers? After creating a simple costume and christening himself "Lodestone," William embarked on a robbery spree that only ended when Sapphire and Nighthawk helped PRIMUS capture him. A minor slip in PRIMUS's security routine let him escape. Ever since then he's back on the street and ready for more action... and money!

Personality/Motivation: Lodestone's goal as a supervillain is simple: get rich. He grew up poor, and he doesn't intend to ever be poor again. He mostly commits robberies, though he'll gladly sign up to work for another supervillain if the pay is good, he's treated well, and he doesn't have to do anything distasteful like kill or maim other people. He hasn't done a good job of saving his money so far — he mostly throws it away on gambling, presents for his wife (who thinks he's gotten a good job at a research lab), and needless luxuries — but he's enjoying himself immensely, so he doesn't care what happens, as long as he can stay out of prison.

Quote: "Kind of hard to shoot me with a bent gun barrel, isn't it?"

Powers/Tactics: Lodestone's powers derive from his ability to control magnetism. Many of them only work on ferrous objects — for example, he can only Deflect ferrous attacks (which would not include many bullets), and his Dispel (representing his ability to shred or otherwise disrupt a metallic object) only affects powers involving iron, steel, and the like (such as many super-technology gadgets). Other powers, such as his Magnetic Blasts, suffer from no such restriction.

Even after years in the villain business, Lodestone hasn't learned much in the way of super-combat tactics. He tends to pick one foe he knows he can affect and stick to attacking that person until he defeats him or is defeated.

Campaign Use: Lodestone is a mercenary supervillain with just enough conscience to make him interesting. He's not callous and cruel, like so many supervillains; he doesn't like to hurt people at all. He just wants as much money as he can possibly get his hands on. But if push comes to shove, he'll hurt someone rather than let himself get captured. If the GM is looking to expand the ranks of GRAB, Lodestone would make an excellent candidate. He fits their *modus operandi* and attitude perfectly.

Lodestone should fit into most Standard Superheroic Champions campaigns pretty well. Increasing his power usually means increasing the value of his Multipower reserves and slots, and sometimes boosting his DEX, CON, and/or SPD. To weaken him, reduce the Active Points in his powers.

Associates, Allies, And Adversaries: Lodestone usually works by himself (he gets to keep all the loot that way!), but sometimes teams up with other villains or hires himself out. For example, he joined Holocaust's temporary "team" in 2006, and has worked with the Ultimates on several occasions. If the Ultimates were less violent, and Blackstar were less of a jerk, he'd consider applying for membership.

Appearance: Lodestone's costume is gold and grey. The torso has a gold hourglass sort of pattern covering from his shoulders to his belt, and his half-face mask is gold as well. The legs, trunks, belt, sides, and arms are grey; the boots and gauntlets are gold.

Out of costume, William Huang is a handsome young man of Chinese descent. His hair is black and cut short, and his face often has an infectious grin... especially when he's just made a big score and can afford to party.

LODESTONE FACTS

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

N/R: Lodestone is a villain with magnetic powers, including the ability to project blasts of magnetic force, create protective magnetic force-fields and walls, and even fly by riding magnetic forces.

K/R: Lodestone mostly commits robberies; he's interested in getting rich, not fighting or hurting people.

-6: Electricity attacks cause Lodestone severe pain.

-10: His Secret Identity is William Huang.

A

LODESTONE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
16	EGO	6	12-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 25 PD (20 rPD)
10	ED	8		Total: 30 ED (20 rED)
12	REC	8		
60	END	8		
10	BODY	0		
36	STUN	8		Total Characteristics Cost: 165

Movement: Running: 12m
Flight: 40m

Cost Powers

90	Magnetokinesis: Telekinesis (60 STR) Reduced Endurance Cost (0 END; +½); Only Versus Ferrous Metals (-½)	0
75	Magnetism Powers: Multipower, 75-point reserve	
7f	1) Magnetic Blast I: Blast 12d6 Reduced Endurance Cost (½ END; +¼)	3
7f	2) Magnetic Blast II: Blast 10d6 Reduced Endurance Cost (0 END; +½)	0
4f	3) The Big Wrap-Up: Entangle 6d6, 6 PD/6 ED OIF (sufficient amount of ferrous metals of opportunity within 20m of target; -½)	6
7f	4) Ferrous Disruption: Dispel 16d6 Variable Effect (any one Ferrous Metal-based power at a time; +½)	7
5f	5) Magnetic Repulsion: Reflection (75 Active Points' worth) Any Target (+½); Only Works Against Ferrous Physical Projectiles (-½)	7
5f	6) Magnetic Wall: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable Costs Endurance (to maintain; -½)	7
60	Magnetic Shield: Resistant Protection (20 PD/20 ED)	0
13	Magnetic Repulsion: Deflection Only Works Against Ferrous Physical Projectiles (-½)	2
60	Magnetic Force Riding: Flight 40m Reduced Endurance Cost (0 END; +½)	0

END



Skills

20	+4 with Magnetokinesis and Magnetism Powers Multipower
3	Computer Programming 12-
3	Power: Magnetism Powers 13-
3	PS: Student 12-
5	SS: Magnetism 14-
3	SS: Physics 12-
3	Stealth 13-

Total Powers & Skills Cost: 373

Total Cost: 538

400 Matching Complications (75)

10	DNPC: Belinda Huang (wife) (Infrequently, Normal; Unaware of character's Social Complication: Secret Identity)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Code Versus Killing (Common, Total)
20	Psychological Complication: Greedy (Very Common, Strong)
15	Social Complication: Secret Identity (William Huang) (Frequently, Major)
30	Vulnerability: 2 x STUN from Electrical attacks (Very Common)
30	Vulnerability: 2 x BODY from Electrical attacks (Very Common)

Total Complications Points: 75

Experience Points: 138

A

MANARA

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
18	DEX	16	13-	
18	CON	8	13-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	PD	4		Total: 21 PD (15 rPD)
5	ED	3		Total: 20 ED (15 rED)
7	REC	3		
35	END	3		
10	BODY	0		
28	STUN	4		Total Characteristics Cost: 104

Movement: Running: 12m
Swimming: 14m/60m

Cost Powers **END**

50	Gauntlet Water Cannons: Multipower, 60-point reserve 32 Charges (+¼) for entire reserve; all OIF (-½)	[32]
4f	1) Water Blast: Blast 12d6 OIF (-½)	
4f	2) Wide-Angle Water Blast: Blast 9d6 Area Of Effect (1m Radius; +¼); OIF (-½)	
2f	3) Water Blast Punch: HA +6d6 OIF (-½), Hand-To-Hand Attack (-¼)	
5	Gauntlet Water Cannons: Another Gauntlet Water Cannon (total of 2)	[32]
37	Mantara Armor: Resistant Protection (15 PD/15 ED) Hardened (+¼); OIF (-½)	0
3	Mantara Armor Helmet: Sight Group Flash Defense (5 points) OIF (-½)	0
3	Mantara Armor Helmet: Hearing Group Flash Defense (5 points) OIF (-½)	0
7	Mantara Armor: Life Support (Self-Contained Breathing) OIF (-½), 1 Continuing Fuel Charge (1 Day, Easy to refuel; -0)	[1cc]
2	Mantara Armor: Life Support (Safe Environments: Intense Cold, High Pressure) OIF (-½)	0
3	Skilled Swimmer: Swimming +6m (10m total)	1
1	Swimfins: Swimming +4m (14m total); OAF (-1)	1
15	Underwater Impeller: Swimming +46m (60m total) OIF (-½), Only Works When Wearer Is Fully Underwater (-0), 1 Continuing Fuel Charge (1 Hour, Easy to refuel; -0)	[1cc]

7	Skilled Diver: Swimming +40m Only To Dive Safely (-2)	2
3	Mantara Armor Helmet: Infrared Perception (Sight Group) OIF (-½)	0
3	Mantara Armor Helmet: Ultraviolet Perception (Sight Group) OIF (-½)	0
3	Mantara Armor Helmet: Nightvision OIF (-½)	0
2	Mantara Armor Helmet: Ultrasonic Perception (Hearing Group) OIF (-½)	0
6	Mantara Armor Helmet: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
7	Mantara Armor Helmet: +10 to PER Rolls with HRRP OIF (-½)	0
23	Armor Stealth Sonar Array: Active Sonar (Hearing Group), Concealed (-5), Increased Arc Of Perception (360 Degrees), Telescopic (+20 PER versus Range Modifier) OIF (-½)	0

Talents

4 Environmental Movement: Aquatic Movement (no penalties in the water)

Skills

9	+3 with Gauntlet Water Cannons Multipower
6	+3 OCV with Move By
3	Charm 12-
1	Electronics 8-
2	KS: World Watercraft 11-
1	Mechanics 8-
2	Navigation (Marine) 12-
2	SS: Marine Biology 11-
2	SS: Oceanography 11-
3	Stealth 13-

Total Powers & Skills Cost: 225

Total Cost: 329

400 Matching Complications (75)

20	Hunted: US Navy (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: British Navy (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Self-Centered And Greedy (Common, Strong)
15	Psychological Complication: Competitive (Common, Strong)
15	Psychological Complication: Vengeful (Common, Strong)
15	Social Complication: Secret Identity (Steffanie Landers) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

MANTARA

Background/History: Steffanie Landers was once a highly-ranked competitive swimmer and diver looking forward to a promising career in either marine biology or marine engineering. A driven woman, she pushed herself harder and harder to qualify for the Olympics... and failed. Refusing to accept that she just wasn't quite good enough, she became bitter and angry, convinced she'd been cheated. She began taking it out on the judges and winning athletes by playing malicious pranks on them, pranks that soon escalated into vandalism and other crimes. Striking back made her feel good.

Then she miscalculated and killed one of them.

It wasn't supposed to happen that way. The garage door was supposed to slam down on the woman's *car hood*, not the roof of the car right over the front seat. All Steffanie wanted to do was terrify the woman and ruin her car, not kill her... but she had to admit she felt a sort of fiendish glee that the woman had gotten what she'd deserved. As she heard police sirens approaching, Steffanie decided that if this was the hand fate had dealt her, she'd play it with relish.

She fled into hiding and began working. If she were going to be a criminal, she wouldn't become just *any* criminal — she wanted to stand out from the crowd, to make a name for herself, be flamboyant. She used her skills with underwater work and gadgetry to design and build her first Mantara armored suit and began committing crimes on and around major bodies of water. She discovered she got a real kick out of it, and that she was good at it. With several years in the supervillain business now under her belt, she's never looked back and has no plans to quit. If anything, she's looking for more impressive crimes to commit — it's time to move up to the "big leagues."

Personality/Motivation: Mantara was once a decent sort of woman, but losing out on her chance for fame and glory at the Olympics has made her self-centered and bitter. Now she only cares about herself and satisfying her own needs, whether that's for money, revenge, or something else.

Mantara still has a strong competitive streak, especially when it comes to swimming and other aquatic sports. If she runs into someone who seems to be her match in the water, she'll become determined to prove that she's faster, more agile, or just plain better.

Quote: "You can't beat me — not anywhere, but *especially* not in the water."

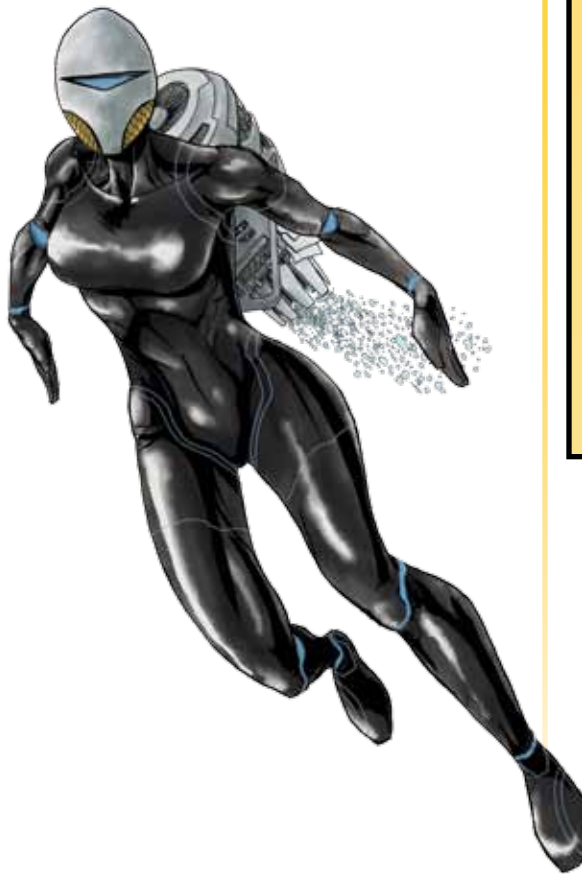
Powers/Tactics: Mantara is most at home in the water. Heroes will rarely encounter her outside it, much less far from it — and in that case, she'll almost certainly flee for the nearest large body of water. She feels (and often rightly so) that her experience and abilities in the water give her an edge in combat, an edge she'd otherwise lack due to the fact that she doesn't have superpowers or

extensive weaponry. In combat she relies on Move Bys for HTH Combat and her Gauntlet Water Cannons when she fights at Range. She has relatively little grasp of tactics, and if possible hires a group of SCUBA-equipped thugs to help fight her battles for her.

Campaign Use: Mantara is an example of a fairly low-level speedster. Her Swimming 60m is pretty fast, but only works in a limited environment, and she's only DEX 18, SPD 5. She shows how you can build a speedster — a movement-oriented character — without rising to the level of hypervelocity and speed tricks.

To make Mantara tougher, increase her SPD and DEX until she's more of a true speedster, or make her Mantara suit more like true powered armor — have it boost her STR and other Characteristics, build more weapons into it, and so on. You could also give her more weaponry, some Martial Arts, or other ways to attack. To weaken her, reduce her meters of Swimming.

Appearance: Out of her Mantara costume, Steffanie Landers is a beautiful woman with long blonde hair and blue eyes; she stands 5'11" tall and has a well-developed but athletic figure. Her Mantara armor adds two inches of height and completely conceals her features and her beauty. It's a glossy black with electronic blue highlights at the joints; electronic blue lines also mark out the gloves and boots. The helmet is much more form-fitting than that of a diving suit, and has one large eyepiece across the eyes. On her back there's a pack-like structure containing her underwater impeller and most of her oxygen supply.



MANTARA FACTS

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

N/R: Mantara is a supervillainess specializing in crimes on or near the water; she uses gadgets (including gauntlet-mounted water cannons and a super-tech underwater impeller) to fight agilely underwater and swim at tremendous speeds.

K/R: Mantara's top swimming speed is 180 kilometers per hour (112 miles per hour), and she knows how to dive into the water safely from tremendous heights.

-2: Mantara is a very competitive person, particularly when it comes to aquatic activities.

-6: Mantara's armor contains a highly sophisticated 720-degree sonar system whose "pings" are very difficult to detect.

-10: Her Secret Identity is Steffanie Landers; she used to be a competitive swimmer and diver.

A

MANTISMAN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
18	DEX	16	13-	
18	CON	8	13-	
15	INT	5	12-	PER Roll 12-
12	EGO	2	11-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	6		Total: 23 PD (15 rPD)
8	ED	6		Total: 23 ED (15 rED)
7	REC	3		
35	END	3		
12	BODY	2		
30	STUN	5		Total Characteristics Cost: 116

Movement:

Running:	12m
Flight:	20m
Leaping:	40m

Cost	Powers	END
29	Power Pack: Endurance Reserve (120 END, 21 REC) OIF (-½)	0
40	Insectile Weapons: Multipower, 60-point reserve All OIF (MantisMan Suit; -½)	
3f	1) Sting Darts I: Blast 6d6 NND (defense is Life Support [appropriate Immunity]; +1); OIF (-½), Must Target Non-Armored Hit Locations (-¼), 12 Charges (-¼)	[12]
3f	2) Sting Darts II: RKA 2d6 Autofire (5 shots; +½), 60 Charges (+½); OIF (-½), No Knockback (-¼)	[60]
3f	3) Cocoon Paste: Entangle 6d6, 6 PD/6 ED OIF (-½), 8 Charges (-½)	[8]
1f	4) Gauntlet Spines: HKA 1 point (1d6+1 STR) OIF (-½)	1

Martial Arts: Praying Mantis Kung Fu

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Disarm	-1	+1	Disarm, 25 STR
4 Dodge	+0	+5	Dodge all attacks, Abort
4 Escape	+0	+0	30 STR vs. Grabs
3 Joint Lock/Grab	-1	-1	Grab, 25 STR
5 Kick	-2	+1	7d6 Strike
4 Punch	+0	+2	5d6 Strike
3 Throw	+0	+1	3d6 +v/10, Target Falls
4 Tien-hsueh Strike	-1	+1	2d6 NND (1)

30	MantisMan Armor: Resistant Protection (15 PD/15 ED) OIF (-½)	0
3	MantisMan Helmet: Sight Group Flash Defense (5 points) OIF (-½)	0

3	MantisMan Helmet: Hearing Group Flash Defense (5 points) OIF (-½)	0
13	Insectile Wings: Flight 20m OIF (-½)	2
12	Insectile Legs: Leaping +36m (40m forward, 20m upward) OIF (-½)	2
6	MantisMan Helmet: HRRP OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
3	MantisMan Helmet: Infrared Perception (Sight Group) OIF (-½)	0
7	MantisMan Helmet: Increased Arc Of Perception (360 Degrees) for Sight Group OIF (-½)	0
5	Mantiswalking: Clinging (normal STR) OIF (-½), Costs Endurance (-½)	1

Perks

5	Money: Well Off
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Skills

20	+2 with All Combat
12	+4 versus Range Modifier with All Attacks
3	Acrobatics 13-
2	Animal Handler (Insects) 12-
3	Breakfall 13-
3	Computer Programming 12-
3	Electronics 12-
3	Inventor 12-
2	KS: Animals 11-
3	Mechanics 12-
2	SS: Chemistry 11-
2	SS: Entomology 11-
1	SS: Geology 8-
2	SS: Physics 11-
3	Stealth 13-
3	Systems Operation 12-

Total Powers & Skills Cost: 268

Total Cost: 384

400 Matching Complications (75)

20	Hunted: MCPD (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Code Versus Killing (Very Common, Strong)
10	Psychological Complication: Fascinated By Insects; Often Plans His Crimes Around Them (Common, Moderate)
15	Social Complication: Secret Identity (Manfred Tisdale) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

MANTISMAN

Background/History: Manfred Tisdale was a small, scrawny child who was constantly picked on by other children. But what he lacked in physical abilities he gained in mental, for he was a genius fascinated by the world around him. Rejected by his peers, he retreated inward and became absorbed in his hobbies, primarily tinkering with electronics and collecting insects and rocks.

As he grew older, Manfred decided to apply his brainpower to the problem of dealing with the bullies and other tormentors he faced every day in school. He became skilled at practical jokes, particularly ones that involved stinging insects or other “pets” he collected. He also decided that staying small and scrawny was too foolish a thing for someone as smart as him to do, so he began taking martial arts lessons.

His plan was working well until the day Brad Saunders picked on him one too many times and he used his new martial arts skills to fight back. He beat Saunders good... but Brad’s dad was the president of the local bank that held the mortgage on Manfred’s family’s house. A petty, vindictive little man, Mr. Saunders took revenge for his son’s beating by applying constant financial pressure to the Tisdales. Shortly after Manfred finished high school, his family had to declare bankruptcy and move into a much smaller, dingier house.

That was the last straw for Manfred. He realized the world was set up to let the bullies win and to keep people like him from fighting back. Well, if he wasn’t going to be allowed to succeed within “the system,” he’d succeed outside it! Combining his electronics skills with his love of entomology he built himself a suit of light powered armor and some other gadgets and became the costumed criminal *MantisMan*.

Personality/Motivation: MantisMan was driven to crime by what he perceives as society’s unfairness and rejection. Although at heart he’s not a particularly bad person compared to most supercriminals (for example, he goes to great lengths not to kill his foes), he’s so bitter about the way he and his family were treated that it’s highly unlikely he’ll ever return to the straight and narrow. (Besides, he has to secretly admit he enjoys the thrill of being a costumed criminal... not to mention making lots of money.)

MantisMan still has the same geekish fascination with his hobbies that he did as a kid. He particularly enjoys studying and collecting insects and often plans his crimes around them. For example, he might make a point of stealing a rare antique brooch in the shape of a dragonfly, or use a swarm of bees to clear out a bank so he can rob it. He’d love to invent a device that lets him summon and control insects, but so far that remains beyond his abilities. He has a bad habit of making insect-related jokes and puns.

Quote: “C’mon, Sapphire, no need to be so *waspish*. Don’t let it *bug* you that you can’t stop me!”

Powers/Tactics:

MantisMan wears a suit of light powered armor designed with an “insectile” aesthetic that gives him various insect-related powers. It lets him fly, leap great distances, and even stick to walls like a bug. Its weapons include “cocoon projectors” to immobilize his foes, “sting darts” coated with knockout poison, and larger, deadlier darts (which he only uses on objects and enemies he knows can take it, like Ironclad). But he’s not totally dependent on his gear; he’s studied Praying Mantis Kung Fu for years.

In combat, MantisMan prefers to keep moving; he uses his Flight, Leaping, and Clinging to move around the battlefield constantly (*i.e.*, he almost always makes a Half Move before attacking, usually to get behind cover or put some distance between himself and his target). He favors his Cocoon Paste most of the time; he’s found it’s easier and safer to immobilize his foes and get away than to stand and fight.

Campaign Use: MantisMan is a potentially redeemable villain, but it will take a *lot* of work on the PCs’ part to make him realize the world’s not the totally unfair place he thinks it is.

To make MantisMan tougher, increase his Armor to 20 PD/20 ED and his SPD to 5; you could also give him some more weapons (perhaps even “stings” that are Blasts of some sort). To weaken him get rid of his Martial Arts, making him entirely dependent on his gadgets.

Associates, Allies, And Adversaries: Although he doesn’t know it, MantisMan is the target of Hornet’s anger. Hornet thinks (incorrectly) that MantisMan basically “copied” his (Hornet’s) powers when designing the MantisMan armor, and he intends to teach MantisMan some respect in the form of a serious beating as soon as he gets the chance.

MantisMan has admired Lady Blue’s “charity work” for many years, and has even considered offering her his assistance with her “crusade.” He’d love to help people who, like himself and his family, have been victimized by “the system.” At the very least he’d enjoy meeting her.

Appearance: MantisMan is a white male, 5’10” tall with an average build. His “costume” is a suit of green light powered armor with an “insect” motif: the eyes on the helmet are large, round, and slightly bulbous; the wings emerging from the wingpack on his back look like those of a dragonfly; there are tiny spines running down the sides of his gauntlets like those on the arms of a praying mantis; and so on.



MANTISMAN FACTS

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

N/R: MantisMan is a supervillain who wears a suit of light powered armor with insect-themed weapons and abilities.

K/R: His weapons include “sting darts” (two types: one small and coated with knockout poison; one large and capable of inflicting fatal wounds); “cocoon paste” that immobilizes the target; and sharp spines along his gauntlets.

-2: MantisMan isn’t entirely dependent on his armor’s weapons — he also knows Praying Mantis Kung Fu.

-4: MantisMan isn’t particularly violent or cruel; he takes care not to hurt innocent bystanders when committing his crimes.

-10: His Secret Identity is Manfred Tisdale.



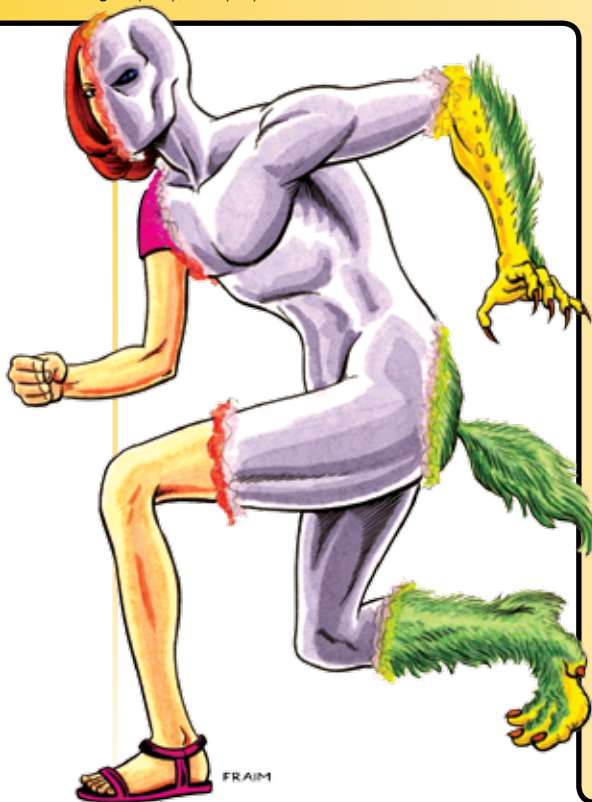
MASQUERADE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
20	CON	10	13-	
18	INT	8	13-	PER Roll 13-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	6		Total: 11 PD (3 rPD)
6	ED	4		Total: 9 ED (3 rED)
7	REC	3		
40	END	4		
13	BODY	3		
32	STUN	6		

Total Characteristics Cost: 130

Movement: Running: 16m

Cost	Powers	END
78	Shapechanging: Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups; any humanoid form), Cellular, Imitation, Instant Change Reduced Endurance (0 END; +½)	0
15	Assassin's Arts: Multipower, 22-point reserve All OIF (sharp/hard objects of opportunity; -½)	
1f	1) Melee Assassination: HKA 1d6 (2d6 STR) OIF (-½)	1
1f	2) Ranged Assassination: HKA 1d6 (2d6 with STR) Ranged (+½); OIF (-½)	1



Martial Arts: Karate

Maneuver	OCV	DCV	Notes
4 Ateimi Strike	-1	+1	3d6 NND(1)
4 Block	+2	+2	Block, Abort
4 Disarm	-1	+1	Disarm, 35 STR
4 Dodge	+0	+5	Dodge all attacks, Abort
3 Legsweep	+2	-1	6d6; Target Falls
4 Knifehand Strike	-2	+0	HKA 1d6 (2d6 with STR)
4 Punch/Snap Kick	+0	+2	7d6 Strike
5 Side/Spin Kick	-2	+1	9d6 Strike
8	+2 Damage Classes (already added in)		

4 **Fast Runner:** Running +4m (16m total) 1
15 **Lucky Bastard:** Luck 3d6 0

Perks

5 **Money:** Well Off

Talents

6 Combat Luck (3 PD/3 ED)

Skills

36	+3 Overall
3	Acrobatics 13-
3	Acting 13-
3	Breakfall 13-
3	Charm 13-
3	Computer Programming 13-
3	Combat Driving 13-
3	Conversation 13-
3	Criminology 13-
3	Demolitions 13-
3	Electronics 13-
3	Forensic Medicine 13-
4	Forgery (Documents, Money) 13-
3	High Society 13-
3	Interrogation 13-
3	KS: Current Events 13-
3	KS: The Espionage World 13-
3	KS: The Military/Mercenary/Terrorist World 13-
3	KS: Recent History 13-
3	KS: The Superhuman World 13-
3	KS: World Politics 13-
3	Lockpicking 13-
3	Persuasion 13-
3	Security Systems 13-
3	Shadowing 13-
3	Stealth 13-
3	Streetwise 13-
3	Tracking 13-
5	TF: Common Motorized Ground Vehicles, Helicopters, Snow Skiing, Two-Wheeled Motorized Ground Vehicles,
8	WF: Common Martial Arts Weapons, Common Melee Weapons, Common Missile Weapons, Small Arms

MASQUERADE

Background/History: In 1968, a lonely old woman went outside one morning and found that someone had left a baby on her doorstep. There was something wrong with it — the baby appeared malformed or crippled, with arms and facial features that weren't fully formed. Moved to pity, the woman took the baby in and raised it herself.

Oddly, as the baby aged, its features became more and more precise. By the time the child was old enough to walk and talk, it was apparent that he/she wasn't a normal human — he/she had the power to change shape. One day, he/she was a girl, the next day a boy, the day after that a disturbing blend of male and female features... whatever seemed to catch the child's fancy at the moment.

Terrified, but unwilling to abandon a child she'd come to love, the woman raised him/her as best she could, trying to teach him/her to use his/her abilities. She kept the child with her, home schooling him/her until he/she was old enough to understand the nature and implication of his/her powers and why he/she shouldn't use them casually in public.

- 3 Linguist
 2 1) French (completely fluent; English is Native)
 2 2) German (completely fluent)
 2 3) Japanese (completely fluent)
 2 4) Mandarin Chinese (completely fluent)
 2 5) Russian (completely fluent)
 2 6) Spanish (completely fluent)
 3 Traveler
 1 1) CK: Beirut 11-
 1 2) CK: Berlin 11-
 1 3) CK: London 11-
 1 4) CK: Millennium City 11-
 1 5) CK: Moscow 11-
 1 6) CK: Munich 11-
 1 7) CK: New York City 11-
 1 8) CK: Paris 11-
 1 9) CK: Tokyo 11-
 1 10) AK: The United States 11-
 1 11) CK: Washington, D.C. 11-

Total Powers & Skills Cost: 325

Total Cost: 455

400 Matching Complications (75)

- 20 **Hunted:** CIA (Mo Pow, NCI, Capture/Kill)
 20 **Hunted:** VIPER (Mo Pow, NCI, Capture)
 20 **Psychological Complication:** Amoral And Casually Cruel (Very Common, Strong)
 20 **Psychological Complication:** Code Of The Mercenary (Common, Total)

Total Complications Points: 75

Experience Points: 55

The child continued to grow, now mingling with other people, but feeling no connection with or interest in them. He/she learned he/she could flawlessly imitate anyone's appearance, and derived much pleasure from using this power to get his/her classmates in serious trouble. As he/she got older, he/she realized he/she could use his/her abilities to make money — lots of money — in all sorts of ways. He/she started with petty theft and con games, and soon began to commit more serious crimes. The first time he/she was nearly caught, he/she had to kill a man to keep his/her secret, and found this no more disturbing or upsetting than his/her juvenile mischief-making.

The day he/she graduated from high school, his/her "mother" died, leaving him/her alone in the world. But he/she didn't care; by then he/she had made connections with organized crime and was earning real money. Soon the CIA got word of him/her, and he/she made entry into the world of espionage. After a few years working for the CIA, just for the experience, he/she betrayed his/her handlers (arranging their deaths in the process) and became a freelance spy commanding the highest fees. In certain rarified and dangerous circles, the person called Masquerade has become known as one of the most skilled and deadly agents in the world, the one to turn to when no one else can get the job done.

Personality/Motivation: Although at least nominally human, Masquerade feels no more sympathy, compassion, or mercy for his/her "fellow" humans than a shark does for lesser fish. His/her powers and attitude disconnect him/her from other people, making it easy for him/her to commit the most heinous and bloody crimes without feeling so much as a twinge of guilt. He/she enjoys using his/her powers and skills to inflict casual cruelties on others, ranging from verbal abuse, to interfering with jobs and credit ratings, to breaking up romantic relationships. As good an actor as he/she is, he/she often trips him/herself up because he/she can't resist the opportunity to work some petty evil just for fun.

Despite this trait, Masquerade has learned to follow the code of the mercenary. He/she might be the best spy in the world, but if employers don't trust him/her, he/she won't get any work. Loyalty to his/her employers has done as much to cement his/her reputation as his/her matchless infiltration abilities.

Quote: "Good morning, Senator. Here's what's on your schedule for today..."

Powers/Tactics: A highly skilled assassin and spy, Masquerade possesses the ability to alter his/her shape to any other humanoid form. He/she has no defined gender or appearance; he/she has never defined a "true shape" that he/she returns to in times of relaxation — he/she simply changes shape the way other people change clothes. His/her change works right down to the cellular level, making it possible for him to trick fingerprint checks, retina scanners, and DNA tests.

Appearance:

Masquerade can have any appearance he/she desires — man or woman, young or old, rich or poor, healthy or ill. Indeed, he/she can change his/her appearance from second to second, as he/she chooses.

MASQUERADE FACTS

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

N/R: Masquerade is a supervillain with the ability to assume any humanoid shape. He can flawlessly imitate another person's appearance right down to the cellular/genetic level, making it impossible for him to trick nearly any sort of security system.

K/R: Masquerade scares many government and business officials nearly as much as Menton does.

-2: Half of the governments and corporations in the world seem to want to hire Masquerade; the other half secretly offer substantial rewards to anyone who kills him.

-10: Masquerade has no true form (or gender); he/she is some sort of natural shape-changer.

When he/she assumes another person's form, all he/she lacks is that person's memories and personality, which he/she can usually imitate or bluff his/her way through with Acting. (He/she also cannot imitate superpowers, unless he/she uses technology prepared in advance.)

Masquerade's skills include hand-to-hand combat and weapons use, plus the ability to turn any sharp or hard object into a lethal attack, but he/she prefers to avoid open combat. He/she has the advantage in situations where he/she can trick, fool, and confuse people, not on the battlefield.

Campaign Use: Although he/she's not necessarily the most skilled combatant, and certainly lacks the raw power of a Dr. Destroyer or a Takofanes, Masquerade is justifiably considered a tremendous security threat by every nation, organization, and corporation on the planet. Able to assume any human form flawlessly right down to the cellular level, he/she can infiltrate almost any installation, obtain almost any information, and compromise almost any security. If there's anyone who scares politicians as much as Menton, it's Masquerade.

You should use Masquerade carefully in scenarios. He/she isn't much fun if he/she simply walks away with the prize and the heroes never have a chance to stop him/her. Unless the PCs at least suspect his/her presence or involvement, you're not getting as much mileage out of the character as you can. But at the same time, the PCs mustn't have *too* easy a time uncovering Masquerade; it should require some effort and clever roleplaying. The best way to trip him/her up is with knowledge he/she lacks, but he/she can also be detected with Mental Senses (he/she can't change her brainwaves or mental thought patterns).

Masquerade doesn't have a "Secret Identity" because he/she has no defined "true identity" — and even if he/she did, finding out any information about it would be next to impossible (barring the use of Mental Powers). Since he/she suffers no significant restrictions because of his/her "secret," he/she's not entitled to a Complication for it. However, the story of where he/she came from, who his/her parents are, and the source of his/her powers could make for interesting plot points the GM can exploit.

To make Masquerade more powerful, give him/her a Mimic Power Pool so he/she can imitate superheroes' powers, or Mental Powers so he/she can copy other peoples' memories as well. To make him/her less powerful, decrease the usefulness of his/her Shape Shift — get rid of some Sense Groups, or make changes take a long time. You can also add or remove Skills.

Associates, Allies, And Adversaries: In recent years Masquerade has done a lot of work for an unidentified, but high-paying, member of the US government. Unbeknownst to him/her (his/her code of professionalism demands he/she not try to find out who he is unless he gives him/her reason to distrust him), this person is Representative David Sutherland — the supervillain Invictus (see CV1). He/She has also, with knowledge of whom he/she's working for, been employed by Franklin Stone and Slun.

MECHASSASSIN

Background/History: Craig Vandersnoot was a major in the US Army assigned as a liaison to NATO. His good looks, charming demeanor, master's degree in political science, and take-charge attitude made him popular and respected, and before long he was put in command of a NATO research project to develop a light battlesuit for use by the military and law enforcement.

The project was going well under Vandersnoot's supervision when his "moonlighting" came to light: he'd been working as a security consultant and troubleshooter for several organized crime groups and terrorist organizations, accepting huge sums of money to keep them safe from the cops. He even helped plan and execute crimes, applying his tactical knowledge to make the "missions" go as smoothly as possible.

Three MPs were sent to arrest Vandersnoot quietly so the press wouldn't get wind of things. He killed all three of them, snuck back into the research complex, and put on the battlesuit. Then he murdered every scientist and technician associated with the project, stole all the plans and specs, and trashed the lab. When he was done, he escaped from the facility with ease.

Since then, Vandersnoot, operating under the codename *Mechassassin*, has established an enviable reputation in the Mercenary World. Known for his skill, power, discipline, and ability to get even the toughest jobs done, he's made millions as he loots and pillages his way across the globe. He also works as a security chief and military trainer for master villains.

In 2007 the Champions at long last captured Mechassassin, and in light of his skills and the escape risk he posed he was sentenced to serve his twenty-year term in Stronghold. Unfortunately for the world, he was only there two years when the 2009 breakout set him free. Now he's on the outside again and more dangerous than ever.

Personality/Motivation: Mechassassin is cool, collected, efficient, professional, and deadly. His self-confidence borders on arrogance; he knows he's the best, and that when you put him on a job that job's as good as done. Proud without being stupid, ruthless without being sadistic, disciplined without being a machine, he epitomizes the super-mercenary in the modern world.

Like any mercenary worthy of the name, Mechassassin keeps his employers' identities and related information confidential. He'll go to prison or take a bullet in the head before he reveals anything he's supposed to keep secret.

Quote: "When you're the best, you can get away with murder."

Powers/Tactics: Mechassassin's suit of light battlearmor comes equipped with numerous weapons that give him enough of an edge in combat to stand up against superheroes. The main one is an electric rifle with three settings (regular, crispy, and extra crispy); attached to the side of the rifle is a tanglecoil launcher that he can use to trap enemies without hurting them. The rifle assembly fits over his right gauntlet in a way that prevents him from using his right hand for anything else while the gun's operational, but he can take it off and carry it in a "sheath" on his back if necessary.

Additionally, several of the minor structures on Mechassassin's armor (such as the ones on the outer edge of his thighs) are actually "grenade packs" he can detach and throw; he carries concussor, tranquilizer gas, and enhanced smoke varieites. Lastly, on his left arm Mechassassin carries a shield with which to deflect enemy attacks.

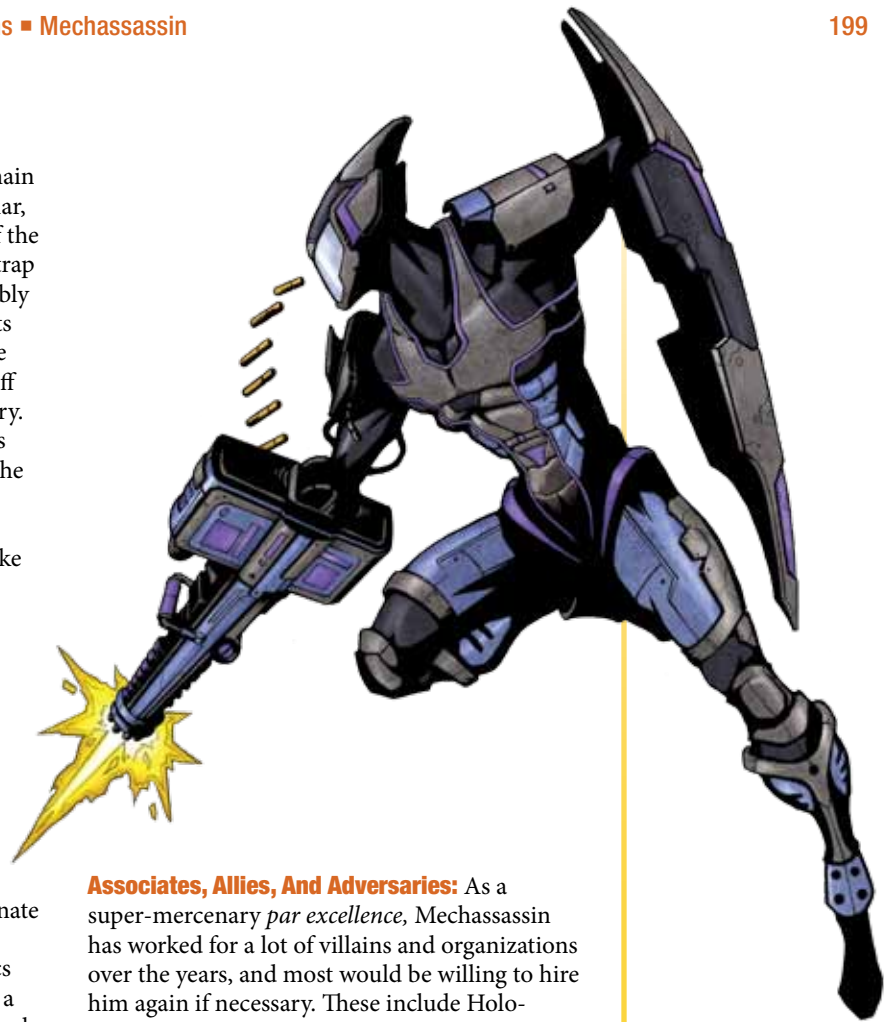
But Mechassassin's greatest weapons are his mind and body. A soldier with years of experience in just about every sort of combat imaginable, he has a high degree of tactical awareness. He never fights stupidly, underestimates his opponents (especially superpowered ones), or takes foolish risks. He usually has at least two backup plans for every mission, plus one standard and one alternate escape route.

Mechassassin's choice of weapons and tactics depends on who he's facing. If he's confronting a group of foes, or enemies he can't hit with normal attacks, he'll use his Tranq Gas Grenades, or "pop smoke" and take advantage of the fact he can see through the stuff and they (hopefully) can't. Against bricks and energy projectors, he'll use his shield for protection and shoot with his Electric Rifle, perhaps making a Multiple Attack with slot 1 or 2 if he has enough cover to compensate for the reduced DCV. Gadgeteers, weaponmasters, and other characters using Accessible Foci get the tanglecoil, followed by tranq gas.

Campaign Use: Like Lazer and the Steel Commando, Mechassassin is a "super-mercenary" (though a somewhat more powerful one), suitable for employment by just about any other villain. He works well with groups, whether as a leader or follower.

If you need to make Mechassassin more powerful, augment his battlearmor. Give it some more Armor, and maybe some additional features, like a jetpack. You can also give him more weapons, such as shoulder-mounted mini-rocket launchers. If he's too tough for your heroes, get rid of some of his martial arts, tone his weapons down to 75 or 60 Active Points, and decrease his Characteristics a bit (including reducing his SPD to 5).

Mechassassin rarely Hunts heroes (unless someone pays him to), but when he does, he's a tough and tenacious foe. He approaches his goal — to kill the hero — as if it were a military target. He gathers as much intel as he can, then plans attacks for the maximum chance of scoring a kill with the least amount of risk possible.



Associates, Allies, And Adversaries: As a super-mercenary *par excellence*, Mechassassin has worked for a lot of villains and organizations over the years, and most would be willing to hire him again if necessary. These include Holocaust, Joseph Otanga, Merc-Force 1, VIPER, and ARGENT. He's also occasionally partnered with villains such as Blackguard, Cateran, Ricochet, and Tachyon.

But of course being a super-mercenary means he competes with business for others of his ilk, such as Double Dealer, Hazard, Lazer, and Steel Commando. He has a particularly strong rivalry with the latter two and would happily eliminate them if he had the chance. Eurostar also hates him and wants him dead for beating them to a robbery target a few years ago.

MECHASSASSIN FACTS

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

N/R: Mechassassin is a super-mercenary who wears a suit of light battlearmor. His main weapons are an electric blaster rifle worn on his right arm, a tanglecoil projector mounted to the rifle's side, grenade packs attached to the armor, and a shield.

K/R: His real name is Craig Vandersnoot; he used to be a high-ranking US Army officer who was discovered to be assisting criminals for hefty fees.

-1: Mechassassin and similar super-mercenaries — particularly Lazer and the Steel Commando — are serious rivals, sometimes to the point of trying to kill one another.

-4: Mechassassin's smoke grenades block radio transmissions and mental communication as well as sight.

-8: Eurostar holds a grudge against Mechassassin and wants him dead.

A MECHASSASSIN

Val	Char	Cost	Roll	Notes
20+15	STR	10+10*	13- (16-)	Lift 400 (3,200) kg; 4d6 (7d6) HTH damage [2 (3)]
20+8	DEX	20+11*	13- (15-)	
20+10	CON	10+7*	13- (15-)	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
4+2	SPD	20+13*		Phases: 3, 6, 9, 12 (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: 219
				*: OIF (battlesuit; -½)
Movement:				
	Running:		18m	
	Leaping:		20m	
Cost Powers				
50	Electric Rifle:	Multipower, 67-point reserve		[64]
		64 Charges for entire Multipower (+½); all OIF (-½); Side Effects (prevents use of right hand while in use, always occurs; -½)		
4f	1) Standard Setting:	Blast 10d6		
		Armor Piercing (+¼); OIF (-½)		
3f	2) Boosted Gain Setting:	RKA 3d6		
		Penetrating (+½); OIF (-½), Requires 3 Charges Per Use (-¾)		
4f	3) Autofire Setting:	RKA 3d6		
		Autofire (5 shots; +½); OIF (-½)		
30	Rifle-Mounted Tanglecoil Launcher:	Entangle 6d6, 6 PD/6 ED		[8]
		OIF (-½), 8 Charges (-½)		
51	Grenade Packs:	Multipower, 90-point reserve		
		All OIF (-½), Range Based On STR (-¼)		
3f	1) Concussor Grenade:	Blast 12d6		[3]
		Area Of Effect (26m Radius Explosion; +½); OIF (-½), Range Based On STR (-¼), 3 Charges (-1¼)		
3f	2) Tranq Gas Grenade:	Blast 6d6		[3]
		NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (12m Radius; +¾); OIF (-½), Range Based On STR (-¼), 3 Charges (-1¼)		
3f	3) Super-Smoke Grenade:	Darkness to Sight, Radio, and Mental Groups 12m radius		[3]
		Personal Immunity (+¼); OIF (-½), Range Based On STR (-¼), 3 Charges (-1¼)		

Martial Arts: Commando Training

Maneuver	OCV	DCV	Notes
3 Aikido Throw	+0	+1	6d6 (9d6) + v/10, Target Falls
4 Boxing Cross	+0	+2	8d6 (11d6)
4 Choke	-2	+0	Grab One Limb, 3d6 NND (2)
4 Escape	+0	+0	45 (60) STR vs. Grabs
4 Hold	-1	-1	Grab Three Limbs, 40 (55) STR
4 Judo Disarm	-1	+1	Disarm, 40 (55) STR
4 Karate "Chop"	-2	+0	HKA 1d6 (2d6 with STR)
4 Kung Fu Block	+2	+2	Block, Abort
8 +2 Damage Classes			(already added in)

30	Armor: Resistant Protection (15 PD/15 ED)	0
	OIF (-½)	
12	Shield: Multipower, 18-point reserve	
	All OIF (shield; -½)	
1f	1) Protection: Resistant Protection (+6 PD/+6 ED)	2
	OIF (-½), Activation Roll 14- (-¼), Costs Endurance (-½)	
1f	2) Defense: +3 DCV	2
	OIF (-½), Costs Endurance (-½)	
7	Polarized Helmet Lenses: Sight Group Flash Defense (10 points)	0
	OIF (-½)	
7	Air Supply And Rebreather: Life Support (Self-Contained Breathing)	0
	OIF (-½)	
6	Fast Runner: Running +6m (18m total)	1
5	Springboots: Leaping +16m (20m forward, 10m upward)	1
	OIF (-½)	
6	Communications Array: HRRP (Radio Group)	0
	OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	
3	Nightsight: Infrared Perception (Sight Group)	0
	OIF (-½)	
3	Nightsight: Ultraviolet Perception (Sight Group)	0
	OIF (-½)	

Appearance: Mechassassin wears a suit of light battlearmor colored nonreflective grey, with some dull blue and light purple highlights; he sometimes changes the suit's colors, if appropriate for a given mission. His energy rifle is worn on his right arm; he can't use his right hand for anything else unless he takes it off (it attaches to a "sheath" on his back). He also carries a lozenge-shaped metal-and-plastic shield on his left arm in colors that match his armor.

Out of his armor, Craig Vandersnoot is 6'3", 220 pounds, blonde, blue-eyed, and handsome. He wears expensive casual clothes, drives well-built sportscars, and tends to throw a lot of money around.

Perks

- 12 Contacts: various, in the Military/Mercenary/
Terrorist World
- 8 Money: Wealthy

Skills

- 12 +1 Overall
- 30 +3 with All Combat
- 3 Breakfall 13- (15-)
- 3 Bribery 14-
- 3 Bugging 12-
- 3 Combat Driving 13- (15-)
- 3 Combat Piloting 13- (15-)
- 3 Interrogation 14-
- 2 AK: Europe 11-
- 3 KS: The Espionage World 12-
- 3 KS: The Military/Mercenary/Terrorist World
12-
- 3 KS: Politics 12-
- 3 KS: The Superhuman World 12-
- 2 Language: German (fluent conversation;
English is Native)
- 2 PS: Soldier 11-
- 7 Security Systems 14-
- 3 Shadowing 12-
- 3 Stealth 13- (15-)
- 3 Streetwise 14-
- 7 Tactics 14-
- 3 Teamwork 13- (15-)
- 6 WF: Small Arms, Blades, General Purpose/
Heavy Machine Guns, Grenade
Launchers, Shoulder-Fired Weapons

Total Powers & Skills Cost: 401**Total Cost: 620****400 Matching Complications (75)**

- 25 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI,
Capture)
- 25 **Hunted:** Eurostar (Infrequently, Mo Pow, NCI,
Kill)
- 20 **Psychological Complication:** Greedy (Very
Common, Strong)
- 20 **Psychological Complication:** Code Of The
Mercenary (Common, Total)
- 10 **Psychological Complication:** The Best And
Knows It (Common, Moderate)
- 10 **Rivalry:** Professional (with Lazer, Seeks To
Harm/Kill Rival)
- 10 **Rivalry:** Professional (with Steel Commando,
Seeks To Harm/Kill Rival)
- 15 **Social Complication:** Public Identity (Craig
Vandersnoot) (Frequently, Major)

Total Complications Points: 75**Experience Points: 220****MEGAVOLT**

Background/History: Curt Underwood was a high school dropout who worked as a deliveryman for an overnight delivery service. One day he was making his rounds during a severe thunderstorm when he lost control of his van and T-boned right into a chemical tanker at top speed. The tank ruptured, spilling some sort of chemical goo all over him through his broken windshield.

Terrified of catching cancer or something worse, Curt stumbled out of his wrecked van and into the storm, hoping the rain would wash him clean. Then he felt the hair on the back of his neck stand up, and there was a bright light, and suddenly a force like a huge, hot fist slammed him to the pavement. He blacked out.

When Curt woke up he was in the burn unit of the nearest hospital — that “fist” had been a lightning bolt that hit him in the shoulder and traveled through his body to exit out his foot. He had severe burns and a few other relatively mild injuries. The doctors hoped to send him home soon, but they were having trouble getting their instruments to work on him or give consistent readings.

Curt soon discovered what the problem was. He couldn't sleep that evening and was tapping his finger on the metal railing on the side of his bed... when suddenly a tiny bolt of electricity arced out from his finger to the rail! A little experimentation showed that he could project bolts of lightning all the way across the room. He realized the lightning bolt had somehow given him superpowers, and that his body was emitting just enough electricity to cause interference with the medical instruments. It also occurred to him that he could use his powers to make a *lot* of money...

When the doctors came to Curt's room in the morning, he wasn't there. A few weeks later a new supervillain calling himself *Megavolt* made his debut with a daring daylight robbery of a jewelry store, and Curt's supervillainous career was off and running. Everything went well until 2006, when Downshift and MeteorMan III of the California Patrol captured him. Sentenced to Stronghold, he served three years before escaping during Menton's 2009 breakout.

Personality/Motivation: Before his accident Curt Underwood wasn't a particularly criminal person. Sure, he broke the speed limit a lot, and he liked to smoke pot, and he'd shoplifted a time or three, but he was basically an average guy. But the accident that gave him his superpowers also affected his mind, exacerbating his antisocial tendencies while crippling his centers of compassion and reason. Now he's thoroughly evil, concerned only with himself and his needs. Usually he just steals things, but sometimes he enjoys bullying people around with his powers (“Dance, little man!”) or destroying things just for fun.

Quote: “I got the juice, baby! Now it's time for you to fry.”

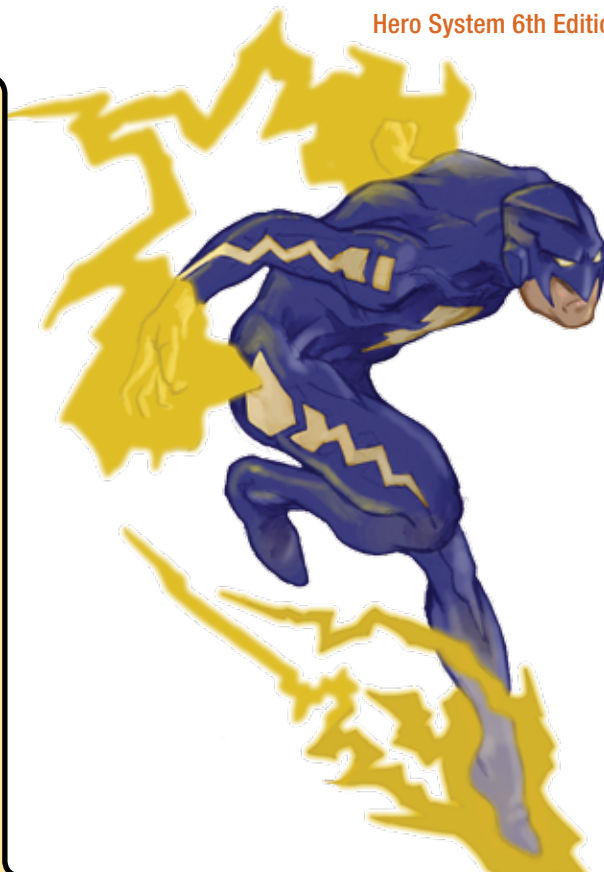
A MEGAVOLT

Val	Char	Cost	Roll	Notes
15	STR	5	11-	Lift 200 kg; 3d6 HTH damage [1]
25	DEX	30	14-	
22	CON	12	13-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
10	PD	8		Total: 28 PD (18 rPD)
20	ED	18		Total: 42 ED (22 rED)
20	REC	16		
60	END	8		
13	BODY	3		
32	STUN	6		

Total Characteristics Cost: 209

Movement: Running: 12m
Teleportation: 40m

Cost	Powers	END
150	Electrical Powers: Multipower, 150-point reserve	
20v	1) Lightning Blast: Blast 16d6 Reduced Endurance (½ END; +¼)	4
15v	2) Deadly Lightning Blast: RKA 4d6 Reduced Endurance (½ END; +¼)	3
16v	3) Bright Lightning Blast: Blast 12d6 plus: Sight Group Flash 6d6 Linked (-½)	9
17v	4) Ball Lightning: Blast 10d6 Area Of Effect (15m Radius; +¾)	9
7v	5) Direct Current Paralysis: Entangle 5d6, 5 PD/5 ED 12 Constant (+½), Takes No Damage From Attacks (+1); No Range (-½), Lockout (-½), Requires Contact (character must maintain contact with the victim with at least one hand; loss of contact immediately negates Entangle; -½), Vulnerable (electrical attacks; -1), Only Works On Targets With Muscles Or Comparative Structures (-0)	12
13v	6) Overload: Dispel Electrical Device Powers 15d6 8 Variable Effect (any one Electrical Device Power at a time; +½), Reduced Endurance (½ END; +¼); Limited Range (40m; -¼)	8
12v	7) Controlled Chain Lightning: Blast 9d6 9 Area Of Effect (eight 2m Areas Selective; +1); No Range (-½)	9
7v	8) Ionize: Drain DCV 8d6 8 Limited Range (40m; -¼), Only Applies Versus Electricity, Magnetism, And Metal Attacks (-1)	8



77	Lightning Shield: Resistant Protection (18 PD/22 ED) 0 plus: RKA 1d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½); Linked (-½), No Range (-½)	
27	Lightning-Riding: Teleportation 40m 4 Only Between Conductors Or Through Wires (-½)	
Skills		
12	+4 with <i>Electrical Powers</i> Multipower	
1	KS: Movies 8-	
1	KS: Pro Sports 8-	
1	KS: The Superhuman World 8-	
1	PS: Deliveryman 8-	
3	Stealth 14-	
Total Powers & Skills Cost: 380		
Total Cost: 591		
400 Matching Complications (75)		
15	Enraged: if takes BODY damage (Uncommon), go 11-, recover 11-	
25	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)	
25	Hunted: the Peacekeepers (Infrequently, Mo Pow, NCI, Capture)	
20	Psychological Complication: Thoroughly Greedy, Selfish, And Despicable (Common, Total)	
15	Social Complication: Public Identity (Curtis Underwood) (Frequently, Major)	
10	Vulnerability: 2 x STUN from Water powers (Uncommon)	
5	Vulnerability: 1½ x BODY from Water powers (Uncommon)	

Total Complications Points: 75

Experience Points: 189

Powers/Tactics: Megavolt has the power to project bolts and fields of electricity for various effects. In addition to standard “lightning blasts” in various configurations he can paralyze an enemy with DC current, protect himself with a “lightning shield,” and overload just about any electrical device.

In battle Megavolt usually opens with an Ionize attack, which makes his target vulnerable to his other attacks (and almost ensures he can score a hit if he puts his Combat Skill Levels in OCV, or lets him keep them all in DCV while still having a good chance to hit). Then he follows up with Lightning Blasts and Bright Lightning Blasts, switching to Deadly if necessary. If his enemies bunch up too much, Ball Lightning or Controlled Chain Lightning let him hurt several of them at once.

Campaign Use: Megavolt can start his own schemes if you like, though he’s not powerful enough to take on most hero teams singlehandedly; in most cases he works better as in an impromptu team with other villains or as a master villain’s hireling. If the PC team has an electricity-using hero, the two might become archnemeses.

To make Megavolt more powerful, convert his Multipower into an equivalent Variable Power Pool so he can wield a much broader range of electricity powers. To weaken him, reduce his REC to about 10-12 (so he has to be more careful about END usage), his DEX to 20-22, and his SPD to 5.

Associates, Allies, And Adversaries: Ever since being captured by two heroes, Megavolt has wondered if there might be safety (and better profits!) in numbers. Arrowhead, a villain he met in Stronghold, has spoken to him about possibly forming a team, and he’s considering it.

Appearance: Megavolt is a white male, 5’8” tall with a slender build. His costume is navy blue with a yellow “burst of electricity” symbol on his chest. From this symbol lightning bolts run down his arms and legs to yellow gloves and boots. His mask covers half his face, leaving his mouth exposed.

MEGAVOLT FACTS

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

N/R: Megavolt is a supervillain with electricity powers. Besides projecting bolts of electricity, he can paralyze foes with direct current, and protect himself with a “lightning shield.”

K/R: His real name is Curtis Underwood; he was in Stronghold from 2006 until the 2009 breakout.

-1: The “lightning shield” that Megavolt uses to protect himself from attacks is also dangerous to touch... or be touched by.

-6: Water-based attacks are particularly effective against Megavolt.

MENAGERIE

Background/History: As a child, Megan Munro loved animals. Her walls were covered with pictures of horses and elephants, her shelves with books about the creatures of the world, and her bed with the plush animals her parents gave her every Christmas. And animals liked her, too; the family dog and cat spent most of their time with her, and whenever her parents took her for pony rides or to the zoo, the animals would nuzzle her and eat right out of her hand.

As she approached adolescence, Megan began to have dreams about being an animal. Some nights she imagined herself a tiger, stalking through the jungle, some nights a shark cruising tropical waters, sometimes a fantastic creature like a dragon or a pegasus. Then one morning she woke up — and her dreams had come true. She was a housecat! Terrified, she huddled under the covers, wishing she was a girl again... and suddenly, she was.

Terror soon gave way to curiosity, and she discovered she could turn back and forth from a cat at will. After about a month of practice, she found she could turn into a rattlesnake, too. Over the course of her teenage years, other shapes followed as she became more and more comfortable with her shapechanging powers. But as her powers improved, she became more animal-like as a human, at least in thought and attitude — more aggressive, more confrontational, more territorial. Most of her forms were dangerous, predatory animals, and somehow their instincts affected and interwove with her personality.

Then came the day when her arch-rival, Heather Townsend, beat her out for homecoming queen. Unable to resist the fury within her, that night Megan transformed into her tiger shape and went hunting. In the morning, Heather’s parents were horrified to find that some animal had mauled their daughter to death while she walked the family schnauzer. The police claimed it was “wild dogs,” but the truth was they had no clues at all.

Megan made it through college, and then veterinary school, without much difficulty. To pay her bills and keep herself in the style to which she was quickly becoming accustomed, she used her animal power to commit crimes. Eventually she was hiring herself out as a spy, burglar, and sometimes even assassin. She also committed acts of vandalism, sabotage, and assassination against people and corporations she felt were despoiling the environment or harming animals.

Today, Megan maintains a secret identity as a veterinary consultant to zoos all around the world; her rapport with animals is legendary among the zoological community. But at night she stalks the city as Menagerie, eager for the taste of warm blood in her mouth and the scent of her prey’s fear.

MENAGERIE FACTS

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

N/R: Menagerie is a supervillainess with the ability to change shape into various animals, including some dangerous ones like a bear, crocodile, rattlesnake, or tiger. She also has a natural rapport with wild animals.

K/R: Menagerie is something of an eco-terrorist, often committing crimes not for money but to strike back at companies or people she feels despoil the environment or abuse animals.

-4: Menagerie has a touch of the typical animal's fear of fire.

-6: Menagerie is a mutant.

-8: Mental Powers that affect the Animal class of minds are particularly effective against Menagerie, even when she's in her human form.

-10: Her Secret Identity is Megan Munro; she's a renowned veterinary consultant to zoos around the world.

Personality/Motivation: Although she usually seems like a nice, ordinary person, Menagerie has an animalistic, predatory streak to her personality — one she normally conceals so people don't suspect who she is. Aggressive, sometimes even vicious, she sees other people as potential prey, either for their riches or in the more literal sense of the term. Her code is the law of the jungle: anyone not strong, swift, or smart enough to avoid her deserves whatever happens to him. On the other hand, her animalistic side gives her a mild version of animals' fear of fire.

Menagerie feels somewhat protective toward, and even possessive of, animals, and the environment in general. She loathes anyone who mistreats or abuses animals, and will go out of her way to hurt them. This may include superheroes with "pets" whom she feels are demeaned by their relationship with the hero. She also enjoys punishing polluters, companies, and stores who destroy the rain forest or other precious ecosystems, and the like.

Quote: "Everyone has to obey the law of the jungle... I just understand it better than you do."

Powers/Tactics: Menagerie is a mutant with the power to assume the shapes and attributes of certain animals. At present she can only assume 16 shapes: grizzly bear, cheetah, crocodile, bull, falcon, horse, housecat, rattlesnake, rat, great white shark, sparrow, Bengal tiger, and four more defined by the GM. However, at first she could only assume one form, and gradually learned the others; it's likely her repertoire of forms will keep growing.

Menagerie's animal forms are slightly better than normal animals. Use the standard *HERO System Bestiary* character sheets for them, but add up to +50 points to make their INT, EGO, PRE, and perhaps SPD match her natural Characteristics, boost their senses to match her "Animal Senses" power if necessary, and so forth. You could even give some of them the *Red In Tooth And Claw* martial arts style from HSMA 84.

In combat, Menagerie shifts to the most appropriate shape (typically bear, tiger, or bull for land battles, shark or crocodile for water battles) and attacks aggressively. She can change shape as a Zero Phase Action, allowing her to adapt to changing combat conditions quickly. Her smaller, faster forms make for easy escapes if necessary. Because most of her forms aren't heavy on defense, she often dodges, uses cover, or tries to find other ways to compensate.

Besides being able to change into animal shapes, Menagerie also relates well to animals in general. She befriends them easily, and few of them, even trained ones like guard dogs, attack her without serious provocation.

Campaign Use: Menagerie makes a good antagonist for many types of stories. First, because her powers let her vary her methods and style of attack, she's a good villain for mysteries involving strange murders or robberies. Second, she's useful as "muscle" for villains of greater power, whether they need her for combat duty, spying, or assassination.

To make Menagerie more powerful, give her additional animal forms and/or increase the power of the forms she can already assume. Over time her animal forms may likewise become stronger and tougher, have larger claws and better reflexes, and so forth. She might even develop some half-woman, half-animal forms, like a lycanthrope. If she's already too powerful for your campaign, take away some of her animal forms; the fewer she has, the more of a one-trick pony she becomes.

Associates, Allies, And Adversaries: Teleios has long pursued Menagerie; he wants samples of her DNA and tissues to experiment with. So far she's avoided all his snares, but if he ever really focuses on her the odds are he'll get what he wants.

Kinematik considers Menagerie a "race traitor"; she doesn't care about his pro-mutant crusade and rejects him as a blowhard. He won't go out of his way to punish her, but if their paths ever cross he'll make her think twice about disrespecting her betters.

Menagerie tends to dislike other villains who try to "copy" or "mock" animals, such as Fenris and Arachne, though she's not upset enough about it to actively pursue them. (She's less offended by villains who've somehow obtained true animal powers, such as Python and Hornet, though if they got them by experimenting on animals she may hold that against them.) On the other hand, if she ever learns about Dr. Phillippe Moreau (see CV1) and his work creating "manimals," she'll be on her way to Monster Island to kill him just as soon as she can arrange a vacation from her day job.

Appearance: Menagerie is a dark-haired woman in her late twenties with a trim, athletic figure. She doesn't wear a costume, preferring everyday clothes that allow her to blend in with ordinary people, but often uses a headband to keep her long hair out of her eyes. Depending on her mood, she might subconsciously take on very slight feature traits from one of her animal forms (such as developing an almost unnoticeable point to her ears when she's feeling "catty" or fussy).

A

MENAGERIE

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-	
15	PRE	5	12-	PRE Attack: 3d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
4	DMCV	3		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
8	PD	6		Total: 11 PD (3 rPD)
6	ED	4		Total: 9 ED (3 rED)
10	REC	6		
40	END	4		
10	BODY	0		
30	STUN	5		

Total Characteristics Cost: 164

Movement: Running: 18m
Leaping: 12m

Cost	Powers	END
85	Animal Forms: Multiform (change into 16 animal forms built on up to 300 Total Points each, see text; true form is human form), Instant Change	0
6	Swift: Running +6m (18m total)	1
4	Strong Leaper: Leaping +8m (12m forward, 6m upward)	1
5	Animal Senses: Nightvision	0
5	Animal Senses: Tracking for Normal Smell	0
9	Animal Senses: +3 PER with all Sense Groups	0

Talents

6	Combat Luck (3 PD/3 ED)
3	Striking Appearance +1/+1d6

Skills

3	Acrobatics 14-
24	Animal Handler (all 13 categories) 17-
3	Breakfall 14-
5	Charm 13-
3	Climbing 14-
3	Concealment 12-
2	CK: Millennium City 11-
2	KS: The Zoo World 11-
2	PS: Veterinarian 11-
3	SS: Biology 12-
4	SS: Veterinary Medicine 13-
5	SS: Zoology 14-
3	Stealth 14-
10	Survival (Desert, Marine, Mountains, Temperate/Subtropical, Tropical) 12-
3	Tracking 12-

Total Powers & Skills Cost: 198

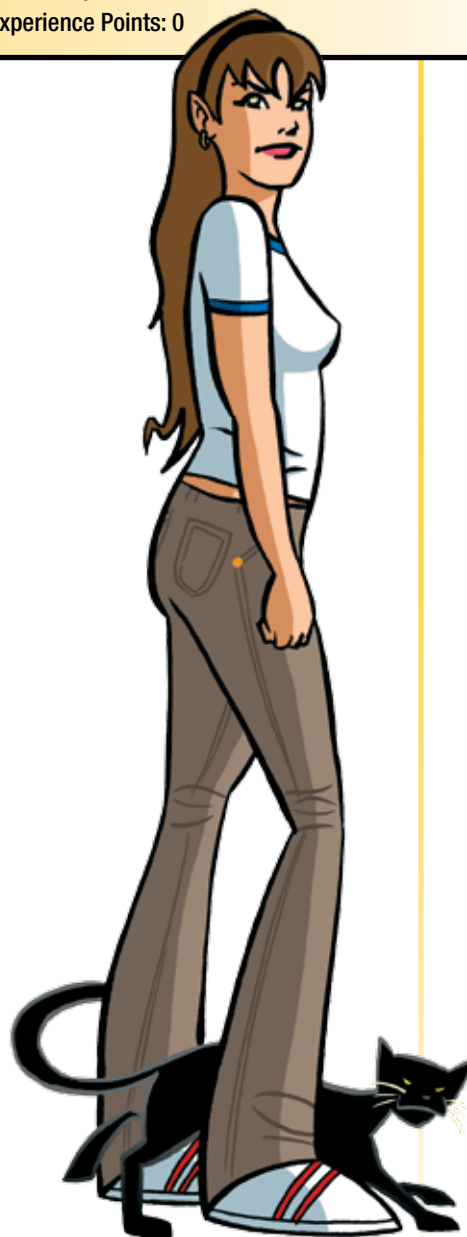
Total Cost: 362

400 Matching Complications (75)

- 10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 **Hunted:** Teleios (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
- 10 **Physical Complication:** can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)
- 15 **Psychological Complication:** Protective Of Animals And The Environment (Common, Strong)
- 10 **Psychological Complication:** Pyrophobia (Fear Of Fire) (Common, Mild)
- 15 **Social Complication:** Secret Identity (Megan Munro) (Frequently, Major)
- 10 **Vulnerability:** 2 x STUN from Mental Powers that affect Animal minds (Uncommon)

Total Complications Points: 75

Experience Points: 0



MINDGAME FACTS

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

N/R: Mindgame is a supervillain with illusion powers. He can create large-scale illusions that anyone can perceive, or project an illusion directly into a single target's mind.

K/R: He can also use his illusion powers to render himself “invisible,” or make it look like he's standing somewhere he's not to fool attackers.

-2: Mindgame's powers are mystical in nature, not true psionic powers.

-10: His Secret Identity is Andrew Strom; he's a stage magician.

MINDGAME

Background/History: Andrew Strom was an up-and-coming stage magician, and a good one. But he never achieved the success he felt he deserved, because although he was technically very proficient, he didn't have the “stage presence” that promoters and club owners looked for. He couldn't relate to the audience; if anything, he sort of condescended to them. He just wasn't enjoyable to watch, no matter how skilled his legerdemain.

Strom decided that the problem was that his tricks weren't good enough. After all, with the right tricks, he could impress anyone no matter how stupid they were! He needed to learn *real* magic, something that went beyond the simple tricks he used on stage. And of course the place to learn real magic was the Orient.

Strom spent the next several years exploring the Far East in search of someone who could teach him real magic. He spoke with superstitious sailors in waterfront dives, monks in isolated monasteries, scholars in universities. Finally a drunken old fallen Buddhist priest whispered in his ear the name *Mayahara*. Strom headed west, into the Tibetan plateau, and after months of searching he found the elusive Mayahara living atop a desolate mountain peak.

“Come in, my son,” said Mayahara as he entered the old man's humble cave home. “Only those with the strongest desire and the highest talent can pierce the veil of illusions that guard this place to find me. Rest now; your instruction begins tomorrow.”

For nearly three years Strom studied the magics of illusion and deception at Mayahara's feet, learning not only how to create illusions anyone could see, but illusions that took place directly in a single person's mind. When Mayahara pronounced his course of study complete, and him a master of illusion-magic, he set out for home to show the world how easily he could fool it.

Personality/Motivation: Mindgame's original goal of becoming a world-famous stage magician faded away during his time of tribulations in the Orient, replaced simply by the twin desires to (a) become rich, and (b) prove how smart he is and how foolish everyone else is. Thus he uses his illusion powers to commit crimes, to cause confusion, and even just to play elaborate “practical jokes” on people he dislikes. Befitting a master of illusion and misdirection, he's intensely secretive, preferring not to say or reveal anything he doesn't have to (even to his employers or his own henchmen). Trying to wring information out of him, even with torture or Telepathy, is difficult at best. (On the other hand, he can't *stand* for other people to have secrets; he loves ferreting them out... and using them against his enemies, if he can.)

Quote: “Am I here... or here? Are you about to achieve victory... or on the edge of defeat?”

Powers/Tactics: Mindgame prefers not to get involved in combat at all — the way he sees it, if someone knows where he is accurately enough to attack him, he hasn't done his job properly. He wants to maintain control of the situation at all times with his illusions. He hides himself with Cloak of Illusion (or Illusionary Disguise), then uses his illusions to keep his targets confused, distracted, and unable to do anything but react. If he's discovered and comes under a serious counterattack, he invokes Repositioning (a focused illusion that makes him appear to be somewhere he's not, so that he's much harder to hit with an attack) and flees.

Campaign Use: Mindgame requires some delicate handling in the game. His illusion abilities are potent, and players often get frustrated when they have to deal with illusions and trickery rather than flesh-and-blood foes. It may be best to use him sparingly, perhaps as a master villain's hireling employed to advance one part of a greater scheme, rather than as the main villain of a story.

To make Mindgame more powerful, broaden his psionic powers with some Telepathy and Mind Control. To weaken him, remove his Mental Defense and halve his Combat Skill Levels.

Associates, Allies, And Adversaries: As a master of true illusions, Mindgame is offended by the supervillainess Mirage, who he feels tries to “copycat” his powers using gadgets, special effects, and other fakery. He doesn't care enough to go out of his way, but if he ever meets her he'll show her what *real* illusions are like.

Although he doesn't mingle with the Mystic World or know any arcane lore, Mindgame's powers are magical in nature rather than being purely psionic abilities. As such he's attracted some attention from a few super-mages, such as the Demonologist (who wonders if he might make a good recruit — willingly or unwillingly — for the Devil's Advocates).

Appearance: Typically Mindgame uses his powers of illusion to make himself seem tall, handsome, muscular, well-proportioned, and stylishly dressed for the occasion (he never wears a “costume”; if expecting public exposure he usually makes it look like he's wearing an expensive men's suit). In reality he's 5'5" tall, thin, and could best be described as “plain” — but he still dresses pretty well, since he's made enough from crime to afford nice clothing.

A

MINDGAME

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

Total Characteristics Cost: 138

Movement: Running: 12m

Cost Powers

Cost	Powers	END
60	Illusion Energy: Endurance Reserve (160 END, 30 REC) 0	
80	Illusions Of The Mind: Mental Illusions 20d6 Unified Power (-¼)	10
72	Illusions Of The Senses: Images to Sight, Hearing, Smell/Taste, and Touch Groups, -5 to PER Rolls Area Of Effect (32m Radius; +1), Reduced Endurance (½ END; +¼); Unified Power (-¼)	4
40	Cloak Of Illusion: Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe	4
38	Illusionary Disguise: Shape Shift (to Sight, Hearing, and Touch Groups; any humanoid form), Instant Change, Imitation Reduced Endurance (½ END; +¼); Unified Power (-¼)	2
23	Repositioning: +8 DCV Costs Endurance (-½), Unified Power (-¼)	4
15	Mental Warding: Mental Defense (15 points)	0

Perks

10 Money: Wealthy

Talents

5 Resistance (5 points)



Skills

18	+6 with Illusions Of The Mind and Illusions Of The Senses
3	Contortionist 13-
1	Forgery (Documents) 12- Only For Faking Handwriting (-1)
2	AK: The Orient 11-
1	KS: Arcane And Occult Lore 8-
1	KS: The Espionage World 8-
3	KS: Stage Magic 12-
1	Language: Mandarin Chinese (basic conversation; English is Native)
1	Language: Tibetan (basic conversation)
3	Persuasion 13-
3	PS: Perform Magic Tricks 13-
3	PS: Stage Magician 13-
3	Sleight Of Hand 13-
3	Stealth 13-
3	Streetwise 13-
2	Survival (Temperate/Subtropical, Mountains) 8-

Total Powers & Skills Cost: 394

Total Cost: 532

400 Matching Complications (75)

20	Hunted: CIA (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Secretive; Likes To Keep Information To Himself (Common, Strong)
15	Psychological Complication: Loves To Make Fools Of Others (Common, Strong)
15	Social Complication: Secret Identity (Andrew Strom) (Frequently, Major)

Total Complications Points: 75

Experience Points: 132

MIRAGE

Background/History: “What do you mean, I’m being fired?!?”

“I’m sorry, Jess, but that’s the way it’s gotta be.”

“Why? I’m the best special effects and stunts person you’ve got! I can run rings around those other guys.”

“Yeah, you’re right. But you’re not superhuman, are you?”

“Well... no.”

“See, that’s the thing. There’s this agency now that hires out low-powered superhumans for stunts and things. You may be good, but you can’t survive a fall from the top of a building with no safety net, the way these guys can. You’re good, but even with all your tricks, you can’t fake that sort of thing. Besides, we get an enormous break on our insurance if we replace you with these SuperStunts guys.”

“Fine. If that’s how it is, go right ahead and hire those freaks. But you’re going to regret it!” As she left, she slammed the door so hard that pictures fell off the wall.

Damn superhumans! It was getting so an ordinary person, even a talented one, couldn’t do anything without having some superhuman come along and replace him. Well, they weren’t so tough or smart — and she was going to prove it!



Personality/Motivation: Mirage’s contempt for superhumans drives her to prove that she’s better than they are. She commits crimes only to obtain the money she needs to fund her latest scheme to make a monkey out of some prominent hero or villain. As far as she’s concerned, if they can’t figure out her puzzles or get out of her traps, they’re not really so super after all, and they deserve what they get.

Quote: “Not so tough now, huh, hero?”

Powers/Tactics: Mirage’s powers derive from holographic and optical technology built into her costume. These devices allow her to project highly realistic images with visual, audio, and olfactory components. They’re obviously fake if touched, but she’s extremely clever at setting them up to fool heroes and hide traps. Mirage can also use her illusions to “change shape” to hide in a crowd or look like someone else, or make it appear as if she’s not even there. Additionally, she’s got her Hallucination Spray, a mist so finely atomized it gets through even hermetically-sealed protection (*i.e.*, having Life Support [Self-Contained Breathing] offers no defense). It causes the victim to experience vivid, and often terrifying, hallucinations; Mirage cannot control what the victim “sees and experiences” during these episodes.

Mirage can’t possibly stand up to a superhero in one-on-one combat, and she knows it. But that doesn’t bother her — her whole *raison d’être* is to prove that ordinary humans can be just as good as supers even without powers. She uses her wits and elaborate plans to lure heroes into traps where she can threaten and humiliate them. To set up her traps, Mirage uses her *Bag Of Tricks* Variable Power Pool. With it she can construct deathtraps like the ones on pages 231-32 of *Champions* (though with fewer Active Points, unless you choose to ignore the standard rules in the interest of the story), robots to attack the PCs, and so forth. She also uses it for gadgets and weapons specifically designed to overcome an opponent’s powers. Try to think of clever, creative uses for it.

If discovered or overcome, Mirage attempts to flee by covering herself with an illusion (*i.e.*, activating her Invisibility) and creeping away with Stealth. She loathes the thought of losing to pompous costumed jerks, so she always tries to have multiple escape routes available. She realizes she won’t win *every* time, but as long as she isn’t captured she counts it as a moral victory.

Because Mirage’s costume contains so much gadgetry, exposure to electricity causes short circuits and feedback which hurt her. She’ll do her best to stay out of the way of any lightning-powered superheroes.

Campaign Use: Mirage is good for a change of pace from the usual conquer-the-world or rob-the-bank sorts of supervillains. She’s not interested in money or power; she wants revenge against a Superhuman World that she genuinely believes is far more harmful to ordinary humans than most people believe. She’ll create elaborate schemes to snare the PCs and draw them into her web of traps

A

MIRAGE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
15	CON	5	12-	
23	INT	13	14-	PER Roll 14-
18	EGO	8	13-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	PD	4		Total: 12 PD (6 rPD)
7	ED	5		Total: 13 ED (6 rED)
6	REC	2		
30	END	2		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 163

Movement: Running: 12m

Cost Powers

Cost	Powers	END
107	Bag Of Tricks: Variable Power Pool (Gadget Pool), 80 Pool + 80 Control Cost VPP Can Only Be Changed In Lab/Arsenal (-½)	var
84	Illusions: Multipower, 105-point reserve All IIF (-¼)	
17v	1) Hologram Generator: Sight, Hearing, and Smell/Taste Group Images, -5 to PER Rolls Area Of Effect (64m Radius; +1¼), Reduced Endurance (0 END; +½), Persistent (+¼); IIF (-¼)	0
5v	2) Hallucination Spray: Mental Illusions 20d6 IIF (-¼), Based On CON (-1), No Conscious Control (-1), Normal Limited Range (6m; -½), 8 Charges (-½)	[8]
11v	3) Cloak Of Illusion: Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe Reduced Endurance (0 END; +½), Persistent (+¼); IIF (-¼)	0
39	Illusionary Disguise: Shape Shift (to Sight Group; any humanoid form), Instant Change, Imitation Reduced Endurance (0 END; +½), Persistent (+¼); IIF (Hologram Generator; -¼)	0
12	Armored Costume: Resistant Protection (6 PD/6 ED) OIF (-½)	0
6	Observant: +2 PER with all Sense Groups	0

Perks

3	Anonymity
4	2 Deep Covers
8	Money: Wealthy

Skills

24	+2 Overall
3	Acrobatics 13-
3	Acting 14-
3	Breakfall 13-
3	Bugging 14-
3	Charm 14-
3	Computer Programming 14-
3	Concealment 14-
3	Conversation 14-
3	Demolitions 14-
3	Disguise 14-
3	Electronics 14-
8	Forgery (Documents, Money, Art Objects, Commercial Goods) 14-
3	High Society 14-
3	Inventor 14-
2	CK: Toronto 11-
2	CK: Vancouver 11-
2	KS: Poetry 11-
4	KS: The Superhuman World 15-
3	KS: Superpowers 14-
3	Mimicry 14-
3	Persuasion 14-
3	SS: Chemistry 14-
3	SS: Holography 14-
3	SS: Optics 14-
3	SS: Physics 14-
3	Security Systems 14-
3	Shadowing 14-
3	Sleight Of Hand 13-
7	Stealth 15-
3	Systems Operation 14-
3	Tactics 14-

Total Powers & Skills Cost: 420

Total Cost: 583

400 Matching Complications (75)

20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Hates Superhumans (Common, Strong)
5	Rivalry: Professional (with Utility; see text)
15	Social Complication: Secret Identity (Jesse Turnbull) (Frequently, Major)
15	Susceptibility: to electrical attacks, takes 1d6 instantly while wearing her costume (Very Common)

Total Complications Points: 75

Experience Points: 183

MIRAGE FACTS

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

N/R: Mirage is a supervillainess with illusion powers. She can create large-scale illusions or phantasms only a single person experiences.

K/R: Mirage doesn't have innate illusion powers; she does it all with gadgets, hallucinatory chemicals, and trickery.

-1: Mirage really dislikes superhumans; she commits crimes largely to prove that she's better and smarter than they are, despite not having superpowers.

-4: Mirage and Utility have had an on-again, off-again romantic relationship for years.

-8: If Mirage is hit with an Electricity attack, the devices in her costume shock her, causing intense pain.

-10: Her Secret Identity is Jesse Turnbull; she used to be a stuntwoman and special effects expert until she lost her job to superhuman stuntmen.

and terror so she can show them how weak and helpless they really are. Since she normally works by herself, give her whatever she needs — Bases, Vehicles, robots, or the like — to make her a challenging opponent, even if she runs out of Gadget Pool points.

To make Mirage more powerful, give her some additional abilities, such as: a fully Indirect (+1) Blast Linked to her Illusions power, so her holograms can fire energy beams at targets from any direction; a teleporter (Teleportation); or an Intangibility Web built into her costume (Desolidification). Of course, you could simply let her build these with her Bag Of Tricks, but that tends to make her more of a “combat machine” than she's supposed to be. To make her weaker, reduce her Gadget Pool to 50 points, get rid of some of her Skills (or convert them to Familiarities/Proficiencies), and reduce the Active Points in her Multipower reserve.

Associates, Allies, And Adversaries: Mirage has had an on-again, off-again romantic relationship with Utility for years. Drawn together by their mutual dislike of superhumans and love of showing their “normal human” superiority over them, they've committed many a crime together and in their better periods even considered getting married a time or two. Unfortunately, their respective egos and desire to outdo one another ultimately get in the way and break them up... until something happens to start the whole cycle of attraction/rivalry all over again.

Mirage usually prefers to keep to herself, but she's occasionally worked with or for other villains. For example, she was part of Interface's elaborate 2003 scheme to study and then defeat the Champions. He was easy to work with and paid well; she'd gladly take another job from him.

VIPER and ARGENT are both interested in Mirage; they want her hologram technology. Neither of them actively Hunts her yet, but it could easily come to that if one of them decides it needs her devices right away.

Mirage despises Bastion Alpha Security, Trans-City Construction, and any other firms that use superhuman labor — “It's companies like this that make it impossible for hardworking normal people to get jobs.” When she doesn't have anything better to do she vandalizes their facilities, interferes with their operations, and finds other ways to show the people who hire them what a mistake it is to rely on “super-temps.”

Appearance: Mirage's costume covers her entire body so she can project holograms that cover her entire form. It's a royal blue bodysuit, with a collar high enough to come up to her nose, a full-face mask with goggles, and a blue cape somewhat like an Inverness cloak.

Out of her costume, Jesse Turnbull is a pretty woman in her late twenties with the build and muscles of a disciplined athlete. Her hair is long and light brown (fading to blonde-ish in the summertime), and her eyes green. She still has just a trace of her native Canadian accent and speech patterns.

THE MONSTER

Background/History: No one knows who the Monster is, where it came from, or who sent it. It simply appeared, one dark and stormy night, and began its reign of bloodshed and terror. Its skull-like face, glowing an evil green, is the last thing many people see. With claws that drip blood, it has left scores of corpses in his wake. The last time it ravaged the city, superheroes barely stopped it; next time they may not be able to contain it at all....

Personality/Motivation: The Monster is pure, unwavering evil. It exists only to destroy, kill, maim, and wreak havoc. Its mind is so full of evil thoughts and images that telepaths who establish psychic contact with it experience severe pain.

Quote: None. The Monster rarely communicates with anything except a roar of anger or a deep-throated chuckle of fiendish glee.

Powers/Tactics: The Monster attacks quickly, aggressively, and persistently. It usually opens the battle with a Presence Attack, especially in favorable conditions (e.g., while standing on a rooftop, silhouetted by the moon), then takes advantage of its victims' hesitation by ripping into them with its claws. Sweep attacks with its claws are not uncommon. If it can't close to HTH Combat distance, it uses its STR to throw the heaviest objects it can find.

If the battle goes against the Monster, it tries to seize a hostage (a woman, if possible) and force the PCs to pursue it to get her back, or save her while it escapes. Sometimes it does this just for fun, carefully concealing the fact that it's already injured the victim so badly the heroes haven't a prayer of saving her even if they get her back.

Campaign Use: The Monster is a “gothic super-horror” type of villain, and you should use him accordingly. Adventures involving it should take place in dark, haunted mansions, on stormy mountaintops, in shadowy alleyways, and other such places. Its appearance in the game should cause not only concern, but terror, on the part of the PCs. If it's not tough enough to challenge them, increase its STR, SPD, and HKA until its name becomes synonymous with death and fear. (On the other hand, if it's already powerful enough to gut all the PCs effortlessly, tone it back a little by reducing its STR and HKA; it should be really tough, but not unstoppable.)

The primary plot hook connected with the Monster is what it is and where it comes from. It could be a demon, a man possessed by a demon, a robot, a golem, a mutant, an alien, or some combination of the above. You should also decide who created/unleashed it, and why; its actions don't seem to indicate any purpose other than committing evil acts, but there may be a pattern the heroes cannot yet perceive.

B

THE MONSTER

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
30	DEX	40	15-	
40	CON	30	17-	
10	INT	0	11-	PER Roll 11-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6
10	OCV	35		
10	DCV	35		
3	OMCV	0		
7	DMCV	12		
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		
100	STUN	40		

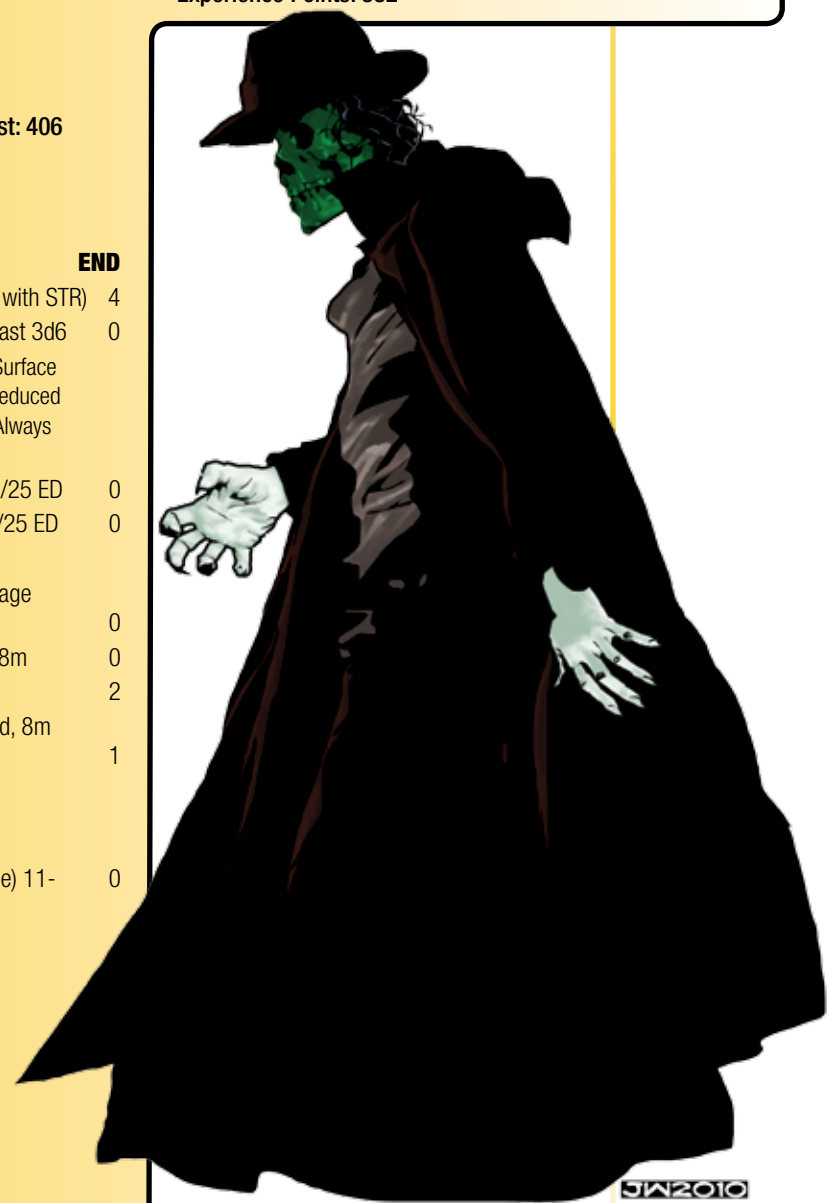
Total Characteristics Cost: 406

Movement: Running: 30m
Leaping: 16m

Cost	Powers	END
40	Blood-Drenched Claws: HKA 2½d6 (6½d6 with STR)	4
70	A Mind Too Evil To Comprehend: Mental Blast 3d6 Does BODY (+1), Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼); Always On (-½)	0
12	Monstrous Form: Hardened (+¼) for 25 PD/25 ED	0
31	Monstrous Form: Resistant (+½) for 25 PD/25 ED Hardened (+¼)	0
60	Monstrous Form: Physical and Energy Damage Reduction, Resistant, 50%	0
8	Heavy And Sturdy: Knockback Resistance -8m	0
18	Fast: Running +18m (30m total)	2
6	Strong Leaper: Leaping +12m (16m forward, 8m upward)	1
Talents		
15	Combat Sense 11-	
22	Danger Sense (self only, out of combat, Sense) 11-	0
Skills		
16	+2 HTH	
3	Climbing 15-	
11	Concealment 15-	
11	Shadowing 15-	
3	Stealth 15-	

Total Powers & Skills Cost: 326
Total Cost: 732

- 400 Matching Complications (75)**
- 20 **Distinctive Features:** monstrous visage (Concealable With Effort; Causes Extreme Reaction [abject fear])
 - 40 **Enraged:** Berserk when struck (Very Common), go 14-, recover 11-
 - 25 **Hunted:** PRIMUS (Frequently, Mo Pow, NCI, Capture)
 - 20 **Hunted:** The Sentinels (Infrequently, Mo Pow, NCI, Capture)
 - 25 **Psychological Complication:** Hates Everyone (Very Common, Total)
 - 25 **Psychological Complication:** Must Inspire Fear, Wreak Havoc, And Spill Blood (Very Common, Total)
 - 10 **Vulnerability:** 2 x STUN from Sonic attacks (Uncommon)
- Total Complications Points: 75**
Experience Points: 332



Associates, Allies, And Adversaries: Some officials have speculated that there may be a link between the Monster and the Reaper (page 235). They're wrong, but the idea has taken hold in some sectors of the Superhuman World and may lead to some plans being made that will fail due to the misunderstanding.

Appearance: Standing nearly seven feet tall, the Monster is huge and frightening. Its face looks like an evilly-glowing green skull, and its large hands are tipped with sharp claws that seem to drip blood constantly. It wears clothes, including a floppy hat and large cloak, that appear to be made of charred leather.

THE MONSTER FACTS

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

N/R: The Monster is a murderous supervillain who seems to come straight out of a horror movie. No one knows where he (she? it?) comes from or got superpowers.

K/R: The Monster first appeared in St. Louis in 1989; his first victim was the superheroine Briquette.

-4: The Monster's mind is so evil and cruel that making psionic contact with him causes mentalists pain.

-6: Sonic attacks cause the Monster intense pain.

MORNINGSTAR

Background/History: "Brother Germaine, kneel before the Inner Circle!"

On trembling legs, Stephen Germaine knelt. His whole body was shaking. To be summoned before the Inner Circle itself! What had he done? What were they going to *do* to him?

"Brother Germaine, the Inner Circle has need of you. The Morbanes have cast horoscopes, and their divinations show that you were born at just the right moment to be the subject of the most powerful demon-binding DEMON has yet attempted. You will go at once with these Initiates to the Sacrificial Chamber, that the ritual may be performed."

"I hear, and obey," said Germaine, hardly daring to believe his good fortune. He wasn't being punished at all! The Morbanes were going to give him great powers — temporary ones, to be sure, but powers nonetheless.

The Ritual of Imbuement went as it had a hundred times before, though Germaine had no way of knowing that. When the pain subsided, he found that his body had been merged with that of some diabolic entity. Gone was his puny human flesh, replaced by demonic sinew of great strength. In his right hand was a chain, and at the end of that chain a large, spiked metal ball — a morningstar.

The Morbanes soon discovered that something unusual had happened. Instead of fading away

after a few hours, Germaine's powers remained. Somehow, the temporary effects of the Ritual had become permanent! They didn't understand it, but they knew how to make use of this new weapon that had fallen into their hands. From that point forward, Brother Germaine — or *Morningstar*, as he was now called — served DEMON even more faithfully than before, for the Ritual bound him to DEMON's service with chains not even his great strength could break. He smashed what the Inner Circle told him to smash, slew those upon whom the Morbanes pronounced doom, and battled the so-called "superheroes" who would destroy his masters. But he soon began to chafe at this slavery; someone with his power should be free to do as he chose!

And then, a wondrous thing happened. While battling UNITY with several other DEMON supervillains, he and the Morbane in charge of the group were attacked by Dr. White and Dr. Black, the UNTIL superteam's resident mystics. Somehow, the attack severed the control spell DEMON maintained on him; all at once, he was free! Without a second thought, he fled into the night, eager to escape the clutches of DEMON and begin fighting for his own gain.

Personality/Motivation: When Stephen Germaine's petty human body and mind were bound up with a war-devil in DEMON's Ritual of Imbuement, he gained much of the devil's nature to go along with his existing criminal tendencies. Instead of possessing a simple desire for lots of money and an easy life, he now hungers for conquest, riches, glory, and power. Battle, and triumph in battle, are the keys to these things, and he fights with a fierce joy. He often has difficulty leaving a fight (even if he's losing and knows he should flee) because he revels in combat so much.

Quote: "A bothersome fly such as you needs swatting."

Powers/Tactics: Morningstar's powers are a result of the merging of a human form with the body and spirit of a war-devil through a DEMON ritual. The result is a hybrid being possessing the enormous strength and resilience of the devil, with the intelligence and cleverness of the human.

In battle, Morningstar typically relies upon his namesake weapon, using it to smash anyone who gets in his way. It's an Unbreakable Focus, and he values it above all other things; he typically flies into a berserk rage and attacks anyone who takes it from him. But that's not all he can do. He's well-versed at using his enormous strength for "power stunts"; this ability is simulated by applying the *Variable Advantage* Advantage to his 50 STR. For example, he can clap his hands together to create a seismic shockwave (Explosion), use his fists in a way that breaks through armor more easily (Armor Piercing), hit someone multiple times (Autofire), and so on. As a default, he assigns the Variable Advantage to Reduced Endurance (0 END) (though he won't do that if he plans to Push, of course).

A MORNINGSTAR

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
20	DEX	20	13-	
30	CON	20	15-	
15	INT	5	12-	PER Roll 12-
18	EGO	8	13-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
25	PD	23		Total: 25 PD (18 rPD)
25	ED	23		Total: 25 ED (18 rED)
20	REC	16		
60	END	8		
25	BODY	15		
66	STUN	23		Total Characteristics Cost: 300

Movement: Running: 22m

Cost	Powers	END
13	Morningstar: HA +6d6 OAF (-1), Hand-To-Hand Attack (-¼)	3
33	Brick Tricks: Variable Advantage (+½ Advantages; +1) on 50 STR Requires A Brick Tricks Roll (-½)	5
18	Demonic Armor: Resistant (+½) for 18 PD/18 ED	0
5	Demonic Body: Power Defense (5 points)	0
10	Demonic Limbs: Running +10m (22m total)	1
5	Demonic Eyes: Infrared Perception (Sight Group)	0

MORNINGSTAR FACTS

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

N/R: Morningstar is a super-strong, demonic supervillain who wields a large, spiked ball-and-chain weapon.

K/R: Experts estimate that Morningstar's strong enough to lift approximately 25 metric tons.

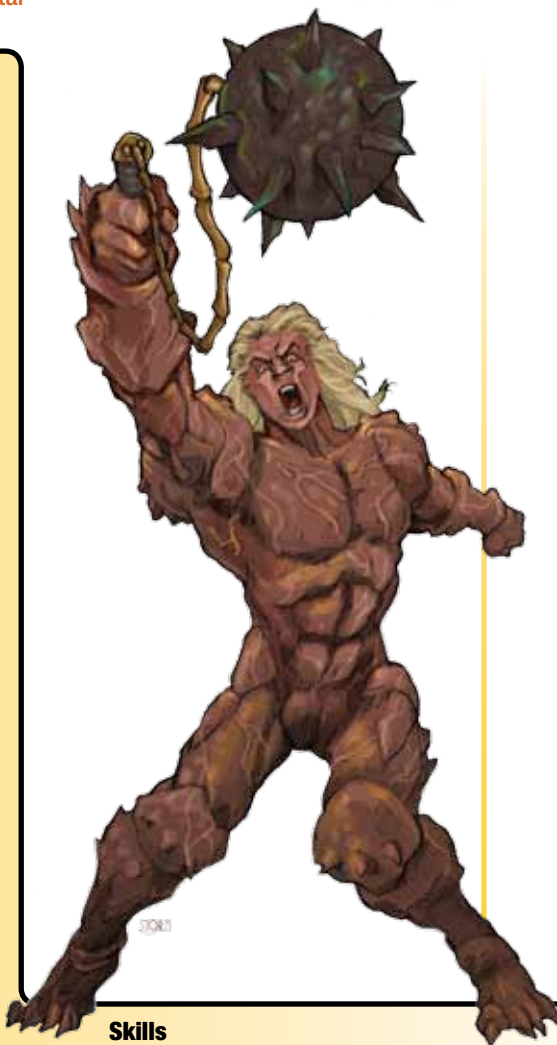
-1: DEMON is eager to capture or recruit Morningstar.

-2: Morningstar loves to fight, often continuing to battle even when it would be smarter or safer to flee.

-6: Morningstar feels pain when exposed to holy objects or places.

-8: Morningstar may become uncontrollably enraged if injured.

-10: Morningstar used to be Stephen Germaine, a Brother in DEMON; he was given his demonic powers, and transformed into a demonic being, by a DEMON ritual.



Skills

24	+3 HTH
4	+2 OCV with Morningstar
2	KS: DEMON 11-
3	Power: Brick Tricks 19-
3	Stealth 13-
3	Teamwork 13-

Total Powers & Skills Cost: 123

Total Cost: 423

400 Matching Complications (75)

25	Distinctive Features: Aura Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
20	Enraged: if his morningstar is taken from him (Common), go 11-, recover 11-
25	Enraged: Berserk if takes BODY (Uncommon), go 11-, recover 11-
20	Hunted: DEMON (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Trismegistus Council (Infrequently, As Pow, Capture)
10	Psychological Complication: Love Of Battle (Common, Moderate)
10	Psychological Complication: Hunger For Power And Riches (Common, Moderate)
30	Susceptibility: to holy places/objects, takes 2d6 STUN and BODY per Turn (Uncommon)

Total Complications Points: 75

Experience Points: 23

Morningstar looks, and often acts, like a frightening, mindless brute, which leads his opponents to underestimate him. In truth, he's clever and tactically aware, with a healthy dose of human smarts tinged by diabolic guile. He may "play dumb" to get a foe in position for a Surprise Move, but otherwise he fights intelligently and well.

Morningstar no longer has a human form; he's trapped in his quasi-demonic shape forever. For this reason, he has no Social Complication regarding his identity; it's neither public nor concealable.

Campaign Use: Morningstar is a good mercenary villain, suitable for employment by more powerful supercriminals (like Holocaust) or allying with other villains. A team lacking a "brick" might find him a perfect candidate for membership. If you want to use him as the focus of a story, you might delve into how he broke free from DEMON's control (that sort of thing hasn't happened before, or since), or deal with the consequences of his diabolic half becoming more powerful (and thus more out of control).

To make Morningstar more powerful, increase the Advantages for his *Brick Tricks* power (to +1, or more), or give him some additional "brick tricks" built with other powers. You could also make his morningstar do Double Knockback, or increase his STR or SPD. If he's already too tough for your campaign, reduce his defenses, SPD, and HA, or get rid of the Brick Tricks ability.

Associates, Allies, And Adversaries: Morningstar has often worked as a villain for hire, though he seems to prefer employers who have at least some association with the Mystic World to purely mundane ones. For example, he's worked for the Devil's Advocates, though he and Tartarus don't seem to get along so well (the Demonologist might consider him as a potential recruit for the Advocates if he can resolve that situation). He's also done jobs for a few Sylvestris and Vandaleurs over the years, and has teamed up with such solo villains as Black Paladin, Fenris, and Zorran the Artificer on mutually profitable enterprises.

Appearance: Morningstar is a strange, and in many ways hideous, cross between man and war-devil. His head and face have a look sometimes described as "demonically leonine," with a thick mane of black hair surrounding features with a slightly feline cast to them (including two tiny upward-pointing fangs visible even when his mouth is shut). His body looks like a burly, heavily-muscled human form with reddish-grey skin, garbed in a sort of rusty demonic plate armor, but in fact the "armor" is his demonic skin. The "armor" doesn't have gauntlets; it ends in bracer-like formations on the wrist. He carries his morningstar, a heavy chain about four feet long with a large spiked ball on the end, in his right hand.

MORPH

Background/History: The supervillainess the world calls Morph isn't even human. Unbeknownst to anyone — including herself — she comes from a dimension called Xargann whose advanced and sophisticated people naturally possess shapeshifting powers. A Xargann scientist, eager to experience life among the "unchanging" whom she'd viewed in her transdimensionscope, designed a device to transport her to Earth by causing her to be born to a human woman and grow up a human child.

But two things went wrong with her plan. The first was a rival scientist who, jealous of her accomplishments, sabotaged the transporter device. As a result, Morph was born and grew up without ever accessing the knowledge of her true self and background which she'd "programmed" into her mind. Second, knowing little of Earth, she chose her host family poorly. Rather than picking a pair of responsible, mature, loving parents, she ended up with Rob and Cindy Markham, two of the most selfish people imaginable. Rob was a four-time loser with a record of petty (and occasionally not-so-petty) crime as long as his arm, Cindy a prostitute and junkie.

Growing up in that sort of "family," it's not surprising that "Tabitha Markham" learned to look out for herself pretty fast. When her native shapechanging abilities manifested at age 13 (as "programmed"), she realized right away they were her meal ticket. At 15 she ran away from home, supporting herself with the proceeds of the robberies she could effortlessly pull with her powers. By the time she was 18 she was a well-known member of the Superhuman World, code-named *Morph*. She's been captured three times, and once Stronghold even kept her imprisoned for almost six months... but inevitably she finds a way to use her powers to free herself and plague the world once more.

Personality/Motivation: There's little to like about Morph. Selfish and greedy, she assumes everyone she meets will try to screw her over if they can... and so, in a self-fulfilling prophecy, her suspicion and thinly-veiled hostility tend to make people dislike and betray her. She prefers to work alone when she can (and is powerful enough to do so), though she occasionally takes high-paying jobs from master villains and organizations like VIPER.

Quote: "I'm "in shape" for any job you got. But I get paid up front."

Powers/Tactics: Morph is a true physical metamorph with absolute control over her body's shape and substance. She can't assume energy or gaseous forms, nor any form that involves moving parts or a chemical reaction (for example, she can't change herself into a lightning bolt, a working pistol, or a motor), and she can't alter her density or opacity, but aside from that her powers are unrestricted.



MORPH

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
25	CON	15	14-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
10	PD	8		Total: 25 PD (15 rPD)
8	ED	6		Total: 23 ED (15 rED)
8	REC	4		
50	END	6		
20	BODY	10		
42	STUN	11		Total Characteristics Cost: 180

Movement: Running: 12m

Cost Powers

END

272	Morphic Powers: Variable Power Pool (Shapechanging Pool), 200 Pool + 60 Control Cost var Cosmic (+2); Shapechanging Abilities Only (see text; -¼)	
37	Malleable Form: Stretching 10m, x8 bodily dimensions 0 Reduced Endurance (0 END; +½)	
45	Resilient Form: Resistant Protection (15 PD/15 ED)	0
60	Resilient Form: Physical and Energy Damage Reduction, 50%, Resistant	0
15	Malleable Mind: Mental Defense (15 points)	0
36	No Internal Organs: Life Support (Diminished Eating: no need to eat; Diminished Sleeping: no need to sleep; Immunity: to all terrestrial biological weapons, chemical weapons, diseases, and poisons; Self-Contained Breathing)	0

Talents

5 Eidetic Memory

Skills

32 +4 HTH
 2 KS: The Superhuman World 11-
 15 Power: Shapechanging/Stretching Tricks 18-
 3 Stealth 13-
 3 Streetwise 13-

Total Powers & Skills Cost: 525

Total Cost: 705

400 Matching Complications (75)

25 **Hunted:** UNTIL (Frequently, Mo Pow, NCI, Capture)
 20 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
 15 **Psychological Complication:** Ruthless And Greedy (Common, Strong)
 15 **Social Complication:** Secret Identity (Tabitha Markham) (Frequently, Major)
 5 **Unluck:** 1d6
 10 **Vulnerability:** 2 x Effect from Transforms and other attacks that involuntarily change her shape or form (Uncommon)

Total Complications Points: 75

Experience Points: 305

Appearance: Morph can have any appearance she wants, obviously, but usually favors her “true” form: a beautiful Caucasian woman who looks like she’s about 21 years old with dusky skin, short, dark hair, dark eyes, and a slender, well-proportioned figure. Her “costume” (actually just part of her body) consists of leather-looking pants, belly-baring and decolletage-displaying shortsleeved top, and bracers.



She can distort her body with Stretching, flawlessly imitate other people right down to the cellular level with Shape Shift, accurately mimic animals with Multiform, form parts of her body into melee weapons, transform her flesh into stone or metal, and so forth. See the “Shape Alteration Powers” section of *Champions Powers* for dozens of possible powers she could buy with her Power Pool; some of her favorites include Arms Into Blades and Body Of Metal (from the “Earth And Stone Powers” section).

In combat, Morph usually opens up with something spectacular, like transforming her body to stone or metal and then making her fist enormous to smash people with, or using Growth to become gigantic and powerful. She’ll follow her initial attack with a Presence Attack in the hope of cowering her opponents. If that doesn’t work, she’ll become more subtle, using her powers to keep her opponents off-balance and attack in the most effective way possible. If things go bad, escape is just a little Extra-Dimensional Movement (to the Microverse) or Desolidification (“stretching” to ooze through small openings) away.

Campaign Use: Morph is an all-purpose shapechanger who gives the GM access to whatever metamorphic abilities he needs to make a plot work right. She can be tough enough to take on an entire team of heroes if necessary (especially if you use her Variable Power Pool to beef up her Damage Reduction).

To strengthen Morph, give her more powers outside her Variable Power Pool so she’s not entirely dependent on the VPP. A little Growth, Shrinking, or Shape Shift that she can then augment with her Pool frees up more points for defenses and attacks. To weaken her, get rid of her Stretching (requiring her to buy it with the VPP) and her Damage Reduction, and perhaps reduce her SPD to 5.

MORPH FACTS

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

N/R: Morph is a metamorphic supervillainess able to change her shape in nearly any way. She can transform her body into animal forms or into other materials (like metals or liquids), flawlessly imitate the appearance of other people, and the like. There seem to be few limits on her shapechanging powers; she can even stretch and distort her body.

K/R: Morph cannot assume energy or gaseous shapes, nor shapes involving moving parts or chemical reactions (such as working machines).

-1: Morph cannot alter her own density or opacity.

-8: Causing Morph to involuntarily change form — for example, by using a Transform on her — causes her pain.

-10: Her secret identity is Tabitha Markham.

MOTHER GOTHEL

Background/History: Mother Gothel is one of the most notorious villains in the world, yet hardly anyone knows her name. Most people also think she’s fictional... but the Brothers Grimm collected a true story. Mother Gothel is the witch from “Hansel and Gretel” and she’s back, as hungry as ever for a sweet, satisfying meal of roast children.

Personality/Motivation: A fairy-tale monster like Mother Gothel exists to cause evil for its own sake. A folklore scholar might say she represents childhood anxiety about abusive parents, or serves as a cautionary tale about the dangers of strangers. Mother Gothel would cackle and say what a *clever* young fellow the folklorist was. Then she’d split his skull and feast on his brains.

Mother Gothel isn’t just a predator, though. Like other fairy tale hags, she follows a peculiar code of honor. She must give brave and selfless people a chance to defeat her. Thus, if she’s much more powerful than her captive, she cages him to “fatten him up” instead of killing him at once. For all her cunning, the pure of heart can fool her with ease. (This accounts for her Unluck as well.) If someone overpowers her but spares her life, she grants them a boon. For instance, she might give the noble hero a magic item, the knowledge he needs to fulfill a quest, or a blessing on his first-born child. Selfish and wicked people — grown-ups or children — find Mother Gothel turning the tables on them, with her great roasting-pan already greased.

Quote: “What a tough and lean young man you are, Kinetik. A little tenderizing, I think, then an oil and garlic rub — after you’re butchered!”

Powers/Tactics: Mother Gothel is impossibly strong, quick, and tough for a little old lady. She can produce a variety of domestic items from her pockets and use them for magically-potent attacks. For instance, she can pull out a meat cleaver that cuts concrete, or trap someone in a tangle of yarn. Sweets and spices are her specialty, including magical cookies, candy, or gingerbread that puts people to sleep.

As a fairy tale witch, Mother Gothel has almost unlimited power to bless and curse. She can grant (or impose) almost any physical change, including the creation of magic items. She often delivers blessings by feeding the recipient candy or gingerbread. Changes to a character’s destiny can be represented as a wide range of Complications. For instance, the Sleeping Beauty Curse (“When she is grown, she will prick her finger on a spindle and die”) can be a Physical Complication (worth zero points, since it only affects a character once). The variable Trigger lets her enchantments take effect in the future. Don’t sweat the details of the rules unless Mother Gothel attempts a Transform with an immediate combat effect, such as turning a character into a frog — this is a “plot device” power, more or less.

MOTHER GOTHEL

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
23	DEX	26	14-	
20	CON	10	13-	
18	INT	8	13-	PER Roll 13-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
7	DCV	20		
6	OMCV	9		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
23	PD	21		Total: 23 PD (7 rPD)
23	ED	21		Total: 23 ED (7 rED)
10	REC	6		
40	END	4		
15	BODY	5		
36	STUN	8		Total Characteristics Cost: 220

Movement: Running: 12m

Cost	Powers	END
41	Domestic Witchcraft: Multipower, 62-point reserve All Restrainable (-½)	
2f	1) Control Household: Telekinesis (30 STR) Reduced Endurance (½ END; +¼); Restrainable (-½), Only Works In Her Base (-1)	2
4f	2) Create Cleavers And Skewers: HKA 2d6 (3d6 with STR) Penetrating (+½), Reduced Endurance (0 END; +½); Restrainable (-½)	0
4f	3) Flick Jawbreaker: Blast 10d6 Reduced Endurance (½ END; +¼); Restrainable (-½), STUN Only (-0)	2
4f	4) Sleepy-Time Sweets: Mental Blast 5d6 Trigger (victim eats sweets; +¼); Restrainable (-½)	6
4f	5) Tangled Knitting: Entangle 5d6, 5 PD/5 ED Takes No Damage From Physical Attacks (+¼); Restrainable (-½)	6
3f	6) Spice In The Face: Sight and Smell/Taste Group Flash 9d6 Reduced Endurance (½ END; +¼); Restrainable (-½), Limited Range (8m; -¼)	2
70	Blessings And Curses: Severe Transform 8d6 (grant favors, weaknesses, or destinies; healed by what- ever fairy tale methods seem appropriate) [1] Improved Results Group (any blessing, curse, or other change; +1), Trigger (variable, see text; +½); Extra Time (Full Phase; -½), Incantations (-¼), No Range (-½), 1 Charge (-2)	
7	Hard To Kill: Resistant (+½) for 7 PD/7 ED	0
5	Deathless As A Good Story: Life Support (Longevity: Immortality)	0
5	Sensitive Nose: Targeting for Smell/Taste Group	0



Perks

20 **Lure For Children:** Base (built on 100 Total Points)

Skills

- 3 Acting 13-
- 3 Bribery 13-
- 3 AK: Faerie 13-
- 3 KS: Blessings And Curses 13-
- 3 KS: Children's Appetites 13-
- 3 KS: Faerie Enchantments 13-
- 3 KS: Faerie Who's Who 13-
- 3 Persuasion 13-
- 3 PS: Candymaker 13-
- 3 Sleight Of Hand 14-
- 3 Stealth 14-

Total Powers & Skills Cost: 202

Total Cost: 422

400 Matching Complications (75)

- 20 **Hunted:** Trismegistus Council (Infrequently, Mo Pow, NCI, Kill)
- 10 **Hunted:** observant children (Frequently, Less Pow, Capture/Kill)
- 15 **Physical Complication:** Blind as a bat without her glasses (Frequently, Slightly Impairing)
- 15 **Physical Complication:** Half DCV against attacks by Good Children (Infrequently, Greatly Impairing)
- 25 **Psychological Complication:** Fairy Tale Code (Very Common, Total)
- 10 **Psychological Complication:** Proud Of Culinary Skill (Common, Moderate)
- 15 **Unluck:** 3d6
- 15 **Vulnerability:** 1½ x STUN from Ferrous Weapons (Very Common)
- 10 **Vulnerability:** 2 x STUN from attacks made by Good Children (Uncommon)

Total Complications Points: 75

Experience Points: 22

Children, Mother Gothel's favored prey, are also her greatest weakness. Good children do double STUN damage against Mother Gothel, and her DCV is halved against them. This weakness is entirely mystical, and PCs cannot do "clever" things to exploit it. For instance, a PC would not gain the half DCV and double STUN effect by having a child wrap his hand around the hero's gun, while the hero actually aimed and fired.

Mother Gothel prefers to set up a Base designed to attract children. She keeps up with the times: instead of a gingerbread house, she might create a toy store or video arcade. She always keeps sweets around, though. Her Base always includes a dungeon-like kitchen, with cages for children... or larger prey.

Campaign Use: You can use Mother Gothel as an encounter in Faerie, or bring her to Earth to boggle the characters' minds when they realize those old nursery tales were *true*. Mother Gothel also serves as a model for other ogre-witches such as Baba Yaga or the hags from Norse and Anglo-Saxon mythology. These hags do not always act as pure villains: in Russian fairy tales, for instance, Baba Yaga is sometimes a "reluctant helper" whom the hero must overcome to gain her aid. As presented here, Mother Gothel can borrow roles from her weird sisters.

To make Mother Gothel a greater threat, increase her STR: Norse hags sometimes dropped mountains and islands from their aprons. She could also have a wider range of magic, or a flying broomstick. To make her less powerful, scale back her Multipower to 52 Active Points.

Associates, Allies, And Adversaries: Mother Gothel may have some connection to Brangomar, the Shadow Queen (see CV1). Both are fairy tale-style villains. For example, perhaps Mother Gothel comes from the Shadow Realm that Brangomar rules, and thus is one of her "subjects" (or at the very least an agent of hers). On the other hand, they may simply come from the same "neighborhood" but have nothing else in common.

Appearance: Mother Gothel stands just under five feet tall. She has white hair, either flyaway or pulled in a bun, an incredibly wrinkled face, shrewd black eyes, and a cackle that can break glass. She wears dowdy old clothes and a gingham apron with lots of pockets.

NEBULA

Background/History: A five-year investigation was finally coming to an end. Five years of high-speed pursuits, endless stakeouts, boring labwork, and countless interviews with snitches and lowlifes. It was all about to pay off. *Tayina Mathet* u-Vareeta Hoki activated her Force-Shield and smashed in the door.

"Freeze, *Shamareeth!*" she yelled, her Thrombalic Blasts at the ready. "I arrest you in the name of the Republic!"

Shamareeth was across the room, standing in front of some... portal. That was the only word she could think of for it. It was an asymmetrical arch, filled with corruscating purplish energies. Banks of equipment stood nearby; the technicians monitoring them quickly raised their arms. Shamareeth, looking blurred as usual, laughed. "Not this time, I think, *Mathet*. I have found a way to escape you and your foolish comrades forever. My only sadness is that I shall never again know the joy of tormenting you with your inability to stop me. Farewell!" With that he turned and headed straight for the archway.

"No!" Hoki shouted, swooping toward him with her Force-Flight. She grabbed him, intending to pull him back from the brink, but as he struggled, he slipped, and suddenly they both plunged through the purple veil.

Colors, thousands of them, colliding in her brain. Sounds, a cacophony of them, shrieking in her ears. Dizziness, disorientation, nausea, pain. Then a tremendous impact, and nothing.

She awoke a few minutes later... or it seemed like a few minutes, she couldn't really tell. Shamareeth was nowhere to be seen — but that wasn't surprising, he'd been prepared for this trip and had no doubt recovered quicker.

She became aware that some... people... were staring at her. They looked very odd, nothing like any Republic species she had ever seen or heard of. Some were very short; children, perhaps?

One of the children took a step toward her. "Are you a *superhero*?" he asked, with what she assumed was his face contorting oddly. She was amazed she understood him; somehow the passage through the portal had changed her mind so she could speak the language of this place.

"No, child, I am but a humble crimefighter," she said, staggering to her feet to look around. She saw stone-and-glass buildings, moving metal things belching smoke, humanoids wearing what appeared to be *organic* clothings. Clearly, she was far away from home.

"A superhero!" the child said, obviously pleased and not understanding what she'd said. Maybe she didn't speak this garish language as well as she thought.

Just then an alarm when off at the bank across the street. With a mad cackle, a red-and-black garbed figure smashed his way out through a transparent wall, with a bag in each of his hands.

A

NEBULA

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
23	DEX	26	14-	
25	CON	15	14-	
13	INT	3	12-	PER Roll 12-
11	EGO	1	11-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
4	DMCV	3		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
12	PD	10		Total: 27 PD (15 rPD)
15	ED	13		Total: 30 ED (15 rED)
11	REC	7		
80	END	12		
10	BODY	0		
40	STUN	10		Total Characteristics Cost: 220

Movement: Running: 12m
Flight: 30m

Cost Powers

37	Duress Gauntlets: Multipower, 55-point reserve All OIF (-½)	
4f	1) Imprisonment: Extra-Dimensional Movement (single location in Duress; see text) Usable As Attack (defense is Teleportation or Extra-Dimensional Movement; +1¼), Ranged (+½); OIF (-½)	5
3f	2) Tractor Beam: Telekinesis (20 STR), Fine Manipulation Reduced Endurance (½ END; +¼); OIF (-½)	2
62	Thrombalic Energy Manipulation: Multipower, 62-point reserve	
4f	1) Merciful Thrombalic Sword: Blast 12d6 No Range (-½)	6
4f	2) Deadly Thrombalic Sword: RKA 4d6 No Range (-½)	6
6f	3) Thrombalic Blast: Blast 10d6 Reduced Endurance (½ END; +¼)	2
5f	4) Nebula Field: Drain STUN 3d6 Area Of Effect (8m Radius; +½), Personal Immunity (+¼)	5
30	Force-Shield: Resistant Protection (15 PD/15 ED) OIF (costume; -½)	0
5	Force-Shield: Mental Defense (8 points) OIF (costume; -½)	0
3	Force-Shield: Power Defense (5 points) OIF (costume; -½)	0
23	Force-Shield: Life Support: Total OIF (costume; -½)	0
30	Force-Flight: Flight 30m Reduced Endurance (0 END; +½); OIF (costume; -½)	0

Appearance: Nebula is a female of the Yuun'ta species of the Andromeda Galaxy. She's humanoid but clearly not Human, and beautiful not only after the fashion of her own people but to most Human eyes as well. Her Tel'narian Guard uniform is a black bodysuit with gold boots, belt, and helmet. On her hands and arms she wears her dreaded Duress Gauntlets. Made of a gold metal, they reach most of the way up to her elbow, but are slightly longer on top than on bottom. On the top, near the back end, is set an oval-shaped, facetless blue gem about two inches long on its long axis; the gem glows eerily when the Gauntlets are in use. Her thrombalic energy powers have a purple or purple-silver color, though this may vary slightly depending on her mood.



END

Skills

24	+2 Overall
4	+2 with Flight
3	Computer Programming 12-
3	Criminology 12-
2	AK: Andromeda Galaxy 11-
2	KS: Shreegasha Music 11-
11	KS: The Supreme Code Of Justice 20-
3	KS: Criminals Of The Andromeda Galaxy 11-
3	Language: English (completely fluent; Yuun'ta is Native)
2	PS: Galactic Law Enforcement Officer 11-
3	Stealth 14-
3	Tactics 12-

Total Powers & Skills Cost: 279
Total Cost: 499

400 Matching Complications (75)

15	Enraged: if someone tries to stop her from doing her duty to enforce the law (Common), go 11-, recover 14-
25	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
25	Hunted: NASA (Infrequently, Mo Pow, NCI, Capture)
10	Physical Complication: Utterly Alien Physiology (-10 to all medical and related rolls to heal or help her) (Infrequently, Slightly Impairing)
25	Psychological Complication: Must Enforce Her People's Laws (Very Common, Total)
15	Psychological Complication: Hunting Vibron (Common, Strong)
15	Social Complication: Public Identity (u-Vareeta Hoki) (Frequently, Major)
20	Vulnerability: 2 x STUN from Milky Way Galaxy Chemicals/Gases/Poisons (Common)

Total Complications Points: 75
Experience Points: 99

“Blackfire!” someone shouted, and the crowd began to run away, screaming for help. Even on this strange world, it took no special intuition for *Tayina Mathet* Hoki to know when duty called.

“Halt, evildoer!” she shouted. “Surrender, and your time in Duress shall be short. Fight, and you shall never again be seen in this reality.” Only a fool would choose the second option, knowing (as did everyone in the Republic) the powers of the Tel’narian Guard.

“Stuff it, sister!” the man in the black and red clothing replied. “No one stops Blackfire!” Dropping the bags, he pointed his arms at her and shot a bolt of fire. She stepped to the side, avoiding the brunt of it, her Force-Shield absorbing the rest.

“So be it. By the power of Republic and the authority of the Tel’narian Guard, I sentence you to Duress for eternity.” With fist clenched, she pointed her gauntlet at him. Strange energies began to shimmer around it, then around him.

“Hey, what... no, wait... Noooooooooo!!” he shouted, as he suddenly flashed like a photographic negative... and then vanished. The few wisps of smoke that marked his passing were quickly blown apart by the breeze. She flew away, eager to find the nearest Guard station and resume the hunt for Shamareeth.

It didn’t take long for her to realize she wasn’t on Debrel IV anymore. In fact, she wasn’t even sure if she was in the right *galaxy* anymore. This just didn’t feel like “home.”

It only took a little while longer for one of this world’s champions to approach her. Garbed as gaudily as the criminal she’d sentenced, he asked to speak with her. Word of her confrontation with the criminal had apparently spread — by newsnet, no doubt — and he wanted to know what had happened. As she gave her report, the funny look on his face became more and more extreme. Perhaps he was not feeling well.

“You... sent him to... another dimension?” he finally stammered when she’d finished.

“Yes, to Duress, pursuant to my powers as a member of the Tel’narian Guard.”

“And when does he... return?”

“Never. The penalty for attacking a member of the Guard is eternal exile.”

“And in this “Duress” place, what happens to him?”

“The Keepers inflict pain upon him, in accordance with the Republic’s Code of Supreme Justice.”

“So you sentenced him to eternal torment... for a *bank robbery*?”

“No, the robbery only entails a penalty of 50 years. He received the maximum sentence for attacking a member of the Guard, as I said.”

The discussion only went downhill from there. He was apparently offended by something she’d said or done, and he tried to apprehend her — “for her own good,” he said. Another attack. She confined him to Duress as well.

A few more days in this strange place, studying the local customs and conditions, convinced her Shamareeth had journeyed to some barbarian backwater and brought her along. These people were primitive in the extreme; they certainly didn’t understand the Supreme Code, or the need for it, at all — which was all the more odd because crime seemed rampant here. There were more costumed people, some of whom seemed similar to the Guard, though much less disciplined or effective. She soon learned these people were called “superheroes.”

Lacking any means to get home on her own, Hoki decided to become one of these “superheroes” as she looked for Shamareeth, who might know how to create another portal and return to Debrel. But it soon became apparent the costumed heroes didn’t understand police work. They kept getting upset when she sentenced criminals to Duress; many of them even tried to stop her! That’s when she realized it was going to take a long time to enlighten these barbarians....

Personality/Motivation: Nebula (the name comes from the starry-field appearance of one of her powers) is an alien from the Andromeda Galaxy. She’s a member of the Tel’narian Guard, a group of superpowered police officers working for a government she refers to simply as “the Republic.” Through advanced genetic and bioneural engineering, the Republic has hard-wired her to understand and enforce the Code of Supreme Justice (*a.k.a.* “the Supreme Code”), a body of criminal and penological laws that prescribe harsh punishments for even the most trivial of offenses. She believes, with a faith as strong as that of the most pious saint, and logic as inviolable as a computer’s, that she’s appointed and authorized to enforce the Supreme Code. The draconian nature of the Code — which allows her to administer death via combat or execution, or sentence offenders to a hellish, torment-filled artificial dimension called the Duress — puts her at odds with most superheroes on Earth. Many of them have tried to capture or stop her; more than a few of them have found themselves in Duress for “assaulting a duly authorized member of the Tel’narian Guard.”

For her part, she’s shocked and dismayed that her new home has so little understanding of the law, or what must be done to enforce it; she regards Humans and Human institutions as child-like (at best). She’s put a lot of effort into understanding Earth culture (not an easy thing to do when you’re both trying to capture criminals, and trying not to be captured yourself); she’s become quite familiar with Human customs over the years. And as far as she’s concerned, the “primitive Humans” need to be shown, by her example, how to go about enforcing the law and ensuring public safety.

Quote: “By the power of Republic and the authority of the Tel’narian Guard, I sentence you to Duress for eternity.”

Powers/Tactics: Nebula is a mutant member of a species she calls the Yuun'ta. She doesn't register on Human mutant detectors because she is not Human. In fact, her physiology is so different from that of Humans, or Milky Way Galaxy species in general, that even experienced xenobiologists have difficulty analyzing or treating her. Her powers involve the manipulation of *thromba*, a sort of personal energy field natural to her people. Most Yuun'ta have barely-detectable *thromba* fields; hers is so strong she can form energy-swords from it, project energy bolts, and even create fields of thrombalic energy that weaken everyone in them.

As a member of the Tel'narian Guard, Nebula wears a special costume interwoven with technology that generates a protective energy-screen around her body and allows her to fly. But her most important piece of equipment are her Duress Gauntlets, with which she transports criminals to an alternate dimension called Duress. As she explains it, Duress was constructed by Yuun'ta engineers decades ago as the ultimate prison. No one sent there has ever found a way to leave it before his sentence has expired. While there he cannot die from starvation or exposure, but the Keepers (guards) impose tortures related to the crimes he committed. Additionally, the "inmates" often fight among themselves, sometimes maiming or killing each other. The Duress Gauntlets are Personal Foci; only Nebula can use them. (The same applies to her costume, which generates a protective force-shield.)

In combat, Nebula prefers to rely upon her Thrombalic Energy powers, particularly her Merciful Sword. If she can't close to HTH Combat range, she'll use her Thrombalic Blast or Tractor Beam instead, or sometimes perform Move Bys/Throughs. The Duress Gauntlets are to be used only after she has the opportunity to pass sentence, which requires a Phase of solemn pronouncements.

Campaign Use: Nebula should present an interesting moral dilemma for most PCs. She's unquestionably a hero; her life-risking conduct to save innocents from harm should demonstrate that to them. But because she allocates to herself the power to act as judge, jury, and executioner — and to impose a punishment that seems extraordinarily harsh to most "four-color" superheroes — they're likely to find themselves at odds with her. What to do?

Nebula could also serve as a plot hook for adventures involving Vibron, or perhaps other criminals from the Andromeda Galaxy. He might not be the only one who devises a method to "get way from it all." Since the Andromeda Galaxy is about 22 million light-years from Earth, it's pretty much a one-way trip, leaving Earth's heroes to have to deal with a bunch of villains from beyond.

If Nebula isn't powerful enough for your campaign (an important consideration if you intend to pit her against the entire PC team for at least one scenario), increase her Characteristics (STR 50, DEX 30, CON 30, SPD 8)

and her Multipower reserve and slots (to 90-120 points); you could also give her more slots, and perhaps some other stand-alone powers. If she's too tough, try to scale her down to about 350 total points by decreasing her Characteristics (STR 20, DEX 20, CON 20, SPD 5) and other powers.

Nebula isn't going to Hunt superheroes; even if they fight her, she's not such a slave to the Code of Supreme Justice that she's going to go out of her way to exile them to Duress (she might very well do that after defeating them in combat, though). She spends most of her time trying to track down Vibron (and other Andromedan criminals, if you create them), and generally fighting crime and doing good deeds.

Associates, Allies, And Adversaries: Nebula of course has a pre-existing relationship with Shamareeth, better known on Earth as Vibron (see page 315) — a highly adversarial one, to be sure, but a relationship nonetheless. She's been trying to capture him for nearly two decades at this point and will eagerly follow up on any clue she gets as to his whereabouts or plans.

Other than that, Nebula counts virtually everyone as an enemy, or at least a threat. Heroes want to capture her and stop her from exiling people to Duress; villains hate her and want to kill her before she can "sentence" them. Only other vigilantes, such as Thunderbird, are in any way sympathetic to her.

NEBULA FACTS

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

N/R: Nebula is a sort of vigilante who pursues supercriminals and transports them against their will to an alternate dimension called Duress. Their "sentences" vary depending on their crimes, but are always quite long... often for life.

K/R: Her real name is u-Vareeta Hoki; she's an alien from the Andromeda Galaxy. Her species calls itself the Yuun'ta. She's a member of the Tel'narian Guard, a force of superpowered policemen.

-1: Nebula transports victims to Duress by using a weapon (her Duress Gauntlets), but she also has some innate energy powers of her own.

-2: Nebula's costume is interwoven with technology that generates a force-field and allows her to fly.

-6: Nebula's body is unusually susceptible to chemicals, gases, and poisons from the Milky Way Galaxy.

-8: Nebula's desire to enforce the "Supreme Code of Justice" of her people has been bioneurally "implanted" in her; it's extraordinarily difficult to get her to go against the Code's dictates.

OGRE

Background/History: In need of a random group of test subjects for its latest invention, a Devolutionizer Ray designed to turn ordinary people into super-strong quasi-australopithecines, ARGENT kidnapped a couple dozen fans from a sporting event in Denver. One of the people it grabbed was Jack Stevens, a computer programmer.

One by one, Jack saw his fellow prisoners led out of the room, and soon heard the agonizing screams as their captors did... *something* to them. Then the guards came in and motioned to him. They took him into a laboratory and strapped him down, smashing him in the side with a rifle butt when he tried to break free. Then Jack heard an odd-pitched whine and saw bizarre lights inside his brain. Pain ripped through his body. He screamed and screamed, it seemed like forever, but then the pain slowly faded away and he passed out.

And that's the last time Jack Stevens remembered anything. The Devolutionizer Ray worked on him, at least partially. It transformed him into a brutish proto-humanoid, strong enough to rip cars in two or punch through armor plating, but dumb as a bag of hammers. It wiped out most of his memories of his old life, leaving only the recollection of being captured, forced into a lab, and tortured. The thought of the torture enraged him. He snapped the restraints the ARGENT scientists had put him in, smashed through one of the lab's walls, and proceeded to destroy the entire facility as a way of punishing the "bullies." Slightly calmer after so much "exercise," he wandered off into the night before the cops arrived. Soon "the Ogre" (as one of his early employers dubbed him) was a well-known, and easily-manipulated, figure on the supervillain scene.

Personality/Motivation: The Devolutionizer Ray affected Ogre's mind as well as his body, making him intensely stupid. He has difficulty remembering things (particularly complicated subjects, like detailed attack plans). When he's involved in a scenario, at some point the GM should make an EGO Roll for him. If Ogre fails the roll, he's forgotten an important fact; if he realizes this, his frustration may make him do something destructive.

In one respect, Ogre's memory is quite good. He vividly recalls being captured and tortured (though he doesn't know by who, exactly). This has left him with a strong dislike of "bullies," his term for anyone who tries to hurt other people, forces other people to do things they don't want to, makes fun of other people, or the like. "Bullies" also include just about anyone who tries to stop Ogre from doing something Ogre wants to do (unless they use very gentle persuasion and somehow appeal to his "good side"). Many supervillains have exploited Ogre by tricking him into thinking a particular hero is a "bully."

Quote: "You not stop Ogre! Ogre smash *all* bullies!"

Powers/Tactics: Ogre lacks the intelligence to formulate any sort of sophisticated tactics. Typically he picks an opponent — the most "bully"-like one, or the one who's hurt him the most in the current or past combats — and smashes them with all his strength. He particularly enjoys Haymaking his Punch, and will do so whenever there's a reasonable chance he'll succeed (for example, if his opponent is Stunned).

Campaign Use: Ogre is a straightforward brick, useful as a hireling or patsy for a more intelligent or sophisticated villain. However, Jack Stevens was an ordinary, even upstanding, citizen; if a way could be found to reverse the Devolutionizer Ray's affects on Ogre's intelligence, he'd probably switch gears and become a superhero — or a super-strong volunteer worker.

To make Ogre more powerful, increase his STR or SPD, or give him some Damage Reduction. You could also add a few more "brick tricks" like his Super-Strength Smash-Through. To weaken him, reduce his STR and defenses.

Ogre really isn't smart enough to Hunt heroes; he doesn't have the intelligence or memory needed to formulate a Hunting plan and carry through on it. He's good at holding grudges, though; if a hero (particularly another super-strong character) has defeated him repeatedly, he'll always go after that "bully" first.

Associates, Allies, And Adversaries: The list of villains Ogre's worked for is almost endless. His stupidity and hatred of "bullies" makes it easy for even low-powered villains to manipulate him into helping them. However, he doesn't always get along so well with gadgeteers and rifle-toting weaponmasters (who vaguely remind him of being captured and devolutionized), and sometimes regards other bricks as potential "bullies" or rivals. Villains who definitely fall into the "bully" category based on Ogre's experiences with them include Blackstar and Frost (and by extension, Frost's brother Requiem, and possibly all members of the Ultimates... assuming Ogre grasps the fact that Blackstar is a member of a team). Bulldozer would also be considered a "bully," except that even Ogre has concluded that he's just a jackass.

ARGENT would love to get Ogre back so it can study him in the hope of finding out how to make the Devolutionizer Ray work the way it wants the device to. So far he's escaped its snares, but ARGENT can be mighty persistent when it wants to be....

Foxbat once rescued Ogre from some cops. As a result Ogre now thinks of Foxbat as his "little buddy" and goes out of his way to protect him if necessary.

Appearance: Ogre is a huge, thick-limbed man with reddish-purple skin. His prominent brow-ridges, skull-ridge with thatch of black hair, and pointed ears betray his proto-human nature. He usually wears a black tank top, red pants, grey boots, and heavy steel bracers and belt.

A

OGRE

Val	Char	Cost	Roll	Notes
65	STR	55	22-	Lift 200 tons; 13d6 HTH damage [6]
20	DEX	20	13-	
33	CON	23	16-	
5	INT	-5	10-	PER Roll 10-
10	EGO	0	11-	
25	PRE	15	14-	PRE Attack: 5d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
30	PD	28		Total: 30 PD (30 rPD)
24	ED	22		Total: 24 ED (24 rED)
20	REC	16		
65	END	9		
20	BODY	10		
74	STUN	27		Total Characteristics Cost: 270

Movement: Running: 12m
Leaping: 46m

Cost	Powers	END
13	Roomsweeper: Area Of Effect (1m Radius around character; +¼) for 65 STR Personal Immunity (+¼); Extra Time (Full Phase; -½)	2
13	Devolutionized Body: Hardened (+¼) for 30 PD/24 ED 0	0
34	Devolutionized Body: Resistant (+½) for 30 PD/24 ED 0 Hardened (+¼)	0
21	Super-Strong Legs: Leaping +42m (46m forward, 23m upward)	3
18	Super-Strength Smash-Through: Tunneling 1m through 15 PD material Requires A STR Roll (-½), No Noncombat Movement (-¼)	3
6	Animalistic Senses: +2 PER with all Sense Groups	0

Skills

24 +3 HTH
1 KS: The Superhuman World 8-

Total Powers & Skills Cost: 130
Total Cost: 400

400 Matching Complications (75)

- 30 **Enraged:** Berserk in combat (Very Common), go 11-, recover 14-
- 20 **Hunted:** ARGENT (Infrequently, Mo Pow, NCI, Capture)
- 15 **Psychological Complication:** Devolutionized Memory (Common, Strong)
- 30 **Vulnerability:** 2 x Effect from Mental Powers (Very Common)

Total Complications Points: 75
Experience Points: 0



OGRE FACTS

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

N/R: Ogre is a super-strong villain... but unfortunately he's as stupid and destructive as he is strong.

K/R: Ogre's worked for dozens of villains over the years; he's even easier to manipulate than Grond.

-2: Ogre has a particular hatred of "bullies," meaning anyone who tries to hurt him or make him do things he doesn't want to do — or even who acts that way toward other people.

-8: Ogre's mind is so simple that it's very easy to affect him with most psionic powers.

-10: Ogre was once a normal man named Jack Stevens; he got his powers when ARGENT kidnapped for use as a test subject for an experimental "Devolutionizer Ray."

ONSLAUGHT

Background/History: Project Onslaught, one of the US Department of Defense's efforts to create superhuman soldiers, has enjoyed one definite success — the now-deceased Janissary (see CU 42, 81) — and countless failures (of varying degrees). One man falls into both categories: the supervillain now known as Onslaught.

Mark Reed was a typical US Army soldier until the day some routine medical tests revealed that he was a candidate for the Onslaught program. He'd never amounted to much of anything in life, so the idea of getting superpowers appealed to him and he volunteered for the project. Months of work and often-painful procedures followed.

In the end the Onslaught regimen worked on him... in part. He was now superhumanly fast and strong, stronger even than the Janissary. But the treatments affected his mind as well, making him cold, callous, and cruel. After he nearly beat a technician to death for pricking him a little too hard with a needle, the brass in charge of Project Onslaught decided he was too unstable to use. They drugged him, chained him up in the back of a transport, and shipped him out to a top-secret Army detention facility.

Fortunately for Mark and unfortunately for the world, the Project leaders underestimated his stamina and strength. He woke up from the drugs in mid-trip, snapped his chains, killed his guards, destroyed the truck, and escaped. He's worked as a mercenary supervillain ever since.

Personality/Motivation: Onslaught is little more than a bully grown big, powerful, and unafraid. He lives for himself and only himself; he doesn't give a damn about laws, other peoples' feelings, or anything else that gets in the way of what he feels like doing. He loves to drink, brawl, carouse, raise hell, smash things, and create general havoc; one of his main complaints in life is that he can't find people to keep up with him in these activities. But at least he can find employers willing to pay him to put his "talents" to good use.

Quote: "You hit pretty good, pal — for a little guy. Let's see how well you can take a beating!"

Powers/Tactics: Onslaught is superhumanly strong and tough. He's not as strong as most "bricks" in the Champions Universe, but he makes up for it with his boxing training, the steel "knuckles" he wears on his hands, and general orneriness. He takes a "grab the bull by the horns" approach to combat — he picks out someone he thinks can give him a good fight (typically another brick) and charges him.

Campaign Use: Onslaught is an ideal henchman for any number of villains — not only because he's relatively low-powered and thus easily ordered around, but because he's got such low impulse control that he can serve the GM by accidentally blurting out clues and the like.

The best way to make Onslaught tougher is to literally make him tougher — that is, harder to hurt. Increase his Damage Negation to -8 or more DCs, or give him some Damage Reduction in addition; that way you end up with an adversary who isn't necessarily as offensively powerful as the PCs but can still stand up to them a long time. To weaken him, remove his existing Damage Negation, and consider getting rid of his Steel Knuckles and reducing his SPD to 4.

Associates, Allies, And Adversaries: Onslaught intends to kill Turs al-Sh'ab (see page 303) whenever he gets the chance as revenge for Turs murdering Janissary in 2005. Onslaught didn't know Janissary well, but they both got their powers from the same source and he feels like he owes it to him.

As a villain-for-hire, Onslaught's mainly worked with VIPER and various mundane organized crime groups who wanted some superpowered oomph for important jobs. He's also occasionally joined the Brain Trust and the Crimelords to help out with crimes where his powers came in handy.

Appearance: Onslaught is a brute of a man, 6'8" tall and heavily muscled. His blonde hair is cut in short flat-top style. His costume consists of a black tanktop and pants, red boots and belt, and black fingerless gloves with studded red metal "knuckles" worn around the hand. He doesn't wear a mask.

ONSLAUGHT FACTS

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

N/R: Onslaught is a supervillain with low-level superhuman strength and resilience.

K/R: His real name is Mark Reed; he got his powers from the US military's "Project Onslaught" experiments.

-2: Onslaught knows how to box, and uses that skill when fighting.

-4: Onslaught becomes enraged if badly hurt.

A ONSLAUGHT

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
20	DEX	20	13-	
25	CON	15	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		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
20	PD	18		Total: 20 PD (8 rPD)
20	ED	18		Total: 20 ED (8 rED)
15	REC	11		
50	END	6		
20	BODY	10		
60	STUN	20		

Total Characteristics Cost: 228

Movement: Running: 18m
Swimming: 10m

Cost Powers

Martial Arts: Boxing					END
Maneuver	OCV	DCV	Damage/Effect		
4	Block	+2	+2	Block, Abort	
3	Clinch	-1	-1	Grab Two Limbs, 50 STR for holding on	
4	Cross	+0	+2	10d6 Strike	
5	Hook	-2	+1	12d6 Strike	
3	Jab	+2	+1	8d6 Strike	
8	Steel Knuckles: HA +2d6			Reduced Endurance (0 END; +½); OIF (-½), Hand-To-Hand Attack (-¼)	0
8	Tough Skin: Resistant (+½) for 8 PD/8 ED				0
60	Hard To Hurt: Damage Negation (-6 DCs Physical and Energy)				0
6	Fast Runner: Running +6m (18m total)				1
3	Fast Swimmer: Swimming +6m (10m total)				1

Skills

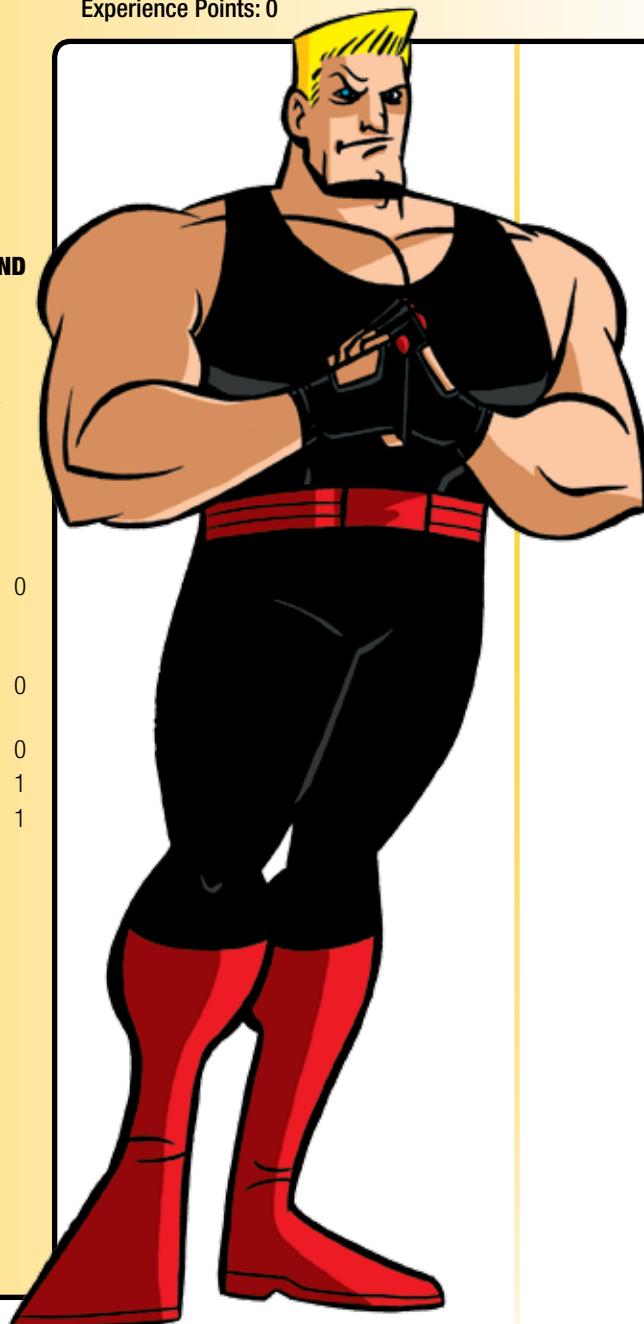
24	+3 HTH
3	Breakfall 13-
3	Climbing 13-
3	Combat Driving 13-
1	KS: The US Army 8-
1	Mechanics 8-
1	PS: Soldier 8-
3	Stealth 13-
2	WF: Small Arms

Total Powers & Skills Cost: 145
Total Cost: 373

400 Matching Complications (75)

- 10 **Distinctive Features:** Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
- 20 **Enraged:** if he takes more than 2 points of BODY damage (Uncommon), go 11-, recover 8-
- 30 **Hunted:** US Army (Frequently, Mo Pow, NCI, Capture/Kill)
- 25 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
- 15 **Psychological Complication:** Total Hellraising Bastard (Common, Strong)
- 15 **Social Complication:** Public Identity (Mark Reed) (Frequently, Major)

Total Complications Points: 75
Experience Points: 0



PHOTON FACTS

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

N/R: Photon is a supervillainess with light projection and manipulation powers; she can even transform her body into pure light to travel around the world in the blink of an eye or avoid the effect of attacks.

-2: Although she's a hardened, greedy criminal, Photon has on several occasions gone out of her way to avoid seriously harming superheroes or innocent bystanders.

-4: Being in a Darkness field causes Photon great pain; she's also particularly easy to hurt with Darkness attacks.

-10: Her Secret Identity is Colleen Dewey; she's an astronomy graduate student.

PHOTON

Background/History: Colleen Dewey was a graduate student pursuing a Ph.D. in astronomy. To improve her ability to study the stars, she learned how to design new, improved lenses for her telescopes. Her peers scoffed at her, but she claimed her lenses made the heavens come through much more clearly.

Late one evening, Dewey was scanning the heavens on her normal schedule, using an all-new lens she'd just created that day with some new procedures and supplies she'd never tried before. Suddenly, she chanced across something... odd. Smack in the middle of Orion, where it had no right to be, there was an unusual patch of bright light. It didn't look quite like a star, or anything else she'd ever seen. She focused in on it, watching intently, wondering if she'd just discovered something that would get her name in the journals.

Then the light flared, and there was a white flash inside Dewey's mind, and she passed out.

She awakened several hours later. At first she thought dawn was breaking, but then she realized *she* was the one glowing, not the eastern horizon. Her whole body was emitting a field of soft, yellow light. Panic started to rise within her mind — what had *happened* to her? — and it only increased as the field began to get brighter. Soon she was curled into a ball, her hands pressed over her eyes, trying to shut out the light, but it was too bright.

Something snapped in Dewey's mind that night. Maybe whatever changed her physically affected her psychologically as well, or maybe her conscious and subconscious terror over what had happened to her did the trick, but the result was the same. She went from being an ordinary, law-abiding graduate student to a callous criminal. With her incredible light-based powers to help her, she's committed numerous robberies and various other forms of mayhem, not hesitating to blast the police or any superheroes who got in her way. Though she doesn't pose as much of a threat as the likes of Gravitar or Firewing, she's still a force to be reckoned with, and every year she seems to get more powerful.

Personality/Motivation: Photon is callous, amoral, arrogant, and greedy. Where once she only cared about her studies, friends, and family, these days she ignores all those things (except for her boyfriend Greg) in favor of stealing and being a part of the Superhuman World. She doesn't want to kill or seriously harm anyone, but otherwise she's only concerned with herself and what she can take. She figures she deserves anything she can get; after all, the light in the sky made her a "freak" who can't ever really be a part of anyone's life anyway.

Quote: "Time to light this place up!"

Powers/Tactics: Photon's body was infused by a strange light from the sky, whose origin and nature she remains utterly ignorant of. As a result, she gained powers relating to light and brightness. She can project blasts of light in various forms (from deadly lasers, to concussive blasts, to blinding flashes), protect herself with a force-field of shifting prisms and planes of light, and even transform her body into a mostly-light form. When she first became a supervillain, she only had some of these powers, and she could easily develop more (see below) over time.

In combat, Photon has to watch her END usage carefully; she doesn't have enough END to go full-tilt every Phase, Turn after Turn. With her high SPD, she can often afford to spend a Phase or two each Turn taking Recoveries to make up for the lack. For some reason, despite her experience she's never undergone any increase in stamina.

With her Lightspeed I power, Photon can go pretty much anywhere on Earth in the blink of an eye (though of course, if she hasn't been there before, she's going to have to slow down and search for her precise destination; she doesn't have any heightened senses that function with her MegaScaled Teleportation). It's a great power for escaping from the scene of a crime. With her Lightspeed II power, she could journey around the near regions of Earth's solar system easily — but she hasn't yet developed a way to so wholly transform her body into light that she can survive in outer space (*i.e.*, have Life Support). No doubt she'll learn to do so in time (*i.e.*, after earning some more Experience Points).

Photon still does not entirely have control over her powers; if she's in her normal human form and gets frustrated or upset, she may spontaneously transform into her superhuman persona. She's also vulnerable to darkness-based attacks, or fields of darkness which cut off her access to outside light.

Campaign Use: Photon makes a good mercenary villain whom master villains can employ, or she can team up with similar super-criminals to form impromptu teams. Additionally, you can explore the question of her origin — what was that mysterious light from space? Why did it affect her and not someone else?

To make Photon more powerful, give her some additional abilities, either as part of one of her Power Frameworks, or bought separately. Examples include: the ability to bend light (allowing her to become invisible, or to see around walls); the ability to transform herself so fully into light that she gains Life Support; the ability to control machines with fiber-optic technology (Mind Control versus the Machine class of minds); the power to shape light into solid forms (Barrier, Entangle, and various other powers). To make her less powerful, decrease her SPD to 6 or 7, and her Multipower's reserve to 60 Active Points.

A

PHOTON

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
30	DEX	40	15-	OCV: 10/DCV: 10
25	CON	15	13-	
10	INT	0	11-	PER Roll 11-
18	EGO	8	13-	
15	PRE	5	12-	PRE Attack: 3d6
10	OCV	35		
10	DCV	35		
3	OMCV	0		
6	DMCV	9		
8	SPD	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12
7	PD	5		Total: 27 PD (20 rPD)
18	ED	16		Total: 38 ED (20 rED)
7	REC	3		
50	END	6		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 242

Movement: Running: 12m
Flight: 60m

Cost Powers

75	Lightfire: Multipower, 75-point reserve
7f	1) Lightblast: Blast 12d6 Reduced Endurance (½ END; +¼)
7f	2) Brightblast: Sight Group Flash 12d6 Reduced Endurance (½ END; +¼)
7f	3) Brightfield: Sight Group Flash 10d6 Area Of Effect (8m Radius; +½)
5f	4) Brightcone: Sight Group Flash 7d6 Area Of Effect (64m Cone; +1); No Range (-½)
7f	5) Maxbright: Sight Group Flash 12d6 Armor Piercing (+¼)
7f	6) Laser-Eyes: RKA 3d6 Armor Piercing (+¼), Reduced Endurance (½ END; +¼)
48	Prism-Field: Resistant Protection (20 PD/20 ED) Nonpersistent (-¼)
25	Brighteyes: Sight Group Flash Defense (25 points)
90	Lightflight: Flight 60m Reduced Endurance (0 END; +½)
70	Lightform: Multipower, 70-point reserve
7f	1) Lightspeed I: Teleportation 20m MegaScale (1m = 10,000 km; +2), Reduced Endurance (0 END; +½)
1f	2) Lightspeed II: FTL Travel (1 LY/year)
5f	3) Lightform: Desolidification (affected by light and darkness attacks) Reduced Endurance (0 END; +½); Cannot Pass Through Opaque Objects (-¼)



END

Skills

10	+2 with <i>Lightfire</i> Multipower
3	1 Computer Programming 8-
	2 KS: The Superhuman World 11-
3	2 PS: Graduate Student 11-
	2 SS: Astronomy 11-
7	2 SS: Optics 11-
	3 Streetwise 12-
7	3 Systems Operation 11-
Total Powers & Skills Cost: 386	
Total Cost: 628	
400 Matching Complications (75)	
15	Accidental Change: when she experiences significant stress, frustration, or aggravation 11- (Common)
20	DNPC: Greg Betts (boyfriend; Unaware of Photon's Social Complication: Secret Identity) (Frequent, Normal)
15	Hunted: California Patrol (Infrequently, Mo Pow, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Code Versus Killing (Common, Total)
15	Psychological Complication: Amoral (Common, Strong)
15	Social Complication: Secret Identity (Colleen Dewey) (Frequently, Major)
20	Susceptible: to Darkness to Sight Group, takes 1d6 per Phase (Common)
10	Vulnerability: 2 x STUN from Darkness attacks (Uncommon)
10	Vulnerability: 2 x BODY from Darkness attacks (Uncommon)
Total Complications Points: 75	
Experience Points: 228	

Associates, Allies, And Adversaries: Photon might make a good potential member of GRAB. Like that group's members, she's not a killer and is mostly interested in money. But she's a bit harder-edged than most of the GRABbers, more prone to frustration and angry outbursts, and that might cause friction within the team. Another possibility is that she could join the Futurists; they might be a better fit for her in the long run.

Photon's origin and background could link her with other villains. For example, Stareye (see *Merc-Force 1* in CV2) might have gotten his powers from the same (or a similar) source; so could Sunspot (see page 276). Or perhaps she and Tachyon might start a partnership (or even romantic relationship); their mutual interest in astronomy would draw them together as much as their common career as supervillains.

As a mercenary villain Photon's worked for or with quite a few other members of the supervillain community. These include the Ultimates (though she loathes Slick), Esper, Zephyr, and VIPER.

Appearance: Photon's costume is a bodysuit with sunset-pink torso, thighs, and arms, and sunset-gold legs, boots, and gloves. She doesn't wear a mask, but conceals her identity through minor light-manipulations that subtly alter her features and make her eyes look pupilless. Her hair is long and dark.

PLAGUE

Background/History: Vince Conti was the ultimate stoner. He had a trust fund instead of a job, so he spent all his time getting high. Usually he stuck to relatively mild drugs like pot and coke, but when the mood took him he'd go for heroin, meth, LSD, or whatever the designer drug of the week was. You name it, Vince had tried it — and probably introduced a dozen other people to it.

One day one of Vince's stoner pals dared him to take a whole bunch of different pills at once. Vince was always up to try a new drug experience, so he said, "Sure, what the hell," and tossed them back with shots of tequila. He reclined back on the couch and waited to see what it was going to feel like. He began to feel a little weird... then a *lot* weird....

The next thing he knew it was late morning. He still felt weird... then he felt sick. He made it to the bathroom just before he threw up. He was there a long time, but when he was done he felt a lot better.

He went back into the living room; there were still a couple people there. One of them was a cute blonde he remembered having fun with the night before, so he touched her shoulder and tried to gently shake her awake. She didn't wake up at first... and then he recoiled in horror as disgusting sores appeared on her shoulder where he had touched her. They started to spread over her body. She woke up then, screaming in pain, and ran for the bathroom herself — but she fell over dead before she ever reached it, her body looking like

she was the victim of the worst plague mankind had ever encountered.

Completely confused, and still loopy from the drugs, Vince grabbed some clothes and some cash and got the hell out of there. He drove to his mountain cabin. A little bit of experimentation with the dogs and horses... and then with the servants... confirmed his worst fears: he'd become some sort of disease carrier. Whatever it was, he could unleash it on people with just a touch, and he could control how sick they got from it.

That was the beginning of the downward spiral that eventually led to the supervillain Plague. At first Vince was slightly repulsed by his powers and tried not to use them, but in time they became more and more intriguing and he became less and less concerned with the value of human life. Today he works as a henchman and assassin for any supervillain brave enough to hire a man who literally carries the death of millions in his hands.

Personality/Motivation: Plague is practically inhuman. In his more grandiose moments he views himself almost as some sort of living embodiment of Plague, one of the horsemen of the apocalypse, sent to Earth to wreak terror among its inhabitants. (Though he's not above taking money for doing the work.) When he's feeling more depressed and bitter about things, he realizes he'll never be able to have normal relationships with other people ever again, and he just wishes that everyone would get sick and die. It's hard to say which mood makes him the more dangerous; it's a miracle he hasn't caused a devastating epidemic yet.

Quote: "The fires of fever, the chills of flu, the shivers of palsy, the agonies of arthritis — all of these I have for you, and more, many more..."

Powers/Tactics: Plague is a mutant whose latent powers were activated when he took what would otherwise have been a lethal stew of illegal drugs. His powers allow him to infect other people with diseases — any disease he can think of (and he's studied the subject a great deal since developing his powers). Depending on how intense he makes the disease, the victim might keel over and die in just a few seconds, or the illness can linger for weeks. (For special effects and dramatic purposes, the GM can allow him to specify a time frame for his *Chronic Disease* power of any timeframe up to six weeks, thus allowing him to inflict a disease that runs its course in, say, one or two weeks instead of six.) Just touching him, or being touched by him, is enough to infect the subject with a mild, very short-term disease.

In combat, Plague usually relies on the fear his diseases cause as much as the diseases themselves; he makes a lot of threatening gestures and Presence Attacks. He has no qualms about threatening to make innocent bystanders sick, or to try to unleash entire epidemics, if he has to. Unless he's specifically been hired to kill someone, he usually — *usually* — inflicts diseases that Drain CON and STUN, or DEX and CON, so that his victims are too weak to resist being captured.



PLAGUE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
28	CON	18	15-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 3d6
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: 18 PD (8 rPD)
8	ED	6		Total: 16 ED (8 rED)
12	REC	8		
95	END	15		
18	BODY	8		
40	STUN	10		Total Characteristics Cost: 162

Movement: Running: 12m

Cost Powers

Cost	Power	END
65	Incredibly Acute Disease: RKA 4d6 NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); Limited Range (6m; -¼), No Knockback (-¼), Only Affects Living Beings (-1), Unified Power (-¼)	18
46	Acute Disease: Drain Characteristics 1d6 Expanded Effect + Variable Effect (any two Characteristics at once; +1), 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); Limited Range (6m; -¼), Only Affects Living Beings (-¼), Unified Power (-¼)	8
3	Chronic Disease: Drain Characteristics 1d6 Expanded Effect + Variable Effect (any two Characteristics at once; +1); Damage Over Time (6 increments, one per Week for 6 Weeks, defenses only apply once, cannot affect victim a second time until all increments accrue; -4), Limited Range (6m; -¼), Only Affects Living Beings (-¼), Unified Power (-¼)	2
65	Contagiousness: Drain Characteristics 2d6 Expanded Effect + Variable Effect (any two Characteristics at once; +1), Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½)	0
16	Armored Costume: Resistant Protection (8 PD/8 ED) OIF (-½)	0
3	Smoked Goggles: Sight Group Flash Defense (5 points) OIF (-½)	0
10	Carrier: Life Support: Immunity (all terrestrial diseases, biowarfare agents, poisons, and chemical warfare agents)	0

Perks

8	Positive Reputation: supervillain who's swimming with disease and whose very touch brings death (in the United States) 11-, +4/+4d6 ### This is "positive"?
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Skills

15	+5 with Incredibly Acute Disease, Acute Disease, and Chronic Disease
2	KS: Illegal Drugs 11-
2	SS: Bacteriology 11-
1	SS: Biology 8-
1	SS: Chemistry 8-
2	SS: Epidemiology 11-
1	SS: Pharmacology/Toxicology 8-
2	SS: Virology 11-
3	Stealth 13-
3	Streetwise 13-

Total Powers & Skills Cost: 248

Total Cost: 410

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
30	Hunted: CDC (Very Frequently, Mo Pow, NCI, Capture)
20	Hunted: Sentinels (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Casual Killer (Very Common, Strong)
10	Psychological Complication: If I'm Sick, Then Everybody Gotta Be Sick (Common, Moderate)
15	Social Complication: Secret Identity (Vincent Conti) (Frequently, Major)

Total Complications Points: 75

Experience Points: 10



Campaign Use: Since Plague's powers are constructed as Drains, technically they should have the *Sticky Advantage* if you want to start a true epidemic. However, for dramatic purposes you can let them function that way anyway if you want to. Short of a nuclear bomb nothing's likely to terrify your heroes as much as the prospect of the Ebola virus sweeping through the American population....

To make Plague tougher, increase his defenses so he can stand up to attacks better, and/or extend the Range of his powers. To weaken him, reduce the dice in his Drains so he has a much harder time inflicting serious/fatal illnesses.

Associates, Allies, And Adversaries: Plague is willing to work as a villain for hire, but only the most disturbed and/or desperate villains are going to hire him. Not only can just being around him make his employer sick, but it takes a special kind of disregard for the sanctity of human life to put a guy like Plague on the payroll. A VIPER Nest Leader or two has done it, but the organization as a whole discourages working with Plague; the Council of Thirty has no more desire to die in an epidemic than anyone else.

King Cobra — who has no qualms about unleashing diseases on humanity — and Teleios are both interested in Plague's powers and would like to study him further. So far they've tried to do this covertly, since they rightly suspect that Plague wouldn't trust them, but they (particularly King Cobra) might eventually hire him through intermediaries and then try to lure him into a hermetically-sealed prison cell for detailed examination.

Appearance: Plague is a 5'9" tall white male, though the lesions and sores all over his body make it difficult to determine his skin color sometimes. He wears a high-tech containment suit designed to look like it's made of distressed, burned leather and metal.

PLAGUE FACTS

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

N/R: Plague is a supervillain with disease infliction powers. His very touch can afflict someone with a fatal disease. His ability to cause epidemics makes him one of the most dangerous supervillains on the planet.

-4: Based on some comments he's made, Plague may have a background in pharmacology... or at least he's taken a lot of drugs.

-6: Plague is a mutant.

-10: His Secret Identity is Vincent Conti.

PULSAR

Background/History: It didn't take Frank Costen long to discover there aren't too many things you can do when you're a high school dropout who's been dishonorably discharged from the Army. Sure, you can get drunk and start barfights, but only if you've got money to buy liquor. It wasn't long before Frank didn't even have that.

When Frank got a tip about a VIPER recruiting drive he jumped at the chance. He figured he'd be perfect for it — with his military experience, he was a shoe-in! Soon he'd be on his way to the big time.

The tip turned out to be good, and Frank was soon being given a physical by some VIPER scientists. After taking a look at his test results, the scientists made him an offer. They were looking for some "special recruits" to become part of an elite VIPER fighting force. Was he interested?

This time, Frank was certain, his luck was changing. He was right — but not the way he thought. The "evaluation test" for the "elite fighting force" turned out to be experiments in human mutation. As the electronic hum of the machinery he was strapped to rose in pitch, Frank felt intense pain sear through every cell of his body. And then it got worse. And worse.

Frank was in so much agony he barely noticed when the machinery exploded around him. It was a couple of minutes before he realized he was lying on the floor in a heap of rubble — and the pain was gone! In fact, he felt... better. More alive, more vital, more — energetic. His body was bursting with energy!

Almost without thinking, Frank blasted the rubble off his body and stood up. He was glowing green, but he didn't care. All he cared about was getting back at those scientists. A few minutes and three dead scientists later, Frank was finally knocked out and restrained by VIPER soldiers. When he came to, the Nest Leader made him an offer: come to work for VIPER, or be killed. Frank knew a losing hand when he saw it, so he signed up.

He didn't like it, though. Not wanting to be bossed around was what led to his dishonorable discharge, after all. At the first opportunity, he blasted his way out and never looked back. Since then, Frank — using the name Pulsar — has been a common sight on the supervillain scene. Sometimes involved with a scheme of his own, sometimes working for other criminals, he's fought most of the major superheroes in America, and a lot of the minor ones. He's done precious little winning, though. Somehow things just don't seem to go his way. But this *next* job, see, it's *perfect*; nothing can possibly go wrong....

Personality/Motivation: Pulsar is, at heart, a lazy underachiever. He thinks of himself as the stuff master villains are made of and one of the most powerful men in the world. He explains all his failures away as “bad luck.” But the truth is he doesn’t work hard at anything; he expects to be given fame, fortune, and women on a silver platter, and he has an excuse for everything that goes wrong.

Despite his numerous failures, losses, and periods of imprisonment, Pulsar has an overweening sense of self-confidence. He’s convinced he has the power to defeat anyone, and he’s quite susceptible to flattering comments and extravagant praise (especially from women). Despite his well-known dislike for taking orders, it’s not difficult for a charismatic person to manipulate Pulsar into doing his bidding.

Quote: “Now you’ll see what *true* power is!”

Powers/Tactics: VIPER’s experiments in mutating humans granted Pulsar energy powers. He can fire power-blasts, fly, and protect himself with a force-field. He can even use his power to “juice up” an otherwise ordinary punch — a tactic he loves to use to show how macho and tough he is.

Even though he’s had military training, Pulsar has little grasp of tactics. Mainly he shows off, blasting the biggest, most obvious, or most important target to show his power. He likes to Haymaker his power blasts when he can, more for the impressiveness than the extra damage. (He always follows them up with a Presence Attack.)

The only downside to Pulsar’s powers is the way they altered his molecular structure, making him vulnerable to physical objects that pierce his skin — bullets, knives, claws, and so on. Energy seeps out of cuts and punctures like blood gushing from a wound, causing him intense pain. For this reason, he avoids opponents with such attacks whenever he can.

Campaign Use: Pulsar is a good “throwaway” villain you can use in just about any scenario. He can work with just about anyone, be manipulated into doing just about anything, and always seems to find a way to escape from prison.

If Pulsar’s too weak for your campaign, scale him up by giving him a few more energy powers (maybe a Barrier, Telekinesis, or the like) and by increasing the DCs in his attacks and/or the number of CSLs he can apply to them. If he’s too strong, just decrease his DCs, and perhaps a few of his Characteristics.

As a Hunter, Pulsar is dangerous mainly because he loves to plan ambushes and often seems to attack at the worst possible time. If he can, he’ll use his Shadowing to follow his target around until he senses “just the right moment to strike!”

Associates, Allies, And Adversaries: Pulsar’s had one of the longest criminal careers of any currently-active villain in the Champions Universe, and during that time he’s worked with or for a wide variety of villains. The Ultimates have brought him in to augment their firepower on several occasions, as has Merc-Force 1, and the list of villains he’s partnered with is too long to include here. Most of them he still gets along with, though there are exceptions — Ankylosaur doesn’t like him at all, and Zorran the Artificer thinks he’s an idiot.

VIPER is still after Pulsar — it created him and still regards him as its “property.” When it finally catches up to him, either he joins Dragon Branch or dies.

Appearance: Pulsar wears a bodystocking that’s colored a green-tinted chrome. On his chest there’s a white starburst symbol with a silvery green center. His half-face mask, the same color as his bodystocking, includes a set of darker green eye-protecting goggles. His boots and short gloves are a metallic green.



A

PULSAR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
23	DEX	26	14-	
23	CON	13	14-	
10	INT	0	11-	PER Roll 11-
11	EGO	1	11-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
4	DMCV	3		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
13	PD	11		Total: 23 (10 rPD)
17	ED	15		Total: 27 (10 rED)
10	REC	6		
45	END	5		
14	BODY 4			
50	STUN	15		Total Characteristics Cost: 189

Movement: Running: 12m
Flight: 20m

Cost	Powers	END
60	Energy Powers: Multipower, 60-point powers	15
6f	1) Power Blast I: Blast 12d6	4
6f	2) Power Blast II: Blast 8d6 Reduced Endurance (0 END; +½)	3
6f	3) Stun-Blast: Blast 6d6 NND (defense is ED Resistant Protection defined as a "force-field" or the like; +1)	0
2f	4) Powered Punch: HA +5d6 Hand-To-Hand Attack (-¼)	3
30	Force-Field: Resistant Protection (10 PD/10 ED)	2
30	Power-Flight: Flight 20m Reduced Endurance (0 END; +½)	1
	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	Karate "Chop" -2 +0 ½d6 HKA (1d6+1 with STR)	

PULSAR FACTS

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

N/R: Pulsar is a supervillain with energy projection powers. He can fire energy blasts, protect himself with a force-field, and fly. His energy emissions typically have a yellow-orange color.

K/R: His real name is Frank Costen.

-1: Pulsar got his powers as the result of a VIPER experiment gone wrong, and the snakes still "want him back."

-2: Despite have suffered many setbacks and defeats during his career, Pulsar remains extremely confident in his powers and general competence.

-6: Pulsar used to have a real thing for Morgan Fairchild, but seems to've gotten over it.

Skills

15	+3 with <i>Energy Powers</i> Multipower
4	+2 with Flight
3	Combat Driving 14-
3	Concealment 11-
3	Demolitions 11-
2	Gambling (Card Games) 11-
2	KS: The Superhuman World 11-
1	KS: VIPER 8-
1	KS: U.S. Army 8-
3	Power: Energy Powers 14-
2	PS: Soldier 11-
5	Security Systems 12-
3	Shadowing 11-
3	Stealth 14-
3	Streetwise 12-
1	Systems Operation 8-
2	TF: SCUBA, Snow Skiing

Total Powers & Skills Cost: 211

Total Cost: 400

400 Matching Complications (75)

25	Hunted: VIPER (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Overconfidence (Very Common, Moderate)
15	Social Complication: Public Identity (Frank Costen) (Frequently, Major)
10	Unluck 2d6
15	Vulnerability: 1½ x STUN from Physical HKAs (Very Common)

Total Complications Points: 75

Experience Points: 0

PYTHON

Background/History: Peter Nathan was a junior-grade scientist working at a biomedical think tank. His superiors assigned him to a project that was researching serpent DNA for use in medicines. The work was going well, and in fact the group was about to present the company with an experimental drug for second-stage testing, when VIPER got wind of the situation and decided that a serpent-based drug should belong to it, and it alone.

A team of green-clad agents burst into the lab and began roughing up the scientists, stealing notes and supplies, and destroying equipment. In the confusion Nathan was shoved into a device that was preparing the final samples of the experimental drug. He smashed into it, he and it fell over, and there was an electrical explosion that showered him with bits of glass and the drug itself. The force of the blast knocked him unconscious.

He woke up to discover that the VIPER agents had fled and the police were there. His injuries seemed superficial, so he accepted treatment from a paramedic but refused to go to the hospital. But the next morning he discovered that something had gone horribly wrong — the drug had mutated him! He had half-human, half-reptilian features and could even stretch his body like a serpent! Somehow he had the proportionate strength of a serpent as well; he could lift almost anything and squeeze even harder.

At first Nathan thought it might not be so bad — maybe he could even become a superhero. But as time went by and he studied his condition, his thoughts began to change. He realized he was changing mentally as well as physically, and while he was still as smart as an average human he wasn't nearly as smart as he used to be. He became more and more upset and angry.

Eventually the day came when his savings ran out and the bills were piling up. He just couldn't take it anymore. Covering himself up with a large overcoat, he went downtown, smashed into a bank, and took the money he needed. From there it was just a few short, angry steps to becoming the supervillain Python.

Personality/Motivation: Python is a very different person from the calm, rational thinker that the old Peter Nathan used to be. He's aggressive, belligerent, temperamental, easily frustrated, and violent. When something gets in his way, his first response is usually to smash it; when he loses his temper, he's liable to smash anything nearby.

Python's intelligence has deteriorated, which only makes him angrier. He's aware that he used to know more about things like biology and politics, and that frustrates him. If someone nearby shows off how smart he is, or makes a big deal out of a blunder that Python commits, the odds are Python will beat him to a pulp.

Quote: "Get out of my way you little pest, or I'll squeeze you so hard your head'll pop off."

Powers/Tactics: Python has superhuman strength and resilience as a result of being mutated into a half-man, half-reptile form by exposure to the experimental serum. His body is slightly malleable, able to stretch about six feet (and his limbs can stretch six feet further). This makes it particularly easy for him to squeeze with devastating power; that's his favorite maneuver in combat.

Campaign Use: Python is a "cannon fodder" villain who could serve as a henchman for nearly any master villain or a member of most villain teams. With surgery and the proper chemical treatments it might be possible to restore his full intelligence, which would make it likely he'd reform and perhaps even become a superhero.

To make Python tougher, increase his STR to 70-80 and his defenses proportionately. To weaken him, reduce his raw STR to 40, making him much more dependent on his Grab bonuses.

Associates, Allies, And Adversaries: Despite some media and Internet speculation, Python has no connection to the New Paladins superhero of the same name and similar powers (see CU 71). Nor does he particularly care that there's a hero out there who's so much like him — though if the two met he'd fight hard to prove who the better Python is.

Python bitterly hates VIPER for causing the accident that mutated him. Any chance he gets to interfere with VIPER or expose its activities, he'll take. For its part, VIPER thinks he needs to be brainwashed and made a member of Dragon Branch.

Appearance: Python is six feet tall. He's got half-human, half-reptilian features including scaly skin with a pale greenish tinge, eyes and nose like those of a serpent, no external ears, and almost no body hair. His tunic (with shoulders that flare out slightly over his upper arms), trunks, boots, and gloves are green; his arms and legs grey. He doesn't wear a mask.

PYTHON FACTS

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

N/R: Python is a super-strong villain with the ability to stretch his body.

K/R: When he grabs someone, Python's strength for holding, squeezing, and crushing them is the equal of Grond's.

-2: One member of the New Paladins superhero team of Boston has the same name as, and similar powers to, Python; some in the media have speculated that there's a connection between them.

-10: His Secret Identity is Peter Nathan; he's a scientist who got his powers when VIPER interfered with one of his experiments.

A PYTHON

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
20	DEX	20	13-	
30	CON	20	15-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
30	PD	28		Total: 30 PD (24 rPD)
30	ED	28		Total: 30 ED (24 rED)
20	REC	16		
60	END	8		
20	BODY	10		
66	STUN	23		

Total Characteristics Cost: 276

Movement:	Running:	12m
	Leaping:	12m



Cost	Powers	END
3	Python Power: Stretching 2m Reduced Endurance (0 END; +½)	0
3	Python Limbs: Stretching +2m Reduced Endurance (0 END; +½); Limbs Only (-0)	0
60	Python's Strength: Multipower, 60-point reserve	
3f	1) Bearhug: Blast 6d6 NND (defense is Life Support [Self-Contained Breathing]; +1); Must Follow Grab (-½), No Range (-½)	6
2f	2) Crushing Grip: +30 STR Only To Grab (including Squeeze but not Throw; -½)	3
24	Tough Body: Resistant (+½) for 24 PD/24 ED	0
30	Tough Body: Physical and Energy Damage Reduction, Resistant, 25%	0
4	Strong Legs: Leaping +8m (12m forward, 6m upward)	1
5	Serpentine Eyes: Infrared Perception (Sight Group)	0
9	Serpentine Senses: +3 to PER Rolls with all Sense Groups	0

Skills

24	+3 HTH
6	+3 OCV with Grab
1	SS: Biology 8-
1	SS: Herpetology 8-
3	Stealth 13-

Total Powers & Skills Cost: 178

Total Cost: 454

400 Matching Complications (75)

20	Enraged: in combat (Common), go 11-, recover 11-
20	Enraged: if he even thinks he's being insulted or disrespected (Common), go 11-, recover 11-
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: VIPER (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Solves His Problems And Frustrations With His Fists (Common, Strong)
15	Social Complication: Secret Identity (Peter Nathan) (Frequently, Major)

Total Complications Points: 75

Experience Points: 54

REAPER

Background/History: One of the newest super-villainous threats to Humanity has quickly become one of the deadliest. In September 2009 a mysterious being calling himself *the Reaper* first appeared in San Francisco. Garbed in a costume that resembled the traditional picture of the Grim Reaper itself, he wielded a scythe-like weapon to lethal effect, killing several dozen people before being driven away by several superheroes.

Since then he's struck again and again around the world in attacks that basically follow the same pattern, racking up a body count that's now in the thousands. Despite extensive investigation no one has yet to learn anything about him — not his name, his lair, or his motivation. Many theories have been proposed, but the truth is far stranger than any of them.

In August 2009 a building collapsed in San Francisco. Over a hundred people died instantly, but several were trapped in the rubble for hours or days before being rescued. One who was not rescued was Paul O'Connell, a middle-aged corporate executive. Despite having lived a rich, full life, O'Connell was absolutely terrified of dying. When he awoke and found himself trapped in the collapsed building, he knew his time had come. The fear of dying gripped him as it never had before. He lay there for three agonizing hours until his terror built up to the point where he had a heart attack and died. Rescue workers found his body just an hour later.

O'Connell's overwhelming terror of death did... *something*... and the Reaper was created. Even if an expert mystic knew the truth, he'd be hard-pressed to say whether the Reaper is O'Connell's soul somehow forced to linger on in the world of the living, an "atavistic being" born of his fear, a demonic entity summoned by his fright, some combination of these factors, or something else altogether. Whatever it is, it exists only to kill... and it won't stop until everyone on Earth is dead.

Personality/Motivation: Many people have theorized that the Reaper is some sort of embodiment of the essence of death (in fact, he's described himself that way). But the truth is that the Reaper is a manifestation of the *fear* of death. He exists only to kill, but he kills to terrify. He wants everyone on Earth to either fall beneath his scythe or live in terror of the day they will.

Quote: "I am the very essence of Death! — and you cannot stop me, for Death is an inevitability."

Powers/Tactics: The Reaper has only one attack — a lethally-sharp scythe weapon that it has in the place of a right hand. The scythe can cut through nearly anything, including many suits of powered armor. Beyond that, hurting or killing the Reaper is very difficult, and even when heroes think they've destroyed him he always returns to life somehow (in game terms, he Regenerates). He can also cross distances in the blink of an eye and hide effortlessly in shadows. Even worse, just getting close to him is so terrifying for most people that his Presence Attacks (which he makes frequently) cause them to run away screaming in fear.

Campaign Use: Like the Monster, the Reaper is a villain that you have to use with care. His HKA is powerful enough to inflict casualties on the PCs before they can stop him if they're not careful or you get a lucky roll, so make sure they understand the consequences and that you have a backup plan if you don't want to kill anyone.

To make the Reaper a tougher foe, either increase his SPD or give him more mystical abilities (such as being able to create Darkness fields, or to weaken his foes with Drains). To keep him from being so lethal, reduce the Dark Scythe to HKA 2d6 and remove or diminish his Teleportation.

Associates, Allies, And Adversaries: Some officials have speculated that there may be a link between the Reaper and the Monster (page 210). They're wrong, but the idea has taken hold in some sectors of the Superhuman World and may lead to some plans being made that will fail due to the misunderstanding.

If he is some sort of fear-spirit, the Reaper may be related to or connected with Samhain somehow. If so, Samhain may be a "higher order" of such beings, since he creates fear in general whereas the Reaper uses and inspires a specific fear (of death).

Appearance: The Reaper is a dark and ominous figure standing 6'3" tall. His face is a bone-white skull with demonic red eyes; it's framed by the hood of his black calf-length cloak. His body-stocking is dark red-brown; his left glove is made of black leather with buckles, and he has armbands and legbands to match that glove. His boots and belt are black, with a skull matching his face for a belt buckle. Instead of a right hand, his right arm terminates in a vicious-looking sickle-like weapon made of dark steel.

REAPER FACTS

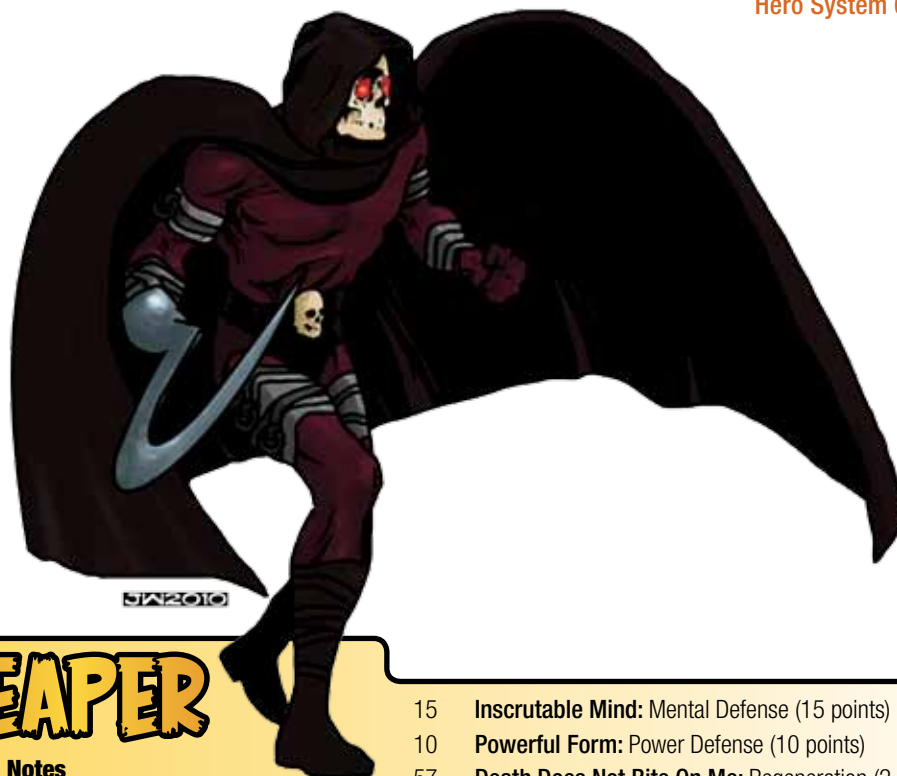
Here are some facts characters and NPCs might know about the Reaper if they succeed with an appropriate Skill Roll:

N/R: The Reaper is a strange, terrifying being who claims to embody the very essence of Death. First appearing in September 2009, he's gone on to kill over a thousand people in attacks all around the world that seem to have no other purpose than spreading murder and mayhem.

K/R: Some officials have speculated that there may be a connection between the Reaper and the Monster.

-1: The Reaper can teleport, and can hide in shadows so well that he's virtually invisible.

-10: The Reaper first appeared shortly after a building collapse in San Francisco that killed over a hundred people.



REAPER

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
24	DEX	28	14-	
30	CON	20	15-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
40	PRE	30	17-	PRE Attack: 8d6
8	OCV	25		
10	DCV	35		
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		
30	BODY	20		
80	STUN	30		

Total Characteristics Cost: 348

Movement: Running: 12m
Teleportation: 50m

Cost	Powers	END
90	Dark Scythe: HKA 3d6 (4d6-1 with STR) Penetrating (x2; +1)	4
60	Terror Of Death: Drain PRE 4d6 Area Of Effect (8m Radius; +½), Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½)	0
10	Death Does Not Bite On Me: Hardened (+¼) for 20 PD/20 ED	0
25	Death Does Not Bite On Me: Resistant (+½) for 20 PD/20 ED Hardened (+¼)	0
60	Death Does Not Bite On Me: Damage Negation (-6 DCs Physical and Energy)	0

15	Inscrutable Mind: Mental Defense (15 points)	0
10	Powerful Form: Power Defense (10 points)	0
57	Death Does Not Bite On Me: Regeneration (2 BODY per Turn), Can Heal Limbs, Resurrection (does not work in sunlight)	0
114	Instantaneous Travel: Teleportation 50m, No Relative Velocity, Position Shift Safe Blind Teleport (+¼), Reduced Endurance (0 END; +½)	0
45	I Can Sense The Living: Detect Life Energy 16- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Ranged, Sense, Targeting	0
24	Merge With The Shadows: Invisibility to Sight Group Reduced Endurance (0 END; +½); Only When In Darkness/Shadows (-¼)	0

Skills

16	+2 HTH
5	Shadowing 14-
3	Stealth 14-

Total Powers & Skills Cost: 534

Total Cost: 882

400 Matching Complications (75)

25	Distinctive Features: palpable aura of death and evil (Not Concealable; Causes Extreme Reaction [abject fear])
15	Physical Complication: Lacks Right Hand (Frequently, Slightly Impairing)
25	Hunted: UNTIL (Frequently, Mo Pow, NCI, Capture)
20	Hunted: The Justice Squadron (Infrequently, Mo Pow, NCI, Capture)
25	Psychological Complication: Exists To Cause Death, Destruction, And Fear (Very Common, Total)

Total Complications Points: 75

Experience Points: 482

RICOCHET

Background/History: Robert Kurtwood grew up dreaming about being a superhero. His father was a crime reporter who specialized in stories about superhuman criminals and heroes, and Robert couldn't imagine anything better than to have superpowers and go on adventures to defeat evil. He was deeply disappointed when he didn't manifest mutant powers during junior high or high school.

Since fate hadn't stepped in to help him, he decided he'd just have to find a way to give himself superpowers. He enrolled in college and began studying science, looking for a way to somehow "supercharge" his body so that it would spontaneously develop superhuman abilities. Finally his long hours in the lab were rewarded with a breakthrough: he discovered that if he treated his body with certain chemicals, adjusted the equipment that ran the university's supercollider, and then stepped into the supercollider when it was in operation, there was a 78.97% chance he would gain superpowers (most likely energy projection of some sort).

Well, 78.97% was good enough for Robert! He pilfered the chemicals he needed from the Chemistry Department and then bribed a few people to get the time he needed to work on the supercollider. All was in readiness... he took the drugs, entered the supercollider, and then activated it by remote control.

At first he felt nothing. Then he felt a sort of general "tugging" at his body. The feeling became stronger... and stronger... and then painful. He screamed, but there was no one to hear him and no way to turn off the machine. Soon the pain became so agonizing that he blacked out.

When he came to, he was lying in the supercollider, which had shut off automatically based on the timer he'd set. He felt strange, sort of tingly, but he wasn't glowing or flying or anything. It didn't work!

Then he heard a noise from back in the control room. They'd found him! Someone knew about all the things he'd done! Terrified that he'd be caught, he got up and ran. Somehow in his panic he found an exit, fumbled it open, and ran through. He tried to shut it and missed... but then without his even touching it, the door slammed shut!

That stopped him for a moment. Maybe it *had* worked. Maybe he just didn't have energy projection powers. He gestured at a poster on a nearby wall... and it ripped off! He was a telekinetic!

That turned out not to be the case either. After he got to safety he began experimenting, and he soon discovered he couldn't do much with telekinesis. He finally realized he'd gained some sort of power over kinetic energy — he could impart it to objects to move them, sometimes at high speeds. It wasn't quite as flashy as energy projection, but it could be just as effective. His mind began mulling over the possibilities... and soon the supervillain *Ricochet* was born.

Personality/Motivation: The "procedure" that altered Ricochet's body so it could absorb and manipulate kinetic energy unexpectedly altered his mind as well. Gone is the young man who dreamed of being a superhero, replaced by a paranoid, selfish individual who scoffs at his former ideals. Ricochet's out to get whatever he can for himself, and damn everyone else. It might be possible to put his mind back the way it was with a lot of psionic surgery... though that might cost him his powers.

Quote: "Right back atcha!"

Powers/Tactics: Ricochet has power over kinetic energy, allowing him to do several things. First, he can impart kinetic energy to an object, turning it into a missile. Blunt objects do normal damage, up to a maximum of their PD+BODY in d6 (he can't make them do more than this, no matter how much END he spends), and if they're larger than normal they can cover an area of up to 8m radius. (Typically he prefers to use smaller objects, though; most of his attacks are in the 6-10 DC range.) Sharp objects like knives and nails do RKA damage, as defined by how they're built — he can't make an HKA 1d6+1 dagger do more than RKA 1d6+1 damage. If he has enough objects available, he can even try to Multiple Attack with his power.

Second, Ricochet can Absorb the kinetic energy of incoming attacks (be they Physical or Energy attacks) and use that energy to augment any of his physical Characteristics (e.g., STR, CON, DEX, or the like, but not INT, EGO, or PRE). Given enough kinetic energy to work with, he can make himself superhumanly powerful this way.

Third, Ricochet's powers protect him. He reflexively "bats aside" physical attacks, and if he concentrates he can knock physical missiles out of their flight path so they don't hit him.

Campaign Use: Ricochet's an example of good intentions leading to Hell — he wanted to be a superhero, but wound up a supervillain. Psionic surgery could restore his old personality... assuming the PCs ever discover he had another personality before gaining his powers.

To make Ricochet tougher, expand his special effect to cover friction as well as kinetic energy and give him several more powers from the "Kinetic Energy Powers" sections of *Champions Powers*. You could also increase his SPD. To weaken him, halve his Combat Skill Levels and decrease his Endurance Reserve.

Associates, Allies, And Adversaries: Ricochet is too paranoid to trust anyone enough to work for or with them in any sort of long-term fashion. Occasionally he'll team up with some other villains for a job, but inevitably his fears get the best of him and the whole thing falls apart.

Appearance: Ricochet is a white male 5'10" tall with an average build. He wears a silver-grey bodystocking with a half-face mask and green gloves, boots, and highlights.

RICOCHET FACTS

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

N/R: Ricochet is a supervillain with powers over kinetic energy. He can impart energy into physical objects and turn them into missiles, absorb energy to make himself superhuman powerful, or even "deflect" physical attacks away to protect himself.

-2: Ricochet seems to be highly paranoid; he has difficulty working for or with other villains.

-10: His Secret Identity is Robert Kurtwood.

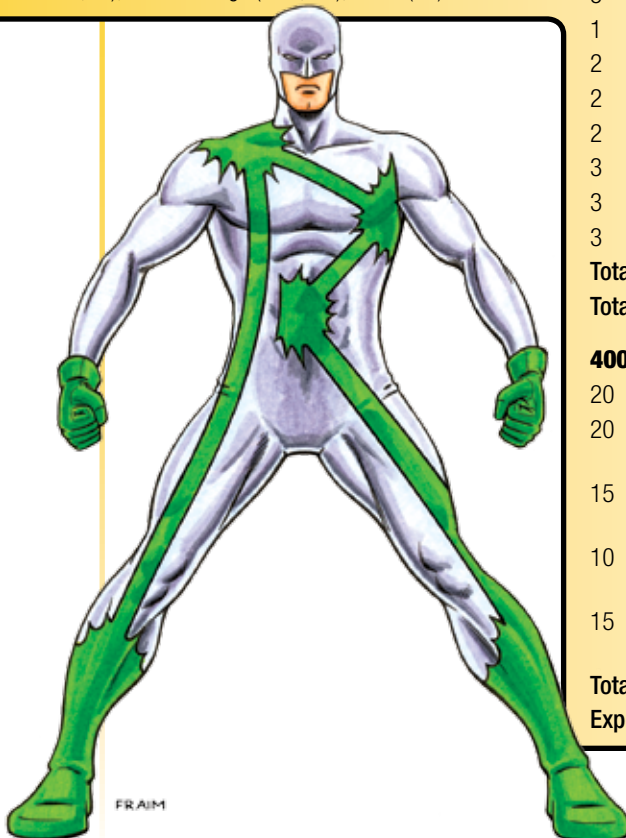
A**RICOCHET****Val Char Cost Roll Notes**

10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
20	DEX	20	13-	
15	CON	5	12-	
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		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	6		Total: 30 PD (22 rPD)
8	ED	6		Total: 16 ED (8 rED)
5	REC	1		
30	END	2		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 113

Movement: Running: 12m**Cost Powers**39 **Energy Reserves:** Endurance Reserve (100 END, 21 REC)51 **Kinetic Missiles:** Multipower, 90-point reserve
All slots OIF (objects of opportunity; -½), Limited Range (40m; -¼)4f **1) Regular Blunt Objects:** Blast 18d6
OIF (objects of opportunity; -½), Limited Power (damage depends on PD and BODY of object, see text; -0), Limited Range (40m; -¼), Beam (-¼)**END**

0

9



5f	2) Large Blunt Objects: Blast 12d6	9
	Area Of Effect (up to 8m Radius, depending on size of object, see text; +½); OIF (objects of opportunity; -½), Limited Power (damage depends on PD and BODY of object, see text; -0), Limited Range (40m; -¼)	
2f	3) Sharp Objects: RKA 3d6	4
	OIF (objects of opportunity; -½), Limited Power (damage depends on nature of object, see text; -0), Limited Range (40m; -¼), Beam (-¼)	
12	Kinetic Manipulation: Telekinesis (10 STR)	1
	Limited Range (40m; -¼)	
81	Kinetic Absorption: Absorption 36 BODY (to any physical Characteristic)	0
	Variable Effect (any one physical Characteristic at a time; +½), Varying Effect (+¾)	
12	Reflexive Deflection: Resistant Protection (14 PD)	2
	Costs Endurance (-½), Unified Power (-¼)	
13	Planned Deflection: Deflection	2
	Only Works Against Physical Projectiles (-¼), Unified Power (-¼)	
16	Armored Costume: Resistant Protection (8 PD/8 ED)	0
	OIF (-½)	

Skills

12	+4 with Kinetic Missiles Multipower
3	Acrobatics 13-
3	Breakfall 13-
1	Computer Programming 8-
3	Deduction 12-
1	Electronics 8-
2	KS: The Superhuman World 11-
2	SS: Human Biology 11-
2	SS: Mathematics 11-
3	SS: Physics 12-
3	Stealth 13-
3	Systems Operation 12-

Total Powers & Skills Cost: 273**Total Cost: 386****400 Matching Complications (75)**

20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Callously Selfish (Common, Strong)
10	Psychological Complication: Paranoid; Thinks Everyone's Out To Get Him (Common, Moderate)
15	Social Complication: Secret Identity (Robert Kurtwood) (Frequently, Major)

Total Complications Points: 75**Experience Points: 0**

RIPTIDE

Background/History: Convinced she could make it big as a singer, Margie Preston ran away from her home in Iowa to the Big City shortly before her eighteenth birthday. Unfortunately, what awaited her was not stardom, but poverty and misery. With just ten dollars in her pocket when she arrived, she was easy pickings for a handsome guy at the bus station who offered to “help her out.”

Unlike so many girls trapped in these desperate circumstances, Margie didn't wind up working the streets. The man she met was a Brother in DEMON. He gleefully turned her over to his masters for their dark rituals. Seeing her as good fodder for “an experiment,” one of the Morbanes cast a spell that bonded her with a water elemental. He hoped to obtain a servant with the powers of the elemental, but the pliability of the scared and easily-dominated girl.

What he got was a superhuman too powerful for him to handle. Crazed with fear and newfound power, Margie smashed her way out of the Demonhome and into the streets. Somehow she eluded capture by both DEMON and the police long enough for her wits to return. She realized she could never go back home now — and she couldn't become a rock star, either. But as long as she had superpowers, she intended to live the life of luxury she'd always dreamed of!

Personality/Motivation: Riptide started her supervillain career as little more than a naive, insecure girl motivated mostly by greed. She used her powers to steal all kinds of luxuries she'd never had growing up in a poor family (and that includes all the collector's Barbie dolls she can carry, to replace the ones she left behind in Iowa). Her insecurity made her easy pickings for anyone with enough force of personality to seduce or bully her, and as a result she worked for a lot of more experienced supervillains and came away with little or nothing to show for it.

The greed remains, but her insecurity has been burned out of her by experience. She's no longer easy to dominate; she's been around the block enough times to learn how to stand up for herself. In fact, these days anyone who takes “an attitude” on her (as she puts it) or tries to use her is likely to get a Water Blast in the face.

Quote: “Sorry to be such a wet blanket...”

Powers/Tactics: Riptide's powers are water-based — they derive from her being bonded with a water elemental as part of a magic ritual. She can project blasts of water, choke a victim by filling his lungs with water or blind and deafen him with a properly-directed splash. Her semi-liquid form is difficult to damage, and she can become wholly liquid to slip through grates, cracks, and the like. And, of course, she can swim extremely fast.

Despite years of experience, Riptide has never really developed much of a sense of tactics. She picks a target and attacks him until he falls down, or she does. She's discovered the hard way that Ice/Cold powers cause her a lot of pain, so she avoids cold-using superheroes or, if cornered, attacks in a fury with Pushed Blasts in the hope of getting away.

Most of Riptide's abilities are usable only when she's in her water form. However, since there's little or no way to stop her from transforming in most situations, they're not bought with the *Only In Alternate Identity* Limitation.

Campaign Use: Riptide is a good, basic villain who could work for just about anyone. She's learned to pull jobs on her own, but generally prefers having a partner or team to fall back on. Under the right superheroic influences, she might even reform and become a hero — she's not a bad person, really, she just wants all the “good things” she's never had.

If Riptide's too weak for your campaign, increase her SPD to 6, her REC to 15, and her END to 60. You might also add a few slots to her Multipower. If she's too strong, knock her SPD down to 4 and reduce her Multipower to a 60 Active Point reserve.

Associates, Allies, And Adversaries: Over the years Riptide's worked with many villains, though she prefers to avoid the more dangerous or deranged ones (and that includes VIPER, most of the time). The Ultimates, Merc-Force 1, and GRAB are among her favorite employers; she'd make an excellent member of the latter group if they ever decide to expand. (She could possibly be lured into the Futurists as well, though she probably wouldn't stick around once she learned of their true agenda.)

Riptide was part of Holocaust's 2006 “Alliance” villain team and enjoyed the experience even though it wasn't a success; she keeps hoping he'll put the team back together again. One of the villains she met during that mission was Leviathan, and they've become friends. It's not a romantic relationship at all, they just enjoy hanging out underwater.

DEMON remains a serious thorn in Riptide's side. The Morbane who created her wants her back, no matter what it takes. His plan is to create an “Elemental Evils” team of Blowtorch, Riptide, Temblor, and Zephyr (though he'd prefer a true superhuman to Blowtorch, if he can find one that fits). This would give him a powerful weapon to wield against his rivals and enemies, though assembling the team would cause problems with the Crowns Of Krim that DEMON would probably prefer to avoid....

Appearance: In her normal human form, Margie Preston is a pretty white woman in her mid-thirties with shoulder-length wavy brown hair, brown eyes, and an attractive figure. As Riptide, she has the same figure, but appears to be made entirely of water. She can transform from one state to the other with but a thought.

RIPTIDE FACTS

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

N/R: Riptide is a supervillainess with water control powers. She can project powerful blasts of water, swim at tremendous speeds, and even transform her entire body into water.

K/R: Her real name is Margie Preston; from 2006 until the 2009 breakout she was a prisoner in Stronghold.

-4: Ice/Cold attacks are particularly effective against Riptide.

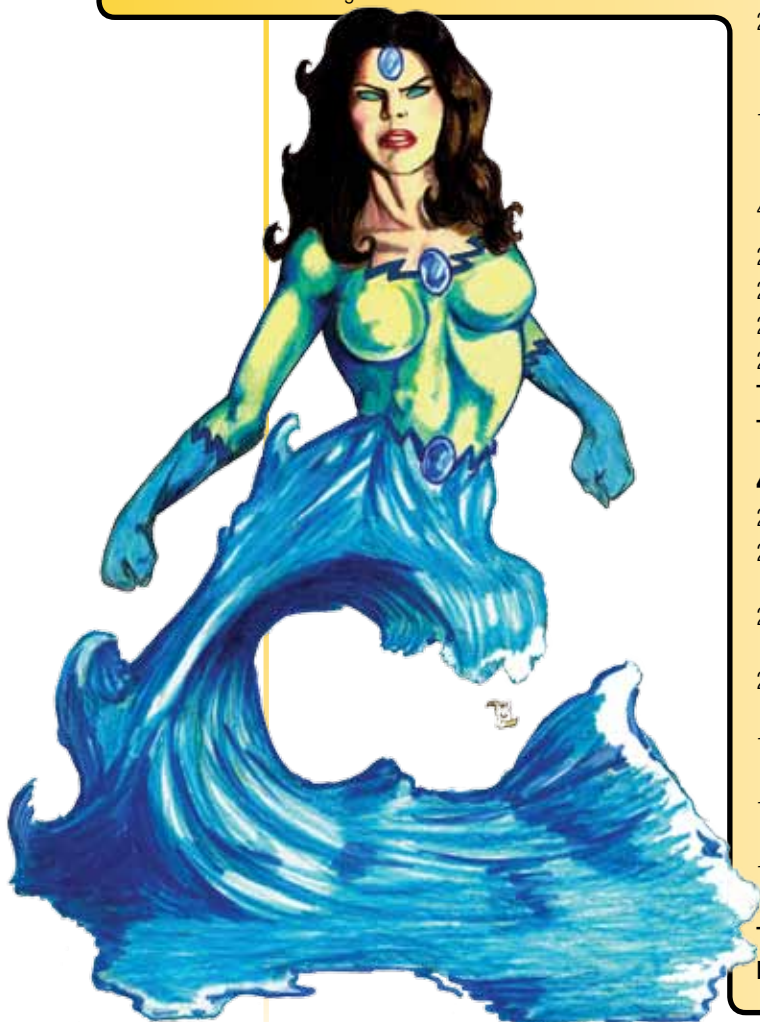
-8: There's a faint mystic “tinge” to Riptide's powers, as if they have some sort of arcane source.

A

RIPTIDE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
24	DEX	28	14-	
20	CON	10	13-	
14	INT	4	12-	PER Roll 12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
12	PD	10		Total: 24 PD (12 rPD)
10	ED	8		Total: 22 ED (12 rED)
10	REC	6		
80	END	12		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 178

Movement: Running: 12m
Swimming: 40m



Cost	Powers	END
75	Water Powers: Multipower, 75-point reserve	
7f	1) Water Blast I: Blast 10d6 Double Knockback (+½)	7
7f	2) Water Blast II: Blast 10d6 Area Of Effect (32m Line; +½)	8
7f	3) Water Blast III: Blast 10d6 Reduced Endurance (0 END; +½)	0
6f	4) Filled Lungs: Blast 6d6 NND (defense is Life Support [Expanded Breathing: Breathe Underwater or Self-Contained Breathing]; +1)	6
5f	5) Splash In The Face: Sight and Hearing Group Flash 6d6 Reduced Endurance (0 END; +½)	0
36	Water Form: Resistant Protection (12 PD/12 ED)	0
45	Water Form: Physical Damage Reduction, Resistant, 50% plus: Energy Damage Reduction, Resistant, 25%	0
13	Aquatic Adaptation: Life Support (Self-Contained Breathing, Safe Environment: High Pressure, Intense Cold)	0
27	Liquid Intangibility: Desolidification (affected by cold or fire) Cannot Pass Through Solid Objects (-½)	4
18	Superb Swimmer: Swimming +36m (40m total)	2

Skills

4	+2 with Swimming
2	KS: Barbie Dolls 11-
2	KS: Rock Music 11-
2	PS: Singing 11-
2	Streetwise 10-

Total Powers & Skills Cost: 258**Total Cost: 436****400 Matching Complications (75)**

25	Hunted: DEMON (Infrequently, Mo Pow, NCI, Capture)
25	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Greedy; Out For All She Can Get For Herself (Very Common, Strong)
20	Psychological Complication: Code Versus Killing (Common, Total)
15	Social Complication: Public Identity (Marjorie Preston) (Frequently, Major)
10	Vulnerability: 2 x STUN from Ice/Cold Attacks (Uncommon)
10	Vulnerability: 2 x BODY from Ice/Cold Attacks (Uncommon)

Total Complications Points: 75**Experience Points: 36**

EL SALTO

Background/History: It's not easy growing up... when you don't grow up. Robert Olivares was born with dwarfism, attaining a final adult height of only 4'2". As a little person he was made fun of and had trouble finding work. But despite his condition he was deft and agile, and in time his general bitterness about society and desire for the finer things in life drove him to crime. It turned out he was quite good at it, and he became highly sought after in the underworld for his ability to fit into small spaces and containers.

But he wasn't satisfied. He felt others still looked down on him because of his size. He couldn't even aspire to the top position in his profession — cat burglar — because of all the climbing involved, which he had difficulty with. One day he was hit by an epiphany. He didn't have to be able to *climb* up to places he wanted to rob. With the right technology he could *leap* there.

Inspired by this idea, he began training hard, practicing acrobatic maneuvers. When not exercising he was working on a special set of “spring-boots” that could give him the power to leap tremendous distances. When the boots were done, he started training again, combining his acrobatic prowess with his enhanced leaping power. When he felt the time had come, he christened himself *El Salto* (“the Leapfrog”) and set out to prove that he was as good as any full-sized thief.

Personality/Motivation: El Salto has developed a (humorously) inflated sense of self-worth to compensate for his physical shortcomings. In his mind, he's the smartest, cleverest, and especially the handsomest guy around, and anyone who doesn't realize it is a fool. He particularly thinks that women should realize what a “catch” he is, and flirts outrageously at every opportunity (even in mid-combat).

El Salto is justifiably proud of his leaping abilities, and if he encounters other leapers usually challenges them to a “duel” or contest. He's even prouder of his large, luxuriant moustache, and anyone who insults it risks his wrath (increase his Enraged “go” roll to 14- when his moustache is involved).

Quote: “Do not thenk that because I am short of stature that I am small in all ways, *señorita*. Come, let us stop this fooleesh fighting and find better uses for our time toogaiher....”

Powers/Tactics: El Salto isn't a powerful combatant, and he knows it. He prefers to avoid fights altogether, but if he can't he relies on his mobility and agility in combat. He keeps most (if not all) of his Combat Skill Levels in DCV and relies on Move Bys/Throughs and his Pinball Attack to hurt his foes while staying on the move.

Campaign Use: El Salto is mostly a humorous character, intended as comedy relief and as an NPC who'll simultaneously make the heroes groan and chuckle. Play him to the outrageous hilt, having him flirt non-stop with female PCs, mock male PCs, and enjoy the hell out of himself as he commits crimes. Use an exaggerated Mexican accent and over-the-top cheesy dialogue.

If for some strange reason you want to make El Salto tougher, give him even more meters of Leaping, perhaps a few more “leaping tricks,” or a Ranged weapon of some sort. You could also build a “Leaping Martial Arts” package for him. To weaken him, remove his Skill Levels and Combat Skill Levels with HTH Combat.

Associates, Allies, And Adversaries: El Salto has worked with many non-violent villains. He likes teaming up with GRAB a lot, but rarely gets the chance to anymore because the women in the group are rarely willing to put up with his constant come-ons and double entendres. Esper despises him for the same reason.

Foxtat regards El Salto as one of his arch-nemeses, though the two have never met. Word of this has gotten back to El Salto through the grapevine; he's convinced Foxtat is jealous of his luxuriant moustache.

Appearance: El Salto is a Mexican man who stands a mere 4'2” tall, but from his air of superiority you'd think he was a giant. His costume is a green full bodystocking that covers him from head to toe (though it leaves his face exposed so everyone can see his moustache), plus yellow boots, belt, gloves, and domino mask. He has a large, luxuriant moustache of which he's inordinately proud, and speaks English with an outrageous Mexican accent.

EL SALTO FACTS

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

N/R: El Salto is a midget Mexican super-thief who uses springboots and his own natural agility to commit crimes and fight superheroes.

K/R: El Salto is a non-violent fellow who prefers to avoid fights and wouldn't even think of trying to seriously hurt anyone.

-1: El Salto is God's gift to women. Just ask him, he'll tell you.

-2: El Salto loves to prove to other leaping villains that he's better than they are.

-6: Insult El Salto's supremely handsome moustache at your peril!

-10: His Secret Identity is Roberto Olivares.

EL SALTO

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
12	DCV	45		
3	OMCV	0		
3	DMCV	0		
6	SPD	40		Phases: 2, 4, 8, 10, 12
6	PD	4		Total: 14 PD (8 rPD)
4	ED	2		Total: 12 ED (8 rED)
7	REC	3		
40	END	4		
10	BODY	0		
40	STUN	10		Total Characteristics Cost: 173

Movement:	Running:	8m
	Leaping:	58m

Cost	Powers	END
20	Bounce-Kick: HA +6d6 Hand-To-Hand Attack (-¼), Only When Moving (-¼)	3
36	Pinball Attack: Blast 8d6 Area Of Effect (16m Radius Selective; +1), Reduced Endurance (½ END; +¼); No Range (-½), Only Works In Enclosed Spaces (-½), Requires A Leaping Tricks Roll (-½)	4



16	Armored Costume: Resistant Protection (8 PD/8 ED) 0 OIF (-½)	
-4	Short Legs: Running -4m (8m total)	
3	Strong Leaper: Leaping +6m (12m forward, 6m upward) 1	
2	Acrobatic Leaper: Leaping +6m (18m forward, 10m upward) 1 Requires An Acrobatics Roll (-½)	
13	Springboots: Leaping +40m (58m forward, 30m upward) 2 OIF (-½)	
9	Re-Bound: Leaping 10m 9 Trigger (whenever character wants to after performing a Full Move Leap, activating Trigger takes no time, resetting Trigger is a Zero Phase Action; +¾); Does Not Add To Standard Leap (-0)	

Skills

32	+4 HTH
9	+3 with Acrobatics, Breakfall, and Contortionist
3	Acrobatics 13-
3	Breakfall 13-
3	Climbing 13-
1	Computer Programming 8-
3	Contortionist 13-
1	Electronics 8-
2	Language: English (fluent conversation; Spanish is Native)
3	Lockpicking 13-
13	Power: Leaping Tricks 18-
3	Security Systems 12-
7	Stealth 15-
3	Streetwise 12-

Total Powers & Skills Cost: 181

Total Cost: 354

400 Matching Complications (75)

15	Enraged: if insulted, belittled, mocked, or made to look the fool (Common), go 11-, recover 14-
20	Hunted: The Millennium City Police Department (Infrequently, Mo Pow, NCI, Capture)
10	Physical Complication: Small (only 4'2") (Infrequently, Slightly Impairing)
20	Psychological Complication: Code Versus Killing (Common, Total)
15	Psychological Complication: Greedy (Common, Strong)
10	Psychological Complication: Thinks He's God's Gift To Women And Offers Them Every Opportunity To Show Their Appreciation (Common, Moderate)
5	Rivalry: Professional (with any other leaping-oriented character, to prove he's better)
15	Social Complication: Secret Identity (Roberto Olivares) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

SAMHAIN

Background/History: He arose in the minds of the earliest men, birthed by the fears and doubts which all too often afflicted them. Thereafter, nothing could destroy him; even after cataclysms of the world, he remains still, feeding off the terrors in the minds of men. He was here when the British Isles first thrust their putrid green heads above the waves, lurking in the forests and mountains and hills and meadows. He has seen the Romans, Arthur, Normans, Shakespeare, Cromwell, Pitt, Victoria, Churchill, and many others come to life, live, and die, existing always within the shadow of his glorious fear. And even today, when the heroes are of a different sort, with gaudy costumes and foolish names, he remains strong and undefeatable — for wherever there exists a mind susceptible to fear, he can live on....

Personality/Motivation: Samhain is an ancient spirit of evil and fear. He exists only to inspire and “sculpt” fear in human beings and animals, and he feeds on that fear. While content to thrive on the fears of small, individual minds, he prefers the greater taste and nourishment of fear on a wide scale — such as he helped to foster during the Battle of Britain in World War II.

Quote: “You cannot withstand my touch. Your courage is but a wilting flower compared to my power!”

Powers/Tactics: Samhain’s powers mostly involve the evocation and shaping of fear. He can simply create raw fear within a victim’s heart (Mind Control), or show a victim his greatest specific fears (Mental Illusions). With the latter power, he often tries to achieve a +20 affect so he can cause STUN and BODY damage (he scares the victim so badly, a heart attack ensues). Just being near him makes people more susceptible to Presence Attacks based on fear.

At the GM’s option, Samhain can make a Fear Powers roll to use his Evoke Fear ability in a more tailored fashion — to place so specific a fear in a victim’s mind that he acts in the way Samhain desires. Typically Samhain would use this power to make people commit random murders, engage in terrorist acts, and do other things that increase the “ambient fear level” within society.

Samhain prefers to operate in secret as much as possible. He lurks in the shadows on the edges of society, using his Stealth and Desolidification to remain unseen. Only when he has the chance to induce fear in a large number of people is he likely to reveal himself openly.

Campaign Use: Although not a “master villain,” Samhain should have sufficient power to oppose an entire group of PCs. His appearance in the campaign should signal a major threat that the PCs have to do their utmost to defeat. If Samhain isn’t sufficiently powerful for this, increase his abilities as appropriate, or add new ones; if he’s too strong for your PCs to have any hope of defeating, reduce his power until he’s just an extremely tough (but not impossible) challenge.

Defeating Samhain should pose great difficulties for the heroes. The best method is to trap him an area where there exist no creatures he can affect with his fear-inspiring powers. Confronted with such bravery, he will shrivel and diminish, eventually winking out of existence... or so the heroes should believe. In time Samhain will return in full strength, for who can truly abolish terror?

Associates, Allies, And Adversaries: Samhain views all humans and their ilk as its victims, playthings, and source of food, not allies to team up with. However, he seems strangely willing to obey Cairngorm’s instructions and has joined forces with him on several occasions.

As a fear-spirit Samhain may be related to or connected with the Reaper somehow. If so, Samhain may be a “higher order” of such beings, since he creates fear in general whereas the Reaper uses and inspires a specific fear (of death).

Appearance: Samhain resembles a muscular man with a deer’s head and antlers, but the antlers are black and the deer fur (and his body in general) are speckled with ever-bleeding wounds and suppurating sores. He wears no clothes, but a mass of fur/hair covers his waist. He has claws on his hands. His feet are human feet, not deer’s hooves.

SAMHAIN FACTS

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

N/R: Samhain is a strange and deadly being who seems to be “native” to the British Isles. Resembling a man with a deer’s antlered head, he creates fear and terror wherever he goes.

K/R: It seems that Samhain “feeds” on the fear he evokes in humans.

-2: Samhain has worked with Cairngorm on several occasions and seems to obey his orders; otherwise he never “teams up” with other villains.

-6: Exposure to holy places or objects causes Samhain pain.

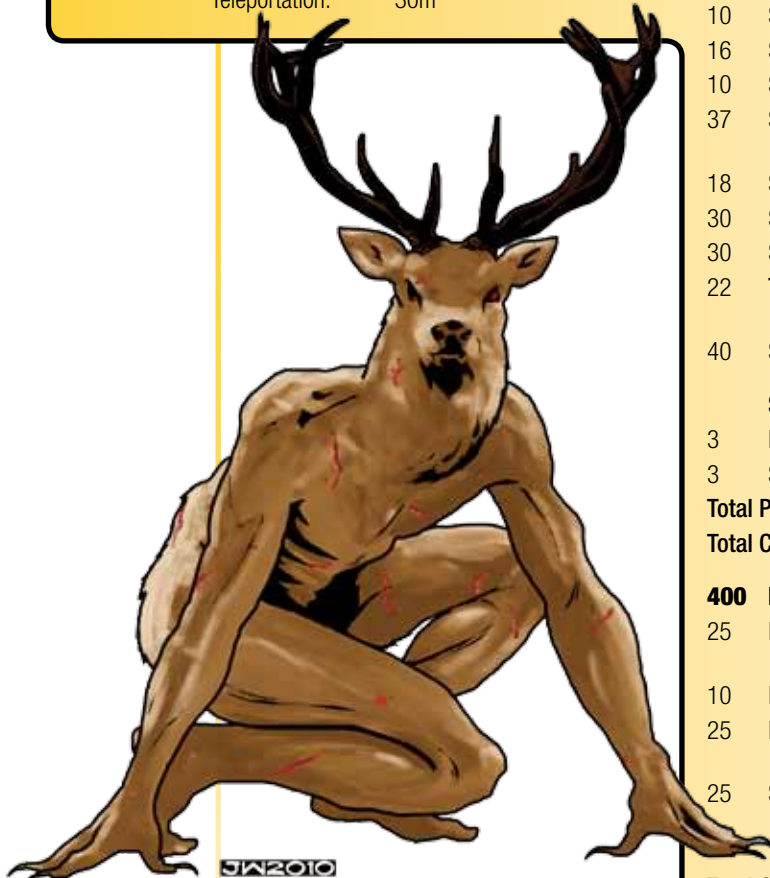
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SAMHAIN

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
30	DEX	40	15-	
25	CON	15	14-	
30	INT	20	15-	PER Roll 15-
30	EGO	20	15-	
60	PRE	50	21-	PRE Attack: 12d6
12	OCV	45		
10	DCV	35		
12	OMCV	27		
10	DMCV	21		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
10	PD	8		Total: 10 PD (10 rPD)
10	ED	8		Total: 10 ED (10 rED)
10	REC	6		
50	END	6		
20	BODY	10		
50	STUN	15		

Total Characteristics Cost: 391

Movement:	Running:	30m
	Flight:	30m
	Teleportation:	30m



Cost	Powers	END
105	Fear Powers: Multipower, 105-point reserve	
5f	1) Evoke Fear: Mind Control 14d6 Reduced Endurance (0 END; +½); Only To Control/ Inflict Fear (-1)	0
5f	2) Images Of Fear: Mental Illusions 14d6 Reduced Endurance (0 END; +½); Only To Confront Target With Things He Fears (-1)	0
30	Susceptibility To Fear: Change Environment (-6 PRE) 6 Area Of Effect (16m Radius; +¾), Personal Immunity (+¼); No Range (-½), Only Reduces PRE When It Protects Against Fear-Based Presence Attacks (-½)	6
22	Black Claws: HKA 1d6 (2d6 with STR) 2 Penetrating (+½)	2
30	Corrupt Antlers: HKA 1d6 (2d6-1 with STR) 8 NND (defense is ED Resistant Protection defined as a force-field, or any magic-based rED; +1), Does BODY (+1); Increased Endurance Cost (x2 END; -½)	8
120	Spirit Body: Physical and Energy Damage Reduction, Resistant, 75% 0	0
10	Spirit Body: Resistant (+½) for 10 PD/10 ED 0	0
16	Spirit Mind: Mental Defense (16 points) 0	0
10	Spirit Resilience: Power Defense (10 points) 0	0
37	Spirit Body: Life Support: Total (except for Diminished Eating, but including Longevity [Immortality]) 0	0
18	Spirit Swiftiness: Running +18m (30m total) 2	2
30	Spirit Swiftiness: Flight 30m 3	3
30	Spiritwalking: Teleportation 30m 3	3
22	Terrorsense: Detect Person's Fears 15- (no Sense Group), Discriminatory, Analyze, Range, Sense 0	0
40	Spirit Form: Desolidification (affected by magic) 4	4

Skills

3	Power: Fear Powers 15-
3	Stealth 15-

Total Powers & Skills Cost: 536

Total Cost: 927

400 Matching Complications (75)

25	Distinctive Features: Aura Of Ancient, Absolute Evil (Not Concealable; Always Noticed; Causes Fear)
10	Hunted: Trismegistus Council (Infrequently, As Pow, Kill)
25	Psychological Complication: Utterly Evil; Can Never Perform Kind Or Unselfish Acts (Very Common, Total)
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 75

Experience Points: 527

SARGON

Background/History: Lincoln Connors was a geologist who specialized in the study of earthquakes and related phenomena. His ultimate goal was to find a way to not only predict earthquakes, but prevent or minimize them. He was something of a maverick in the scientific community; his peers regarded him as a grandiose dreamer whose theories were dubious at best.

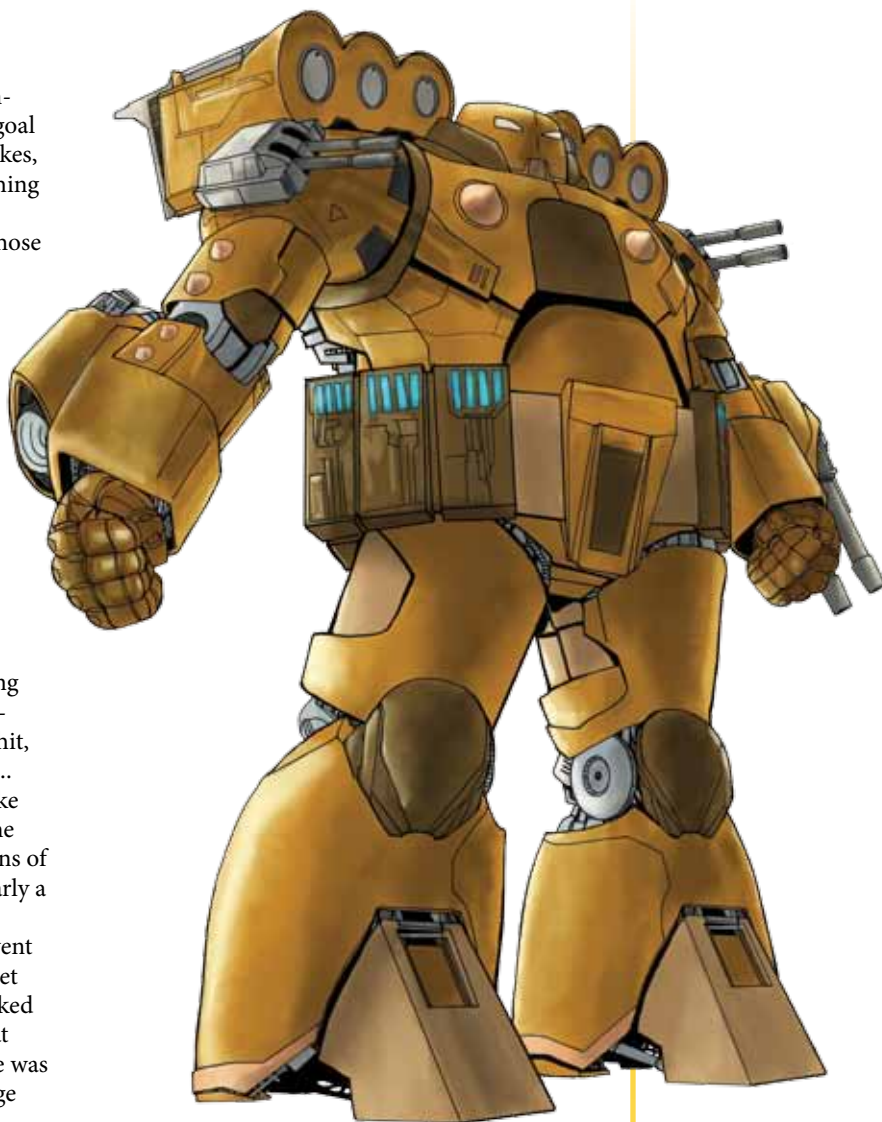
After years of work, Connors made a breakthrough, developing a technology he called Seismic Amplification and Redirection (SAR). By installing SAR generators along a faultline, he believed he could amplify and redirect a quake event to negate it. He finally convinced a scientific journal to publish his findings, but other scientists mocked them, pointing out numerous flaws in his theories and designs.

Determined to show those ignorant fools who was the better scientist, Connors secretly built and installed several SAR generators along the San Andreas Fault in California. They activated as planned when the next minor quake hit, and they amplified the quake “wave” properly... but they completely failed to redirect it, just like his rivals had predicted. Instead of negating the quake, Connors made it worse, causing millions of dollars in property damage and the loss of nearly a dozen lives.

With the authorities on his tail, Connors went into hiding. He soon realized that he’d never get a fair chance to prove that his technology worked — it had just been a trivial miscalculation, that was all, but no one would ever believe that. He was going to have to *force* the world to acknowledge his genius and the fact that he could save thousands of lives if given the proper funding.

The next time the world saw Lincoln Connors he was wearing a massive, bronze-colored suit of powered armor. Built onto each forearm were large “vibro-cannons” that incorporated his SAR technology in a way no one could ignore or downplay. Calling himself SARGON, he destroyed one of his critics’ labs in what can only be described as a spectacular proof that his technology worked (at least in one way). Since then he’s become a mercenary supervillain, always looking for more ways to earn money that he can use to improve his designs... and, eventually, stop that big quake he knows is coming.

Personality/Motivation: SARGON has convinced himself that he’s become a “villain” for the ultimate good of mankind, so he can predict and prevent earthquakes, but that’s just talk. The truth is he’s did it initially for his ego, to prove that he was right and everyone else was wrong. And he’s still doing it for that reason — he *loves* to show that he’s the best and brightest, that no one can ever truly defeat him, that he’ll always be proven right in the end — but beyond that he’s secretly come to enjoy the life of a supervillain. He’d never



admit it to anyone, but he loves blasting smug, self-righteous heroes and destroying buildings. It gives him an even greater feeling of power than he’d ever have gotten from taming an earthquake.

Quote: “By the time I’m done with you, there won’t be anything left but a puddle of quivering goo.”

Powers/Tactics: The SARGON powered armor suit is equipped with two vibro-cannons of SARGON’s own design. Depending on how he tunes them, they can emit an ordinary beam or a cone of vibratory energy, a beam that both injures and sickens living beings, a beam that causes an intense localized earthquake-like phenomenon, or a vibratory pulse that can shake rigid objects to pieces. When the cannons won’t do the trick, SARGON also has two three-missile pods mounted on his shoulders and a laser beam weapon built into his right gauntlet.

SARGON usually prefers to open up with one of his Area Of Effect attacks to keep his enemies off-balance. Then he targets individual enemies with his Anti-Personnel or Standard beams. If confronted with a vehicle or the like, he’ll use Shaken Apart to destroy it.

A**SARGON**

Val	Char	Cost	Roll	Notes
10+40	STR	27*	11- (19-)	Lift 100 kg (25 tons); 2d6 (10d6) HTH damage [1 (5)]
10+12	DEX	16*	11- (13-)	
10+20	CON	13*	11- (15-)	
13	INT	3	12-	PER Roll 12-
15	EGO	5	12-	
10+20	PRE	13*	11- (15-)	PRE Attack: 2d6 (6d6)
3+6	OCV	20*		
3+4	DCV	13*		
3	OMCV	0		
3	DMCV	0		
2+3	SPD	20*		Phases: 6, 12 (3, 5, 8, 10, 12)
4	PD	2		Total: 34 PD (30 rPD)
4	ED	2		Total: 34 ED (30 rED)
4	REC	0		
20	END	0		
10	BODY	0		
20+40	STUN	13*		Total Characteristics Cost: 147 *: OIF (powered armor; -½)

Movement: Running: 12m
Leaping: 20m

Cost	Powers	END
43	Battery Packs: Endurance Reserve (200 END, 21 REC) OIF (-½)	0
60	Vibro-Cannon: Multipower, 90-point reserve All OIF (-½)	
5f	1) Basic Vibro-Blast: Blast 16d6 OIF (-½)	8
4f	2) Cone Vibro-Blast: Blast 10d6 Area Of Effect (30m Cone; +¾); OIF (-½), No Range (-½)	9
5f	3) Anti-Personnel Vibro-Blast: Blast 6d6 OIF (-½) plus: Drain DEX and CON 3d6 Expanded Effect (two Characteristics simultaneously; +½); OIF (-½), Linked (-½)	7
4f	4) Quake Blast: Blast 12d6 Area Of Effect (26m Radius Explosion; +½); OIF (-½), Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Only Does Knockdown, Not Knockback (-0)	9
6f	5) Vertigo Beam: Drain DEX 9d6 OIF (-½)	9
4f	6) Shaken Apart: RKA 2d6 NND (defense is PD Resistant Protection defined as a force-field or the like, or a PD Barrier; +1), Does BODY (+1); OIF (-½), Only Works Against Rigid Inanimate Objects (-1)	9
5	Left Vibro-Cannon: Another Vibro-Cannon (total of 2)	

45	Other Weapons: Multipower, 67-point reserve All OIF (-½)	
3f	1) Shoulder-Mounted Mini-Missiles: RKA 2½d6 [6] Area Of Effect (18m Radius Explosion; +½); OIF (-½), 6 Charges (-¾)	
4f	2) Gauntlet Laser: RKA 3d6 Armor Piercing (+¼); OIF (-½)	6
63	Powered Armor Suit: Resistant Protection (25 PD/25 ED) Hardened (+¼); OIF (-½)	0
22	Internal Force-Field: Resistant Protection (5 PD/5 ED/10 Mental Defense/10 Power Defense) OIF (-½), Costs Endurance (-½)	4
7	Flare Shielding: Sight Group Flash Defense (10 points) OIF (-½)	0
7	Hearing Protection: Hearing Group Flash Defense (10 points) OIF (-½)	0
13	Life Support Systems: Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing) OIF (-½)	0
5	Jump-Jets: Leaping +16m (20m forward, 10m upward) OIF (-½)	2
6	Helmet Communication System: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Skills

20	+4 with Vibro-Cannon Multipower
3	Computer Programming 12-
3	Electronics 12-
2	AK: San Andreas Fault Region 11-
3	Mechanics 12-
5	SS: Geology 14-
1	SS: Physics 8-
3	SS: Seismology 12-
2	SS: Vulcanology 11-

Total Powers & Skills Cost: 353**Total Cost: 500****400 Matching Complications (75)**

15	Enraged: when someone dismisses his theories, ideas, or suggestions (Uncommon), go 11-, recover 11-
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
15	Psychological Complication: Must Prove He's The Best; Never Accepts Defeat (Common, Strong)
15	Social Complication: Secret Identity (Lincoln Connors) (Frequently, Major)

Total Complications Points: 75**Experience Points: 100**

Campaign Use: SARGON is a fairly typical mercenary supervillain with a background grudge to keep things interesting. He could show up just about anywhere working for nearly anyone.

To make SARGON more powerful, give him some bootjets so he can fly, another point of SPD, and two more weapons (an Entangle and a Sight Group Flash). To weaken him, reduce his Endurance Reserve to 120 END, 12 REC and his SPD to 4.

Associates, Allies, And Adversaries: SARGON's relatively new to the Superhuman World and hasn't worked with a lot of other villains yet. He's teamed up with Armadillo a couple times, accepted a few jobs from VIPER, things like that. He's on the lookout for a major job he can pull on his own to increase his "rep" and bring better employers to his doorstep.

Appearance: The SARGON suit of powered battle armor makes wearer over seven feet tall. It's mostly a dull bronze color, with a few highlights in brighter shades of bronze here and there. The whole suit has a heavy, ponderous look to it with such touches as heavy metal bands at the shoulder joints adorned with thick blunt spikes, a helmet that merges into the body of the armor without a distinct neck, and a thick belt with large rectangular "blocks" (power packs) attached to it vertically. But what really stand out are the weapons: the large blaster cannons mounted on each forearm, the three-missile pods on each shoulder, and more.

SARGON FACTS

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

N/R: SARGON is a powered armor-wearing villain; his armor incorporates two powerful "vibro-cannons" as well as lasers, mini-missiles, and other weaponry.

K/R: SARGON's vibro-cannons emit vibratory blasts that can seriously injure someone, cause nausea and vertigo, or even cause tiny localized earthquake-like events.

-2: SARGON can't fly; his armor incorporates jump-jets that allow him to make leaps of 20 meters or more.

-10: His Secret Identity is Lincoln Connors; he's a geologist specializing in the study of earthquakes.

SCIMITAR

Background/History: Viktor Zatopek was a nondescript UNTIL agent until the Future Soldier Program got hold of him. Born in Brno in 1972, he joined the Czech Army in 1990 but soon applied to UNTIL in search of more interesting work and the opportunity to travel. By 1994 he'd graduated from UNTIL Basic Training and been assigned as an Urban agent to the UNTIL offices in Copenhagen, where he served for almost three years. Then came the fateful call from Technical Corps — according to his medical records, he was an excellent candidate for the Future Soldier Program. If he volunteered for the procedures, he would at least get six months' leave in California and at best become a superhero! How could any adventurous young man turn down such an offer? Viktor was on the next plane out.

The following six months were a blur of tests, injections, radiation, and exercise. Viktor occasionally caught glimpses of his fellow "guinea pigs," but for the most part Dr. Strasky kept the agents isolated from each other. One day late in the process, Viktor accidentally caught a glimpse of a horribly deformed man being whisked out of the TC facility and to a hospital; he began to fear that might be his own fate. After all, his muscles were beginning to ache every night, and he couldn't shake this vague headache he'd picked up.

Viktor became increasingly tense and irritable. He began to suspect that his doctors were secretly trying to kill him. He vowed he wouldn't go down without a fight, and the next day when the lab orderlies came to take him to the gym, he killed both of them with his bare hands and fled the facility wearing only a smock.

Despite his now full-blown paranoia, Viktor retained his basic training and instincts, and over the next few months he killed a series of people and used their identities to work his way back to Europe. By the time he got there, he was much more comfortable with his enhanced abilities. He made himself available as a mercenary assassin to organized criminals in his home country. On an early mission for some Prague mobsters he "acquired" a sword apparently made from questionite that a scientist behind in his gambling debts had designed, and kept it for himself. Not long afterwards, he created the costumed identity of Scimitar so he could move into the "big leagues" as an operative for European organized crime. He's quickly climbing the ranks of Continental supervillainy, and even Eurostar has noted his bloody efficiency. UNTIL suspects, but has not yet confirmed, his identity.

Personality/Motivation: Scimitar is a paranoid schizophrenic with real enemies. He believes UNTIL is out to get him (which it is, but for different reasons than he imagines), and blames it for anything that goes wrong in his life.

He continues to suffer from anxiety and headaches resulting from the failed FSP regimen, but usually contains the symptoms while on the job (and drowns them in alcohol and pills between assignments). When on assignment for one of the various criminal families he works for, he's thoroughly professional and emotionless.

Quote: "They're still out there. They're watching me, always watching, waiting for me to trip up. I'll show them."

Powers/Tactics: Scimitar has both the physical enhancements of the FSP program and the basic training of an UNTIL agent. He's superhumanly quick and durable, and can benchpress a car. He's also become quite skilled with his namesake sword, forged from questionite and therefore stronger and lighter than steel. He admires its elegance and wields it like an artist, trying to cripple limbs and terrorize his opponents in hand-to-hand combat.

Scimitar suffers from intense migraines on occasion. Whenever you plan to use him in a scenario, roll 3d6. On an 11-, he suffers a migraine at some crucial point. The migraine lasts for 2d6 Phases; during that time he suffers a -2 to all rolls.



Campaign Use: Scimitar is an excellent villain to use in any campaign with a heavy UNTIL emphasis. Not only can he effectively oppose at least some superheroes, but for GMs inclined to run conspiracy-oriented scenarios he could lead to the exposure of a dark underbelly of UNTIL.

If you want to make Scimitar tougher, increase his STR, defenses, and reflexes (DEX and SPD). You could also give him some other questionite weapons. If he's already too strong, remove some of his Martial Maneuvers and his blaster, and reduce his Characteristics slightly.

Associates, Allies, And Adversaries: Scimitar has mostly worked for conventional organized crime groups (including Slun's organization), but has some contact with the Superhuman World. Other superhuman mercenaries — Hazard, Lazer, Mechassassin, Steel Commando, and most especially other blade-wielders like Double Dealer and Stiletto — are his business rivals, though he's sometimes forced to work with them. He and Stiletto particularly hate each other; it's only a matter of time before they settle their differences in the most permanent fashion.

Scimitar has a bit of a crush on Smoke and Mirrors, whom he did a job with a while ago. Unfortunately neither of them has responded positively to his attempts to start a relationship... yet.

Appearance: Scimitar wears a black bodysuit with dark blue highlights, a black mask, and a blue sash around his waist. He's in excellent shape, and stands 6'3" with dark brown hair and brown eyes. His namesake weapon has a glittering silver-blue blade made of pure questionite.

SCIMITAR FACTS

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

N/R: Scimitar is a superhumanly fast and strong mercenary whose signature weapon is a questionite scimitar that can cut through nearly anything.

K/R: Scimitar also carries a blaster pistol and has martial arts training.

-1: Scimitar is mostly active in Europe and Russia, but he goes wherever the jobs are.

-2: Based on his accent and speech patterns, Scimitar is originally from somewhere in Central or Eastern Europe.

-4: Scimitar suffers from intense migraines that sometimes interfere with his ability to fight.

-10: His Secret Identity is Viktor Zatopek; he used to be an UNTIL agent and gained his superhuman abilities from Future Soldier Program treatments.

A

SCIMITAR

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
26	DEX	32	14-	
23	CON	13	14-	
13	INT	3	12-	PER Roll 12-
14	EGO	4	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
12	PD	10		Total: 20 PD (13 rPD)
10	ED	8		Total: 18 ED (13 rED)
11	REC	7		
45	END	5		
12	BODY	2		
40	STUN	10		Total Characteristics Cost: 230

Movement: Running: 20m
Leaping: 12m

Cost Powers **END**

20 **Questionite Scimitar:** HKA 2d6 (3d6+1 with STR) 4
Armor Piercing (x2; +½); OAF (-1), No Knockback (-¼)

Martial Arts: Scimitar Fighting

Maneuver	OCV	DCV	Notes
5 All-out Attack	+1	-2	Weapon +4 DC Strike
4 Bind	+1	+0	Bind, 50 STR
5 Charge	+1	+0	Weapon +2 DCs + v/10; FMove

Martial Arts: UNTIL Combat Training

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Disarm	-1	+1	Disarm, 40 STR
4 Dodge	—	+5	Dodge, Affects All Attacks, Abort
4 Choke	-2	+0	Grab One Limb, 3d6 NND(2)
4 Escape	+0	+0	45 STR vs. Grabs
4 Punch	+0	+2	8d6 Strike
4 Restrain	-1	-1	Grab Three Limbs, 40 STR
3 Throw	+16d6	+ v/10;	Target Falls
1 Use Art with Blades			

20 **Blaster Pistol:** RKA 2d6 [12]
+2 Increased STUN Multiplier (+½); OAF (-1), 12 Charges (-¼)

5 **Future Soldier Toughness:** Resistant (+½) for 5 PD/5 ED 0

16 **Armored Costume:** Resistant Protection (8 PD/8 ED) 0
OIF (-½)

8 **Future Soldier Swiftness:** Running +8m (20m total) 1
4 **Future Soldier Leaping:** Leaping +8m (12m forward, 6m upward) 1

7 **Mask Communicator:** HRRP (Radio Group) 0
IIF (-¼), Affected As Sight And Hearing Groups As Well As Radio Group (-½)

4 **Mask Lenses:** Nightvision 0
IIF (-¼)

Perks

2 Contact: European underworld "fixer" 8- (Contact has significant Contacts of his own)
5 Money: Well Off

Talents

15 Combat Sense 12-
3 Lightsleep

Skills

32 +4 HTH
3 Breakfall 14-
3 Combat Driving 14-
3 Criminology 12-
3 Interrogation 13-
3 KS: Mercenary world (INT-based) 12-
2 KS: UNTIL 11-
2 KS: World Politics 11-
2 Language: English (fluent conversation; Czech is Native)
2 PS: UNTIL Agent 11-
3 Shadowing 12-
3 Stealth 14-
3 Streetwise 13-
3 Tactics 12-
5 WF: Common Melee Weapons, Small Arms, Grenade Launchers

Total Powers & Skills Cost: 227

Total Cost: 457

400 Matching Complications (75)

15 **Enraged:** when fighting UNTIL agents (Uncommon), go 11-, recover 11-
20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
20 **Hunted:** Russian Government (Infrequently, Mo Pow, NCI, Capture)
20 **Physical Complication:** suffers from migraines (see text) (Frequently, Greatly Impairing)
20 **Psychological Complication:** Hates UNTIL (Common, Total)
15 **Psychological Complication:** Amoral and Greedy (Common, Strong)
20 **Psychological Complication:** Code Of The Mercenary (Common, Total)
15 **Social Complication:** Secret Identity (Viktor Zatopek) (Frequently, Major)

Total Complications Points: 75

Experience Points: 57

A SHADOWDRAGON

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-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	PD	8		Total: 20 PD (12 rPD)
10	ED	8		Total: 20 ED (12 rED)
10	REC	6		
60	END	8		
13	BODY	3		
40	STUN	10		Total Characteristics Cost: 193

Movement: Running: 20m
Leaping: 20m

Cost	Powers	END
75	Darkness Creation: Darkness to Sight Group 10m radius Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	3
60	Darkness Powers: Multipower, 60-point reserve	
6f	1) Fist Of Darkness: Blast 12d6	6
5f	2) Shadow-walking: 60m Teleportation Only Through Darkness/Shadows (-¼)	6
5f	3) The Souldark: Drain BODY 4d6 Reduced Endurance (0 END; +½); Only Versus Targets In Darkness/Shadow (-¼)	0
5f	4) The Terror Of The Dark: Drain PRE 4d6 Reduced Endurance (0 END; +½); Only Versus Targets In Darkness/Shadow (-¼)	0
4f	5) The Mantle Of Shadow: Invisibility to Sight Group, No Fringe Reduced Endurance (0 END; +½); Only In Darkness/Shadow (-¼)	0
4f	6) Shadow-Wall: Barrier 8 PD/8 ED, 8 BODY (up to 8m long, 3m tall, and ½m thick), Opaque (Sight Group) 5 Costs Endurance (to maintain; -½)	5

Martial Arts: Hwarang-Do

Maneuver	OCV	DCV	Damage/Effect
4 Block	+2	+2	Block, Abort
4 Choke	-2	+0	Grab One Limb; 3½d6 NND(2)
4 Finger Strike	-1	+1	3½d6 NND(1)
4 Hand Strike/Elbow Strike/Snap Kick	+0	+2	9d6 Strike
5 Joint Break	-1	-2	Grab One Limb; HKA 1½d6 (3d6 with STR), Disable
3 Joint Lock	+0	-1	Grab One Limb, 45 STR for holding on
5 Kick	-2	+1	11d6 Strike
5 Throw	-2	+0	HKA 1½d6 (3d6 with STR); Target Falls
12	+3 Damage Classes (already added in)		

24	Dark Shield: Resistant Protection (12 PD/12 ED) Costs Endurance (-½)	2
10	Dark Shield: Power Defense (10 points)	0
8	Swift: Running +8m (20m total)	1
8	Strong Leaper: Leaping +16m (20m forward, 10m upward)	1

Perks

6 Contact: the Warlord 11- (extremely useful resources, significant Contacts of his own)

Talents

15 Combat Sense 13-

Skills

16	+2 HTH
10	+2 with Darkness Powers Multipower
3	Acrobatics 13-
3	Breakfall 13-
2	CK: Seoul 11-
1	CK: San Francisco 8-
1	CK: Millennium City 8-
2	KS: The Espionage World 11-
2	KS: Hwarang-Do 11-
2	KS: Korean Healing 11-
2	KS: Korean History 11-
2	KS: Korean Legends & Folklore 11-
2	KS: The Martial World 11-
2	Language: English (fluent conversation; Korean is Native)
3	Paramedics 13-
3	Stealth 13-
3	Streetwise 13-

Total Powers & Skills Cost: 340

Total Cost: 533

400 Matching Complications (75)

15	Distinctive Features: eerie voice (Not Concealable, Noticed And Recognizable)
10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
5	Distinctive Features: dragon tattoo on chest (Easily Concealed; Noticed And Recognizable)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
10	Hunted: Shugoshin (Infrequently, As Pow, Capture)
20	Psychological Complication: Mercenary; Will Do Anything For Money (Very Common, Strong)
10	Psychological Complication: Fascinated By Evil (Common, Moderate)
15	Social Complication: Secret Identity (Park Yong-sun) (Frequently, Major)
10	Susceptibility: 1d6 per Turn from Holy Objects/Places (Uncommon)
10	Vulnerability: 2 x STUN from Light attacks (Uncommon)
10	Vulnerability: 2 x BODY from Light attacks (Uncommon)
20	Vulnerability: 2 x Effect from Sight Group Flashes (Common)

Total Complications Points: 75

Experience Points: 33

SHADOWDRAGON

Background/History: Yong-sun cupped his hands together. Then he bent over and looked inside them. He looked for a long, long time, then he went to show his mother.

“Mama! Mama!” he cried excitedly. “Guess what I’ve got,” he said, showing her his clasped hands.

His mother looked at him, expecting a frog or something equally exciting. “I don’t know, son. What is it?”

“Guess!”

“Hmmm. An elephant.”

“No! Guess again!”

“If it’s not an elephant, it must be a mouse.”

“No! Look,” Yong-sun said, holding his hands up to her.

She looked, but couldn’t see anything. “I don’t see it, son, what is it?”

He looked at her exasperatedly. “It’s *darkness*, Mama! Isn’t it pretty?”

His mother laughed, said that it was, and told him to go play. Yong-sun ran outside, but he couldn’t understand why his mother didn’t see the darkness like he did. It was right there! How could she not see it, how pretty it was?

Yong-sun’s fascination with darkness lasted through his childhood and into his adolescence. At times he would stay up all night just to feel like he was a part of it. Then, one day, the darkness in his hands spoke to him! “Wouldn’t you like to see more of me, without having to put your hands together?” it whispered alluringly.

“Yes!” Yong-sun said excitedly.

“Then pull at me — pull with your mind,” the darkness said.

Yong-sun concentrated, and thought hard, and pulled and pulled. Eventually he felt a sort of “pop” in his mind, and there it was, right in front of him — a cloudy, dark thing, darker than anything he had ever seen before. It was amazing!

Yong-sun wanted to create more of these dark things, and asked his new “friend” how to do it. Over the next several nights, the dark thing taught him how to manifest all sorts of darkness powers, in exchange for Yong-sun’s promise to do certain... things. Yong-sun didn’t care about the promises, all he wanted to do was create darkness.

Since that time, Yong-sun has had the ability to create darkness and manipulate it in various ways. He’s constantly trying to develop new darkness powers, and his fascination with his powers only continues to grow.

Personality/Motivation: Yong-sun has used his darkness powers and hwarang-do training to become the martial artist mercenary and assassin Shadowdragon. He’ll take any job he feels he can pull off, no matter how evil or destructive it is — when he sold his soul to the being who gave him his powers, any human kindness, sympathy, or mercy he might have possessed went with it. His heart is as black as the darkness fields he generates.



Now the thought of evil consumes him; at times he seems determined to test himself, to find out if there’s anything so vile and wicked he will not do it. He has yet to reach his limit.

Yong-sun is absolutely fascinated by his darkness powers, and by darkness in general. He thinks of it as a living thing, talks to it, and considers it his friend and protector. He always hopes that the darkness will answer him, as it did before.

Quote: “My darkness will consume you.”

Powers/Tactics: Shadowdragon, in addition to being a competent practitioner of hwarang-do, is able to manipulate a mysterious “dark force” of some sort. Some martial artists can detect this as a sort of “dark *chi*” or evil life force. He can use it for obvious things (such as blocking his opponents’ vision), or he can fire darkforce Blasts, step from one patch of darkness or shadow to another without crossing the intervening space, or use the darkness to drain the life-force of those within it. Whether this ability is a mutation or some sort of “granted” power is debatable; Shadowdragon thinks of it as a “gift” from the Darkness, and makes sure to “feed” his powers with the Souldark as often as possible.

Shadowdragon knows how to make good tactical use of his powers. For example, if he needs to use his hwarang-do, he usually puts a darkness field around himself and his target(s) so they’re blinded and thus easy prey. He’ll also set up several darkness fields around the battlefield so he can quickly teleport around; if necessary, he makes them fairly small so that he has to pay less END for them. (Note: pay close attention to Shadowdragon’s END usage, since many of his powers use a lot of END; if he gets too tired, he’ll flee rather than run out of power and be captured.)

Shadowdragon often uses his powers so that the darkness appears to rise from the dragon tattoo on his chest. This may lead some heroes to think the tattoo is a kind of Focus; in fact, this is just an effect, and the tattoo an ordinary one.

Campaign Use: Shadowdragon makes a good mercenary villain, particularly if you want to vary a team a little from the more typical Lazer-Mechassassin model of super-mercs. His powers may also provide you with some plot seeds. The exact nature of who or what “spoke” to Shadowdragon through the darkness in his cupped hands remains a mystery; it may be an evil sorcerer, Dark Seraph, or many other beings. Doctor Yin Wu once said, after encountering Park Yong-sun, “the Death Dragon has touched him,” so many people believe that to be the source of Shadowdragon’s powers.

If Shadowdragon isn’t powerful enough for your campaign, increase some of his Characteristics (primarily DEX, CON, SPD, and REC), up his Multipower to a 75 Active Point reserve and slots (or more), and add more Extra Damage Classes. If he’s too tough already, get rid of his Extra DCs and one or two of his Multipower slots.

Associates, Allies, And Adversaries: Shadowdragon has worked extensively for the Warlord in the East and remains on good terms with him (though the members of the War Machine tend to resent his “interference”).

Appearance: Shadowdragon is a 5’10” tall muscular Korean. He wears skintight dark blue pants that end at mid-calf, and matching soft shoes like many martial artists wear. He goes barechested so the magnificent dragon tattoo drawn on his chest in dark blue ink can be seen. He is bald except for a long topknot. His voice has a distinctive eerie, unearthly quality.

SHADOWDRAGON FACTS

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

N/R: Shadowdragon is a martial artist with darkness powers. He can create fields of impenetrable shadow, fire blasts of “dark force,” and even teleport from one patch of shadow to another.

K/R: Shadowdragon practices hwarang-do.

-1: Shadowdragon can see through his own Darkness fields without any difficulty.

-4: Based on his speech patterns and accent, Shadowdragon is probably Korean. Doctor Yin Wu has suggested that the Death Dragon is the source of his powers.

-6: Light-based attacks and Flashes are particularly effective against Shadowdragon.

-8: Exposure to holy objects and places causes Shadowdragon pain.

-10: His Secret Identity is Park Yong-sun. It’s unclear where his powers come from.

SHRINKER

Background/History: In the biochemistry labs at Bio-Investigations Ltd., Diana Whitmore enjoyed a not particularly pleasant reputation as a prankster and practical joker. She couldn’t *stand* it if someone played a joke on her, but could never resist the opportunity to make someone else the victim of an elaborate prank.

One day, she was setting up a prank that would make her stuffy old labmate, Sherry Bridwell, fall on her butt and slide right out into the hall. Unfortunately, she didn’t watch what she was doing, and slipped and fell herself — but slid the wrong way, right into a shelf full of test tubes and beakers. As the shelf collapsed on her, she was doused with the results of Project 37B-12, “Analysis of Growth Hormones in Mammals,” and Project 51R-23, “Mutative Biochemistry.”

Diana woke up in the hospital. At first everyone thought the accident hadn’t had any effect — except to cost her her job — but she soon discovered she’d somehow gained the power to shrink down to a quarter of an inch tall! She began experimenting, and soon discovered all sorts of other things she could do with her new superpowers. It’s amazing what a quarter-inch-tall woman can accomplish if she sets her mind to it.

Eager for fame and glory, Diana joined the Sentinels as Shrinker, a probationary member. She learned a lot in her months with the team, but she soon began to think the self-sacrificing life of a hero just wasn’t for her. These guys were all work and no play; it just wasn’t any fun.

Then, one day, when the Sentinels battled the Ultimates, Shrinker was nearly disintegrated by one of her own teammates! He *claimed* he hadn’t known she was so close — after all, he couldn’t see things that were so small — but she was pretty sure he’d done it deliberately, to get rid of her. Well, if they didn’t want her, fine! In a huff she quit the team and stormed out.

She decided it was no big loss. Being a hero was boring. With her powers, she could have a lot more fun as a supervillain! Just to prove how good she’d be at it, she snuck back into Sentinels headquarters, got inside their master computer, and made it activate the sprinkler system while everyone was asleep. Laughing so hard she could barely fly straight, she beat a hasty retreat.

Since then, Shrinker’s been doing quite well for herself as a villainess. She finds her criminal career a lot more satisfying than being a hero — not to mention a lot more lucrative.

Personality/Motivation: Shrinker pretends to be fun-loving and lighthearted, but at heart she’s usually mean-spirited and petty. She’s quick to take offense for the slightest of reasons, and not even an abject apology is likely to mollify her. People who annoy her this way usually become the victim of one of her practical jokes, which range from the elaborate to just shy of deadly. It’s surprisingly easy to cause a lot of torment when you’re only an inch tall (or shorter).

B SHRINKER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
20	DEX	20	13-	
25	CON	15	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	PD	8		Total: 13 PD (3 rPD)
10	ED	8		Total: 13 ED (3 rED)
7	REC	3		
50	END	6		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 153

Movement: Running: 12m
Flight: 32m

Cost Powers

- 48 **MicroScale:** Shrinking (.008 m tall [about .25 inch], .0000063 kg mass, -16 to PER Rolls to perceive character, +16 DCV, takes +48m KB) 5
Costs Endurance Only To Activate (+¼); Unified Power (-¼)
- 80 **Microscopic Combat:** Multipower, 80-point reserve
- 3f **1) Internal Agony I:** HKA 1d6+1 0
Affects Physical World (+2), Penetrating (+½), Reduced Endurance (0 END; +½); Only When Desolidified Inside Target (-1), No STR Bonus (-½)
- 5f **2) Internal Agony II:** Blast 9d6 8
Indirect (enables Transdimensional; +¼), Transdimensional (from the Microverse to the normal-sized world; +½); No Range (must be "inside" target; -½)
- 5f **3) Optic Nerve Trampoline:** Sight Group Flash 9d6 8
Indirect (enables Transdimensional; +¼), Transdimensional (from the Microverse to the normal-sized world; +½); No Range (must be "inside" target; -½)
- 3f **4) Growth Momentum:** HA +16d6 8
Proportional (HA dice used can't exceed DCV bonus from Shrinking in use at the time; -½), Lockout (character must start the Phase Shrunk and turn it off to use this attack; -½), Only Works Against Properly-Positioned Opponents (it only works if the target is standing directly above the Shrunk character; -¼)
- 2f **5) Surfing The Net:** Teleportation 20m 4
MegaScale (1m = 10 km; +1¼); Only Through Phone Lines (-1)
- 23 **Walking Between Molecules:** Desolidification (affected by any attack that breaks the object she's in) 4
Only To Pass Through Solid Objects (-½), Unified Power (-¼)

- 21 **Microflight:** Flight 32m 3
Linked (to Shrinking, gains 4m Flight per 10 points of Shrinking used; -½)
- 18 **Enter The Microverse!**: Extra-Dimensional Movement (any location in a single dimension [the Microverse], corresponding to the point she's at in this dimension) 0
Unified Power (-¼)
- 25 **Spatial Correspondence Detection:** Detect Point In Normal-Sized Space Corresponding To Current Position In The Microverse 18- (no Sense Group), Dimensional, Targeting 0

Talents

- 6 Combat Luck (3 PD/3 ED)

Skills

- 1 Computer Programming 8-
- 2 SS: Biology 11-
- 2 SS: Chemistry 11-
- 3 Stealth 13-

Total Powers & Skills Cost: 247

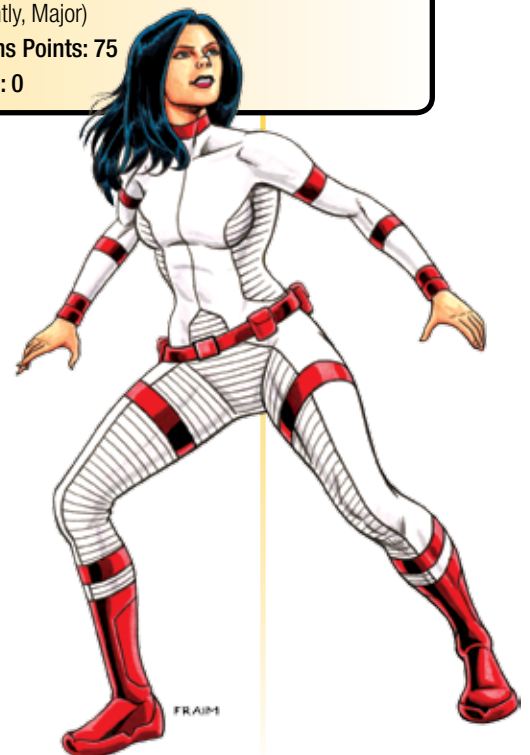
Total Cost: 400

400 Matching Complications (75)

- 25 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 25 **Hunted:** Sentinels (Infrequently, Mo Pow, NCI, Capture)
- 15 **Psychological Complication:** Enjoys Humiliating Opponents (Common, Strong)
- 15 **Psychological Complication:** Easily Offended (Common, Strong)
- 15 **Psychological Complication:** Hatred Of Superheroes In General, And The Sentinels In Particular (Common, Strong)
- 15 **Social Complication:** Public Identity (Diana Whitmore) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0



SHRINKER FACTS

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

N/R: Shrinker is a supervillainess with the ability to shrink. She can reach a height of approximately 0.25 inch without any significant effort; with concentration she can become small enough to enter the Microverse.

K/R: Her real name is Diana Whitmore; she used to be a heroic member of the Sentinels, but betrayed the team and became a supervillainess.

-1: Shrinker can become small enough to get “inside” a target’s body and inflict all sorts of serious internal harm.

-2: Shrinker loves to play practical jokes on, and otherwise humiliate, superheroes — and the stuffier or more serious the hero, the more fun he is to torment.



Shrinker feels she’s been unfairly victimized and hurt by superheroes, first and foremost the Sentinels (who sneakily tried to kill her rather than just kick her off the team). She loves humiliating and hurting heroes, and sometimes goes out of her way to get her shots in when she should be concentrating on completing her mission or making her getaway.

Quote: “It’s the little things in life that count!”

Powers/Tactics: Shrinker’s powers all revolve around her ability to reduce herself to extremely tiny sizes. She can reach one-quarter inch in height without any significant effort. With a little more work, she can become small enough to walk or fly between molecules (handy for passing right through walls and floors, though any attack that breaks the object she’s in hurts her, too). She can even enter the “Microverse” — the universe of atoms and things not much larger. While there, she remains aware of her position relative to normal-sized space, even though she’s effectively in another world and immune from harm (though, in the GM’s discretion, a sufficiently powerful Area Of Effect attack might effectively be considered “Transdimensional” for purposes of affecting the Microverse and its inhabitants). As she shrinks, she can harness her body’s latent energies to fly (the smaller she gets, the faster she flies, up to 32m).

When it’s time for combat, Shrinker knows how to put her tiny form to good use. Typically, to affect an opponent she has to become really tiny and get inside him — either via her own powers (Desolidification or Extra-Dimensional Movement), or perhaps by tricking him into swallowing her or the like. Once she’s inside, she can wreak all sorts of havoc by jumping around, and can even cause severe internal injuries this way. She can even temporarily blind someone by jumping up and down on his optic nerve. This attack is more effective when she’s just small enough to fit between molecules (thus, her Penetrating HKA) than when she’s in the Microverse, because then she’s often too small to really have an effect (thus, it’s only an EB, not Penetrating — but since she’s “inside” the target, the GM may allow it to bypass defenses like powered armor or external force-fields).

If Internal Agony won’t work, Shrinker can always try the good old-fashioned trick of growing back to normal height under the target’s chin and punching him in the process — a maneuver that allows her to do as much as 18d6 damage! (At the GM’s option, this attack may be too powerful for her to handle; she might break her hand or take partial damage, as if performing a Move By.) She doesn’t like to attain full size during battle, though; her low defenses and lack of attacks makes her too vulnerable.

Campaign Use: Shrinker’s powers make her ideal as a spy, cat burglar (ant burglar?), and saboteur for master villains and villain teams — not to mention a pretty successful robber on her own. Her ability to enter the Universe of Really Really Tiny Stuff may also make for some interesting adventure hooks.

If Shrinker’s too weak for your game, boost her defenses by giving her an Armored Costume (8 PD/8 ED, maybe more), up her SPD to 6, and give her a straightforward Blast or two that work on the same energy-harnessing principle as her Flight. If she’s too difficult for the PCs to come to grips with, get rid of some of her size-based special powers (but leave her at least one or two).

Shrinker is quick to start Hunting a hero that offends her (not a hard thing for a PC to do), though as a Hunter she’s more of a pest than a real danger. She attacks via pranks and practical jokes, and though they may cause some harm, they’re rarely as much of a threat as an attack by Mechanon or Eurostar.

Associates, Allies, And Adversaries: Shrinker’s had a long and varied career during which she’s worked with many other supervillains. At first many villains were reluctant to trust her, fearing she was part of some Sentinels “undercover scheme,” but she soon proved that she was a genuine criminal. She’s worked with or partnered with, among others, the Ultimates, Esper, Thunderbolt II, Zephyr, and Gargantua. The latter makes for an interesting “Mutt and Jeff” sort of team; on the other hand, Esper couldn’t tolerate Shrinker’s general attitude and personality, so the two of them now hate one another. Shrinker’s also teamed up with Utility and/or Mirage a time or two (though they’re usually reluctant to accept superpowered help); her love of humiliating heroes dovetails nicely with their desire to prove that “normal” people are just as good as superhumans.

Appearance: Shrinker wears a white costume with red bands around the legs and arms, plus a red belt and boots. She doesn’t wear gloves, and hasn’t bothered to wear a mask since her identity was exposed to the public. Her hair is long, black, and straight; her eyes green.

SIGNAL GHOST

Background/History: Lisa Sutherland was a professional thief. She'd always had a wild, romantic streak while growing up in Green Bay, Wisconsin, and spent a lot of her time reading paperbacks full of dashing thieves and roguish pirates who defied law and convention with great style and *joie de vivre*. So, while she maintained her identity by day as a clerk in a small used bookstore, at night she broke into shops, banks, and the homes of wealthy suburbanites.

In the summer of 2002, however, her life changed dramatically. While ransacking an old warehouse in Milwaukee she found a secret passageway to a sub-basement. The sub-basement contained a hidden laboratory, complete with strange devices, several wall-hangings depicting the infamous VIPER logo, and a middle-aged man at a worktable, dead (heart attack, it looked like). On the worktable lay a white suit lined inside with microcircuitry. Lisa decided to get the heck out of there before anyone from either VIPER or the law found her, but she couldn't resist taking the suit in case it might be worth something to her usual fences.

Once she tried on the suit she realized she was ready for the big leagues. The strange outfit generated multidimensional energies that let her "rotate" herself partially out of phase with the three-dimensional universe. While wearing it, she could walk through walls! It also included state-of-the-art hologram technology that let her project illusions or become invisible.

After finding the suit, Lisa took her thievery to a whole new level. Calling herself *Signal Ghost*, she stepped up to the big leagues of superpowered crime. She recruited a "gang" (mostly old high school friends) and began specializing in "impossible" crimes. Her main targets were the high-tech corporations and laboratories of Millennium City; she'd get past their security, take whatever looked valuable, and sell the loot to a fence specializing in technology. Her crimes became more and more brazen, and eventually the city's superheroes took note.

That didn't bother her... but the fact that VIPER had found out that Dr. Razukov was dead and his suit was missing did. Soon Signal Ghost was spending nearly as much time avoiding VIPER (and sometimes ARGENT) as she was planning and committing crimes. Eager for a way to turn the tables, she joined the superhero Nighthawk's new team *Project Mongoose* in 2006. She worked closely with Mongoose for a couple years, striking back at VIPER as much as she could, but eventually it became boring. Although she remains loosely affiliated with the team and helps it out whenever she can, these days she's mostly back to her old larcenous tricks.

Personality/Motivation: Signal Ghost is in "the Game," as she calls it, for the thrill of it. She delights in the adrenaline rush of sneaking quietly through a lab at night, avoiding guards and getting

away clean with some expensive prototype. She has little interest in violence — she doesn't want to hurt anyone and only preys on "money-grubbing corporations." She keeps most of the proceeds of her crimes for herself and her friends, though she donates large amounts of money to animal shelters and similar charities.

Quote: None. Signal Ghost doesn't leave cryptic clues or banter with people who try to catch her.

Powers/Tactics: Except for her "Ghost Touch" — the ability to pass her phased hand through a target and cause him excruciating but not lethal pain — and her hologram generator, Signal Ghost has no offensive abilities. Her ability to "expand and rotate" through higher dimensions allows her to pass through three-dimensional barriers, and her suit's assorted stealth abilities help her avoid detection once she gets inside. If confronted directly by a superhero or some other clearly superior force, she cuts and runs.

Campaign Use: You can use Signal Ghost as a "mystery villain" who commits a series of robberies that baffle authorities and finally involve the heroes directly (perhaps she even has the guts to rob their headquarters directly). The challenge is catching her, not beating her in combat.

If you want to toughen up Signal Ghost so she *can* fight the PCs if necessary, boost her Characteristics, increase her Armor to 15/15, and convert her "Ghost Touch" into a Multipower of attacks she can use while Desolidified. If the PCs don't have the ability to come to grips with her, get rid of the Ghost Touch and put an Activation Roll on her Desolidification.

Associates, Allies, And Adversaries: As discussed above, Signal Ghost has offended VIPER and frequently has to deal with its attacks and attempts to "steal" her suit. ARGENT also wants to obtain her suit (and get revenge for her burglaries of various ARGENT-associated companies).

Signal Ghost considers other hackers and high-tech thieves her rivals to some extent. She and Cybermind were developing a pretty heavy competition until he got his mind fried fighting Defender; if she found a way to bring him out of his coma she'd probably do it as a way of paying respect to an "old foe." She and Utility have also "competed" a bit, though he thinks her Phase Suit is too much like superpowered "cheating."

Appearance: Lisa Sutherland is an attractive if tomboyish young woman, 5'5" tall and weighing 125 pounds, with sandy blonde hair and blue-green eyes. The Phase Suit she wears as Signal Ghost is a featureless white bodysuit — all of the microcircuitry that makes it work is on the inside. However, the outside components include the Holoprojector Matrix (a rigid belt made of large metal loops with a hunk of gadgetry at the buckle), the Jet Pack (slung low on her back and reinforced at the shoulder and thigh), and a helmet that incorporates radio and microsensor circuitry and large goggles.

SIGNAL GHOST FACTS

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

N/R: Signal Ghost is a high-tech thief who wears a suit that allows her to "phase" through walls.

K/R: Signal Ghost prefers not to fight — she'll run away from violence if she can — but if necessary she can hurt people who attack her by "phasing" her hand through them to cause intense pain, or distract them with holograms generated by her suit.

-1: Signal Ghost can fly thanks to the jetpack she wears.

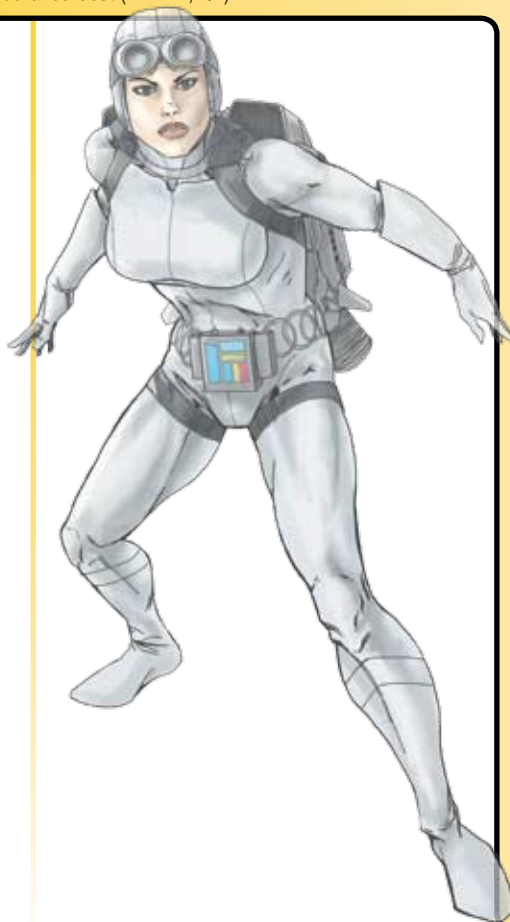
-10: Her Secret Identity is Lisa Sutherland.

B SIGNAL GHOST

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
18	DEX	16	13-	
14	CON	4	12-	
18	INT	8	13-	PER Roll 13-
10	EGO	0	11-	
9	PRE	-1	11-	PRE Attack: 1½d6
OCV				
5	OCV	10		
DCV				
5	DCV	10		
OMCV				
3	OMCV	0		
DMCV				
3	DMCV	0		
SPD				
5	SPD	30		Phases: 3, 5, 8, 10, 12
PD				
4	PD	2		Total: 12 PD (8 rPD)
ED				
4	ED	2		Total: 14 ED (10 rED)
REC				
6	REC	2		
END				
30	END	2		
BODY				
10	BODY	0		
STUN				
26	STUN	3		Total Characteristics Cost: 86

Movement: Running: 12m
Flight: 30m

Cost	Powers	END
33	Power Cell Array: Endurance Reserve (120 END, 30 REC) OIF (-½)	0
60	Phase Disruption ("Ghost Touch"): Drain STUN 4d6 Affects Physical World (+2); OIF (-½), Increased Endurance Cost (x2 END; -½)	24



16	Holoprojector Matrix: Sight Group Images, -3 to PER Rolls Area Of Effect (8m Radius; +½); IIF (-¼), Set Effect (preloaded Images only; -½)	3
18	Phase Suit Padding: Resistant Protection (8 PD/10 ED) OIF (-½)	0
27	Phase Suit Modulation: Desolidification (affected by multidimensional energies or magic) OIF (-½)	4
27	Phase Suit Ghost Mode: Invisibility to Sight, Hearing, and Radio Groups, No Fringe Reduced Endurance (0 END; +½); IIF (-¼), Only Versus Mechanical Perception (-1)	0
23	Phase Suit Jetpack: Flight 30m, x4 Noncombat OIF (-½)	3
5	Suit Communications System: HRRP (Radio Group) OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½), Costs Endurance (-½)	1
7	Mass Spectrovisor: Fully Penetrative for Sight Group (blocked by force-fields) OIF (-½), Costs Endurance (-½)	1

Perks

2 Contact: High-tech fence 11-

Skills

- 6 +3 OCV with Drain
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 5 Climbing 14-
- 3 Computer Programming 13-
- 3 Concealment 13-
- 3 Electronics 13-
- 4 KS: Millennium City Corporations 14-
- 1 Language: German (basic conversation; English is Native)
- 9 Lockpicking 16-
- 3 Persuasion 11-
- 9 Security Systems 16-
- 11 Stealth 17-

Total Powers & Skills Cost: 281

Total Cost: 367

400 Matching Complications (75)

- 25 **Hunted:** VIPER (Frequently, Mo Pow, NCI, Capture/Kill)
- 20 **Hunted:** MCPD (Frequently, Mo Pow, NCI, Limited Geographical Area, Imprison)
- 20 **Psychological Complication:** Code Versus Killing (Common, Total)
- 15 **Psychological Complication:** Thrillseeker (Common, Strong)
- 5 **Rivalry:** Professional (with other hackers and high-tech thieves)
- 15 **Social Complication:** Secret Identity (Lisa Sutherland) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

SNOWBLIND

Background/History: Kathryn Snowdon's mother was a scientist — not a renowned one, a respected one, or even an entirely sane one, but a scientist nevertheless. Throughout Kathryn's childhood Mother worked on one Big Project after another, always claiming that this one was going to be the breakthrough that would make her rich and famous.

When Kathryn was 17, the Big Project was a weather-control ray that would, Mother claimed, allow a government to make the local weather be whatever it wanted without disturbing the weather patterns of nearby regions. Unfortunately Mother got so wrapped up in her work that she forgot to lock the laboratory door the way she usually did when she was involved in a potentially dangerous experiment. Kathryn walked in during a calibration test of the “cause snow” setting, the safety overrides failed to work, Kathryn got zapped by the ray, and the machine exploded.

Kathryn woke up a few minutes later. Her eyes weren't working right — everything was sort of grey and indistinct, but it was as if she could see all around herself at once. Mother was dead, but somehow she didn't really care that much. She was more concerned that she'd somehow get blamed for what happened and be locked up for murder. Gathering up her most precious belongings and all the money she could lay her hands on, she fled into the night.

It wasn't until the next day that she began to figure out what was going on. It wasn't that her eyes weren't working right — they weren't working *at all*. Somehow the explosion had robbed her of her eyesight will giving her some sort of “radar sense” that was even better than eyesight in some ways (though she couldn't perceive colors or truly fine details).

The second day after the accident brought even greater surprises. She woke up that morning to find her motel room chilled to below freezing, with chunks of ice built up along the walls and floor. A little experimentation showed her that Mother's weather-control ray had given her the power to control ice and cold. *Now this is something I can make some real money with*, she thought to herself... and a few days later the supervillainess Snowblind made her first appearance.

Personality/Motivation: Snowblind doesn't realize that the accident that gave her her powers also affected her mind. She used to be a normal person who might even have become a superhero if she'd gotten superpowers. But thanks to the explosion's impact on her brain, now she's self-centered, greedy, and cold-hearted. She intends to use her powers to benefit herself and no one else.

Quote: “Pretty *cool*, huh? Get it?”

Powers/Tactics: Snowblind has the power to create ice and cold. Her powers range from blasts of ice, to chilling someone from the inside out so quickly they become stunned, to trapping her opponents in solid blocks of ice, to covering someone's eyes with a coating of ice to create temporary blindness. She can also protect herself with ice armor or walls, and move quickly using ice slides (she can create an ice slide beneath her when falling or to get down from the top of a building, hence the Usable As Flight (Gliding) feature).

Snowblind has only been in a few pitched battles (she's mostly just a superpowered smash-and-grab thief), so she has no real sense of tactics. If confronted, she'll fight back at first, but quickly decides to run if hurt, or if the situation doesn't seem to hold any hope of gain.

Snowblind's powers depend on having a reasonable amount of moisture in the atmosphere, so they work at lesser effect (typically 75-50% of normal Active Points) in deserts and similar areas, and may not work at all in outer space or other places with no water. However, having lived near Lake Erie all her life, she doesn't know this; since it almost never affects her, it's not reflected with a Limitation on her powers.

Campaign Use: Snowblind started her career as a relatively low-powered supervillainess, but has become stronger and learned a few things along the way. Although she prefers to commit her own crimes, she's not nearly powerful enough to fight an entire team of PCs, so you should team her up with other villains if necessary. She'd make a good member of (or ally for) GRAB, for example.

Although the PCs may not realize it at first, Snowblind is definitely “salvageable.” Prior to her accident she was a decent enough person. If psionic surgery or some other method were found to correct the changes to her personality wrought by the weather-control machine accident, she might decide to become a hero... or at the very least, stop committing crimes and use her powers to earn money legitimately.

SNOWBLIND FACTS

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

N/R: Snowblind is a supervillainess with the power to manipulate ice and cold. She can fire ice blasts, trap her enemies in blocks of ice, or coat the ground with ice so that her foes have difficulty standing up.

-1: Snowblind is, in fact, physically blind; she “sees” all around herself with a radar-like sense of some sort.

-4: Snowblind is pyrophobic — she fears fire.

-6: Fire/Heat attacks are particularly effective against Snowblind, and also cause serious damage to her ice blocks and walls.

-10: Her Secret Identity is Kathryn Snowdon.

A SNOWBLIND

Val Char Cost Roll Notes

10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
18	CON	8	13-	
13	INT	3	12-	PER Roll 12-
12	EGO	2	11-	
15	PRE	5	12-	PRE Attack: 3d6

5 OCV 10

5 DCV 10

3 OMCV 0

4 DMCV 3

5 SPD 30 Phases: 3, 5, 8, 10, 12

5 PD 3 Total: 23 PD (18 rPD)

6 ED 4 Total: 18 PD (12 rED)

8 REC 4

35 END 3

10 BODY 0

30 STUN 5 Total Characteristics Cost: 106

Movement: Running: 42m

Cost Powers

60 **Ice Powers:** Multipower, 60-point reserve6f **1) Ice Blast I:** Blast 12d66f **2) Ice Blast II:** Blast 8d6

Invisible to Sight Group (+½)

6f **3) Ice Blast III:** Blast 8d6

Area Of Effect (1m Radius Accurate; +½)

6f **4) Chilled To The Bone:** Blast 6d6

NND (defense is Life Support [Safe Environment: Intense Cold]; +1)

END

3f **5) Ice Bonds:** Entangle 6d6, 6 PD/6 ED
Vulnerable (Fire/Heat; -1) 63f **6) Ice Sheet:** Change Environment (create ice sheet),
-4 to DEX Rolls to move on 3Area Of Effect (Surface 64m radius; +1½), Personal
Immunity (+¼); Can Only Be Applied To Horizontal
Surfaces (e.g., the ground and floors; -0)3f **7) Here's Ice In Your Eye:** Sight Group Flash 12d6 6
Victim Can Cancel Effect By Taking One Full
Phase (-½), Does Not Work Against Desolidified
Characters (-¼)45 **Ice Armor:** Resistant Protection (18 PD/12 ED) 044 **Ice Wall:** Barrier 12 PD/8 ED, 10 BODY (up to
10m long, 3m high, and 1m thick) 5Vulnerable (Fire/Heat attacks have 2x effect for
purposes of damaging Barrier; -¼)30 **Ice Slide:** Running +30m (42m total) 4Usable As Flight (Gliding) (see text; +¼); Physical
Manifestation (-¼), Side Effects (leaves big chunks of
ice around the environment; -0)2 **Doesn't Feel The Cold:** Life Support (Safe Environ-
ment: Intense Cold) 0-35 **Blind:** Lacks Sight Group Senses 027 **Radar Sense:** Radar (Radio Group), Discriminatory,
Increased Arc Of Perception (360 Degrees), Tele-
scopic (+4 versus Range Modifier) 0

Skills

10 +2 with *Ice Powers* Multipower

2 CK: Millennium City 11-

3 Stealth 13-

3 Streetwise 12-

Total Powers & Skills Cost: 224**Total Cost: 330**

400 Matching Complications (75)

20 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)20 **Hunted:** the Champions (Infrequently, Mo Pow, NCI,
Capture)15 **Psychological Complication:** Pyrophobia (Fear Of Fire)
(Common, Strong)15 **Psychological Complication:** Cold-Heartedly Greedy
(Common, Strong)15 **Social Complication:** Secret Identity (Kathryn Snowdon)
(Frequently, Major)20 **Vulnerability:** 2 x STUN from Fire/Heat Attacks (Common)20 **Vulnerability:** 2 x BODY from Fire/Heat Attacks (Common)**Total Complications Points: 75****Experience Points: 0**

Appearance: Snowblind is a slender, small-framed late-twenty-something woman with long, straight blonde hair and blue eyes. She wears a blue costume with white fur trim (even though she doesn't feel the effects of extreme cold).

SPEKTR

Background/History: During the late Fifties and early Sixties, Viktor Simolenko was a Soviet scientist working to develop powerful new weapons for his Communist masters. In 1964 a laboratory accident during a test of an experimental “micro-wave cannon” caused his body to be bombarded with microwaves and somehow being transformed into “living energy.” As a result he gained power over the electromagnetic spectrum.

The Soviet military wasted no time “enlisting” him as one of its super-agents and christened him *Spektr*. During the Sixties and Seventies he was a frequent thorn in the side of American superheroes, particularly Vanguard and the Justice Squadron. But his supervillainous career came to an end in 1984 when Vanguard knocked him into a dynamo at a power plant. The resulting explosion somehow disincorporated Spektr’s body and projected it into the ether.

It took twenty years for Spektr’s consciousness to slowly, agonizingly, piece his energy body back together again. In 2004 he re-appeared in the exact same spot where he’d been when Vanguard hit him.

Personality/Motivation: Spektr now finds himself still trapped... but in a different way. He’s living in a world he cannot really understand, where there is no Soviet Union and his beloved Russia is being run by thugs and gangsters. The computers, the constant media bombardment, the Internet, the cell phones, the global economy... he can’t really wrap his head around any of it, and has no idea how most of it works. He’s emotionally adrift and isolated from the people around him (even his old foe Vanguard is dead), and eager for a cause he can believe in and fight for the way he once supported the Soviet Communist regime. He works as a mercenary supervillain to make ends meet, particularly when he has the chance to fight the Justice Squadron.

Quote: “What is it that your book says? “Let there be light?” Very well, let there be light — and microwaves, and electricity, and every other form of energy I can use to kill you with!”

Powers/Tactics: Spektr has broad control over the electromagnetic spectrum as a result of being transformed into “living energy.” In combat he can project microwaves, laser light, or electricity to injure his foes, emit an EMP to disrupt electrical devices, or “absorb” forms of energy to deny other people the ability to use them (for example, but absorbing light he creates fields of impenetrable darkness). He’s got several other tricks, too, like transforming his body into a semi-light form that lets him fly at high speed (or in space, at light-speed), or bending lightwaves around his body to render himself invisible.

Spektr usually begins combat with an aggressive attack. If that doesn’t work, he becomes more defensive; one of his favorite tricks is to Flash his



opponent(s), then use his Invisibility to hide from them while they can’t see. Then he can either flee or ambush them, as appropriate.

Campaign Use: Spektr offers you a way to tie the heroes into the Silver Age if you want, since he’s a “fish out of water” historically speaking. He also makes a great foe for patriotic characters, particularly ones who are older and were part of the American-Soviet struggle.

To make Spektr more powerful — to make him a *true* master of the EM spectrum — convert his Multipower and other abilities into an enormous Cosmic Power Pool. To weaken him, reduce his SPD to 5 and his Energy Damage Reduction to 25%.

Associates, Allies, And Adversaries: Spektr’s main employer these days is Slun, though he’s done some jobs for Eurostar and even teamed up with Red Winter a time or two. He doesn’t like any of them — in one way or another they all represent some aspect of what’s wrong with Russia in this strange modern world — but as a professional he can get along with them on the job. He senses that some members of Red Winter share some of his feelings and wants to nurture those emotions in the hope of assembling a team of Soviet supervillains who can return Russia to her days of Cold War glory.

Appearance: Spektr is 6’0” tall with a muscular build, black hair cut short, and a neatly-trimmed short black beard and moustache. He wears a slightly out-of-date-looking golden bodysuit with a lightning-bolt motif on the chest, under a clearly padded leather jacket with fur lining and trim and utilitarian work boots.

SPEKTR FACTS

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

N/R: Spektr is a Russian supervillain with powers over the energy of the electromagnetic spectrum.

K/R: Spektr started his career in the Sixties as a frequent foe of Vanguard and the Justice Squadron. In 1984 he vanished when knocked into a dynamo during a battle with Vanguard; he re-appeared, none the worse for wear but a fish out of water, in 2004.

-1: His real name is Viktor Simolenko.

-2: Spektr is fervently pro-Communist and pro-Soviet Russia; he’d like nothing better than to find a way to restore the old regime that he loves and continue the Cold War.

B**SPEKTR**

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
24	DEX	28	14-	
33	CON	23	16-	
20	INT	10	13-	PER Roll 13-
18	EGO	8	13-	
23	PRE	13	14-	PRE Attack: 4½d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
6	DMCV	9		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
13	PD	11		Total: 28 PD (15 rPD)
20	ED	18		Total: 45 ED (25 rED)
20	REC	16		
100	END	16		
18	BODY	8		
50	STUN	15		

Total Characteristics Cost: 285

Movement:	Running:	12m
	Flight:	60m
	FTL Travel:	1 LY/year

Cost	Powers	END
90	Mastery Of The Electromagnetic Spectrum: Multipower, 90-point reserve	
9f	1) Microwaves Or UV Waves: RKA 3d6 Invisible To Normal Sight (+¼), Penetrating (+½), Variable Special Effects (+¼)	9
7f	2) Lasers: RKA 3½d6 Armor Piercing (+¼)	7
8f	3) Visible Light Burst: Sight Group Flash 13d6 Reduced Endurance (½ END; +¼)	3
9f	4) Large Visible Light Burst: Sight Group Flash 10d6 Area Of Effect (16m Radius; +¾)	9
8f	5) Electrical Transmission: Blast 16d6	8
8f	6) EM Power Manipulation: Dispel EM Spectrum- Based Powers 15d6 Expanded Effect + Variable Effect (any two EM Spectrum-based powers at a time; +1)	9
8f	7) Photon Absorption: Darkness to Sight Group 16m radius	8
8f	8) Radio Interference: Darkness to Radio Group 32m radius	8
138	EM Pulse: Dispel Electricity-Based Powers 12d6 Area Of Effect (30m Radius Explosion; +½), Expanded Effect (all Electricity powers simultane- ously; +4), Personal Immunity (+¼); No Range (-½)	21
56	Electromagnetic Field: Resistant Protection (15 PD/25 ED), Protects Carried Items Costs Half Endurance (-¼)	3
65	Light Flight: Flight 60m, x4 Noncombat	6
52	Lightbending: Invisibility to Sight and Radio Groups, No Fringe Reduced Endurance (0 END; +½)	0

10	Inhumanly Tough: Resistant (+½) for 10 PD/10 ED	0
60	Energy Mastery: Energy Damage Reduction, Resistant, 75%	0
20	Energy Mastery: Sight Group Flash Defense (20 points)	0
10	Energy Bending: Deflection Only Works Against Electromagnetic Spectrum Energy Attacks (-1)	2
19	Inhuman Form: Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing)	0
10	Lightspeed: FTL Travel (1 LY/year)	0
19	Electromagnetic Sense: Detect Electromagnetic Fields 13- (no Sense Group), Range, Rapid (x10), Sense, Telescopic (+8 versus Range Modifier)	0
15	X-Ray Vision: Fully Penetrative for Sight Group (blocked by lead, gold, or force-fields)	0
5	IR Vision: Infrared Perception (Sight Group)	0
5	UV Vision: Ultraviolet Perception (Sight Group)	0
15	Radar Sense: Radar (Radio Group)	0
12	Radio Sensing: High Range Radio Perception (Radio Group)	0

Skills

20	+4 with <i>Mastery Of The Electromagnetic Spectrum</i> Multipower	
3	Bureaucratics 14-	
3	Computer Programming 13-	
3	Demolitions 13-	
3	Disguise 13-	
3	Electronics 13-	
3	KS: Soviet-Era Superhumans 13-	
3	KS: The Soviet-Era Espionage World 13-	
2	Language: English (fluent conversation; Russian is Native)	
3	Navigation (Air, Space) 13-	
15	Power: Electromagnetic Spectrum Manipulation 19-	
3	PS: Soviet Agent 13-	
8	SS: High-Energy Physics 18-	
3	SS: Astrophysics 13-	
3	Systems Operation 13-	
3	Tactics 13-	

Total Powers & Skills Cost: 747**Total Cost: 1,032****400 Matching Complications (75)**

10	Hunted: Justice Squadron (Infrequently, As Pow, Harshly Punish)	
15	Hunted: Russia (Infrequently, Mo Pow, NCI, Limited Geographical Area, Harshly Punish)	
10	Physical Complication: Man Out Of Time (see text) (Frequently, Slightly Impairing)	
15	Psychological Complication: Fervent Communist And Old-Soviet Patriot; Hates The Current Russian Regime (Common, Strong)	
15	Psychological Complication: Emotionally Lost, Looking For A Cause To Believe In (Common, Strong)	
10	Unluck 2d6	

Total Complications Points: 75**Experience Points: 632**

SPIRIT FIST

Background/History: In the long and storied history of the Tiger Squad (see CV2), there have been losses in battle, triumphs both pedestrian and dramatic, quarrels, weddings, and trips into outer space... but remarkably few defections from the ranks. The most prominent of the superhumans who've turned their backs on the Squad is the mystic martial artist known as *Spirit Fist*.

Spirit Fist (*Jingshēn Quan*), or Chiang Hou to give his real name, was abandoned on the doorstep of an ancient Chinese monastery as a baby. The monks took him in and raised him, and in time taught him the secrets of their Eight Dragon Spirit Fist Kung Fu (*gan ch'uan wan kyun*). At the traditional ceremony to mark the completion of his training and his total mastery of the style, the bronze bell rung over his head cracked. This was a sign, long predicted by prophecy, that Chiang was to inherit the deepest secret lore of the order and become a great hero.

Without a word the monks led him down into the deepest cellars of the monastery... and then deeper, through secret doors Chiang had never even suspected. In a tiny crypt far below the monastery he found a bronze chest, its immense age apparent despite the utter lack of verdigris on its surface. He opened it, and inside he found a scroll. When he read the scroll he was imbued with the power of the Spirit Fist, making him a matchless warrior.

Armed with his skills, his new powers, and the good wishes of the monks, Chiang set out to make his way in the world and become a hero. The Chinese government soon learned of him and inducted him into the Tiger Squad. Chiang was glad enough to join at first, since he realized being part of the team would allow him to fight greater menaces and save more people. But in time he became deeply disillusioned and dissatisfied. The China he saw around him was not China as it should be; the Chinese people were not the prosperous and happy population they deserved to be. The government was oppressive, rigid, and cruel.

The more he thought about it, the less Spirit Fist could stomach working for the Communist Chinese government. Eventually he decided it was wrong to support the system by working for the Tiger Squad. The next day he addressed a large pro-democracy rally, making numerous inflammatory statements about the government and its oppressive ways. The day after that he fled China before the authorities could send his former comrades in the Squad to capture or kill him. He traveled to the US, where he entered secretly to keep the Chinese from learning his exact whereabouts. He continues to work for the cause of Chinese democracy from afar, avoiding Chinese assassins and US immigration officials as best he can. Sometimes he even fights crime.



Appearance: Spirit Fist is a Chinese man 5'9" tall with an athletic, muscular build that shows almost no trace of fat on his whipcord body. His costume is dark blue on the chest, shoulders, upper arms, trunks, and martial arts slipper-like boots, and a lighter, almost electric, blue on the rest of his arms, his gloves, and his legs. Across his chest there curls a linework image of a Chinese dragon done in the same electric blue. He conceals his identity with a half-face mask tied in the back with electric blue highlighting around the eyes in a sort of draconic pattern. When he uses his *Power Of The Spirit Fist* or *Spirit Fist Shield* powers an energy aura of a Chinese dragon matches the one on his chest sometimes surrounds him; when he uses his *Spirit Fist Strike* power the dragon seems to coil around his arm.

SPIRIT FIST FACTS

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

N/R: Spirit Fist is a master, perhaps the *last* living master, of the ancient lost fighting art of Eight Dragon Spirit Fist Kung Fu. He used to be a hero and member of the Tiger Squad of China, but defected from the group so he could support the pro-democracy movement in China. He's wanted by the Chinese Communist government.

K/R: In addition to his hand-to-hand combat abilities, Spirit Fist has been granted the mystical abilities that are part of Eight Dragon Spirit Fist Kung Fu, such as harnessing his *ch'i* to increase his physical prowess or protect himself from attacks.

-1: His real name is Chiang Hou.

A SPIRIT FIST

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
27	DEX	34	14-	
23	CON	13	14-	
13	INT	3	12-	PER Roll 12-
14	EGO	4	12-	
20	PRE	10	13-	PRE Attack: 4d6
11	OCV	40		
11	DCV	40		
3	OMCV	0		
5	DMCV	6		
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)
10	REC	6		
45	END	5		
16	BODY	6		
40	STUN	10		

Total Characteristics Cost: 253

Movement: Running: 18m
Leaping: 30m

Cost Powers **END**

Martial Arts: Eight Dragon Spirit Fist 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 Dragon Claw	+0	+0	12d6 Crush, Must Follow Grab
4 Escape	+0	+0	55 STR vs. Grabs
3 Joint Lock/Grab	-1	-1	Grab, 50 STR
5 Kick	-2	+1	12d6 Strike
4 Knife Hand	-2	+0	HKA 1d6+1 (2½d6 with STR)
3 Legsweep	+2	-1	9d6 Strike, Target Falls
4 Punch	+0	+2	10d6 Strike
4 Sand Palm	+0	+0	55 STR Shove
3 Throw	+0	+1	8d6 +v/10, Target Falls
4 Tien-hsueh Strike	-1	+1	4d6 NND (1)
16	+4 Damage Classes (already added in)		

36 **Power Of The Spirit Fist:** Aid Characteristics 6d6 9
Variable Effect (any one physical Characteristic at a time (+½), Delayed Return Rate (points fade at the rate of 5 per Minute; +1); Aid Self Only (-1), Lockout (Aiding one Characteristic causes the Aid effect existing on any other Characteristic to fade instantly; -½)

- 8 **Spirit Fist Strike:** Armor Piercing (+¼) for up to Punch 14d6 6
Increased Endurance Cost (x3 END; -1)
- 45 **Spirit Fist Shield:** Resistant Protection (10 PD/10 ED/5 Mental Defense/5 Power Defense) 3
Hardened (+¼); Costs Half Endurance (-¼)
- 6 **Fast Runner:** Running +6m (18m total) 1
- 13 **Strong Leaper:** Leaping +26m (30m forward, 16m upward) 1

Skills

- 48 +6 HTH
- 3 Acrobatics 14-
- 3 Breakfall 14-
- 3 Climbing 14-
- 3 Contortionist 14-
- 3 AK: China 12-
- 2 CK: Beijing 11-
- 1 CK: San Francisco 8-
- 1 KS: Chinese Arcane And Occult Lore 8-
- 2 KS: Chinese Demons And Monsters 11-
- 1 KS: Communist Chinese Government 8-
- 2 KS: The Tiger Squad 11-
- 2 Language: English (fluent conversation; Mandarin Chinese is Native)
- 3 Oratory 13-
- 3 Sleight Of Hand 14-
- 3 Stealth 14-
- 3 Streetwise 13-
- 3 Tactics 12-
- 3 Teamwork 14-
- 6 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons

Total Powers & Skills Cost: 272

Total Cost: 525

400 Matching Complications (75)

- 5 **Distinctive Features:** Mystic Aura (Not Concealable; Noticed And Recognizeable; Reaction; Detectable Only By Unusual Senses)
- 25 **Hunted:** Communist Chinese Government (Infrequently, Mo Pow, NCI, Capture/Kill)
- 25 **Hunted:** US Immigration Officials (Infrequently, Mo Pow, NCI, Capture)
- 20 **Psychological Complication:** Code Versus Killing (Common, Total)
- 15 **Psychological Complication:** Ardent Campaigner For Chinese Democracy (Common, Strong)
- 15 **Social Complication:** Public Identity (Chiang Hou) (Frequently, Major)

Total Complications Points: 75

Experience Points: 125

Personality/Motivation: Spirit Fist isn't truly a villain at all — in fact, he's a hero, but a hero who's wanted by two major governments (though in truth the United States isn't trying as hard to find him as it could, and would strongly consider granting a request for asylum if and when it captures him). He's passionately devoted to the cause of overthrowing the Communist Chinese government (not necessarily violently) and making China the world's largest democracy. He'll do whatever he feels he has to, even commit terrorist acts against China, to achieve this goal.

Quote: "How can we call ourselves heroes when a sixth of the world's population is crushed beneath the cruel and ruthless heel of a tyrannical government?"

Powers/Tactics: Spirit Fist is a master, perhaps the *last* living master, of the ancient lost fighting art of Eight Dragon Spirit Fist Kung Fu. His skills alone make him an almost matchless HTH fighter, but he adds to them the mystic powers of the Spirit Fist. By invoking the Spirit Fist he can surround himself with a protective field of energy, wrap his fist in energy so that his punches strike with special power, or call upon the Spirit Fist to fill him with its energy. The latter ability can make him stronger, faster, or tougher, as he chooses, but can only do one of these things at a time.

Campaign Use: Spirit Fist is a classic example of the "villain who's not really a villain." His personal beliefs have forced him into a situation where he has two governments looking for him and has to do things that he doesn't find particularly pleasant (*i.e.*, plan attacks on Chinese Communist government facilities), but he couldn't live with himself if he didn't strive to free China from oppression. When he encounters the PCs he'll do his best to avoid a confrontation, or at the very least will try not to hurt them too badly.

To make Spirit Fist tougher, change his Aid so it can affect either two or four Characteristics simultaneously. You can also increase his SPD to 7. To weaken him, reduce the Aid to 3d6.

Associates, Allies, And Adversaries: The Tiger Squad is Spirit Fist's implacable foe. There are more than a few members of the Squad who agree with him, and perhaps if there's a confrontation he could sway some of them to his side and split the team in two, but most of them intend to follow orders and bring him in.

STALKER

Background/History: The Stalker was once Billy Hearn, born in Wyoming in 1852. Hearn was a criminal, a cheater at cards, an occasional cattle rustler, and sometimes a member of a small gang of bank robbers. In 1878 he fell afoul of a vampire called Carraway. The bloodsucker killed Hearn and several of his friends, transforming them into a pack of vampire henchmen to attack his enemy, the sixth Black Mask. Narrowly avoiding being staked like his sire during their final confrontation in a burning church near Soda Lake, Hearn struck off on his own, traveling south and east while leaving a trail of death and horror in his wake. He soon began thinking of himself under another name: Stalker.

After nearly 80 years of careful killing, during which he encountered but escaped from several of the great Pulp heroes, Stalker's luck ran out. In 1957 in rural Texas he had a run-in with El Espectro. The masked Mexican wrestler, an expert at fighting vampires and other monsters, staked him through the heart, leaving him a paralyzed skeleton. El Espectro intended to burn the bones and kill Stalker for good, but at that point the floor of the printing plant they were fighting in collapsed, and the skeleton was lost in the rubble.



STALKER FACTS

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

N/R: Stalker is a powerful vampire who prowls the streets of Vibora Bay (and sometimes other cities) in search of human prey. He has most of the classic vampire strengths and weaknesses... but not all.

K/R: Prior to arriving in Vibora Bay in 2005, Stalker cut a swath of terror across the South.

-2: Stalker lacks the traditional vampire's fear of running water and of garlic.

-10: Stalker was once Billy Hearn, an outlaw in the Wild West. He fought many of the great Victorian- and Pulp-era heroes, but was finally staked by El Espectro in 1957... only to be re-awakened by a construction crew building a mall in 2001.

B**STALKER**

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
24	DEX	28	14-	
23	CON	13	14-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
8	DCV	25		
7	OMCV	12		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12
15	PD	13		Total: 15 PD (10 rPD)
10	ED	8		Total: 10 ED (8 rED)
14	REC	10		
45	END	5		
18	BODY	8		
50	STUN	15		Total Characteristics Cost: 264

Movement: Running: 18m

Cost	Powers	END
26	Fangs: HKA 1d6 (2d6+1 with STR) Penetrating (+½), Armor Piercing (+¼)	3
10	Blood Drain: Drain BODY 1d6 NND (defense is rPD on the neck; +0), Constant (+½), Reduced Endurance (0 END; +½); Fangs Must Do BODY First (-½), No Range (-½)	
47	Create Vampire: Severe Transform 10d6 (humans into lesser vampires, heals back through special exorcisms and holy rituals) Reduced Endurance (0 END; +½); Extra Time (minimum of 1 Turn, and often longer; -1¼), No Range (-½), Must Drain All But 1 BODY Of Victim's Blood With Blood Drain, Then Have Him Drink ½d6 BODY's Worth Of Vampire's Blood (-1), All Or Nothing (-½), Limited Target (humans; -½)	0
70	Hypnotic Gaze: Mind Control 12d6 Telepathic (+¼), Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
9	Undead: Resistant (+½) for 10 PD/8 ED	0
30	Undead: Physical Damage Reduction, Resistant, 50%	0
15	Undead: Energy Damage Reduction, Resistant, 25%	0
10	Undead: Mental Defense (10 points)	0
68	Undead Vitality: Regeneration (3 BODY per Turn), Resurrection	0
37	Undead Vitality: Life Support (Total, including Longevity: Immortality but excluding Diminished Eating)	0
6	Swift: Running +6m (18m total)	1
10	Silent: Invisibility to Hearing Group	1
5	Vampire's Eyes: Nightvision	0
27	Mist Form: Desolidification (affected by cold, heat, or wind) Cannot Pass Through Solid Objects (-½)	4
35	Wolf and Bat Forms: Multiform into Wolf or Bat form built on up to 150 Total Points	0

62 **Call The Creatures Of The Night:** Summon up to 16 Wolves, Bats, Rats, or Insects built on up to 125 Total Points
Expanded Class (+¼), Reduced Endurance (0 END; +½), Slavishly Devoted (+1); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)

0

Talents

15 Combat Sense 13-

Skills

32 +4 HTH

3 Breakfall 14-

5 Charm 15-

3 Climbing 14-

3 Concealment 13-

3 Conversation 14-

3 Disguise 13-

8 Gambling (Cards) 16-

3 High Society 14-

3 AK: Southern United States 13-

4 KS: History Of Serial Killers 14-

3 Language: French (completely fluent)

3 Mimicry 13-

3 Riding 14-

3 Shadowing 13-

7 Stealth 16-

3 Streetwise 14-

Total Powers & Skills Cost: 574**Total Cost: 838****400 Matching Complications (75)**20 **Distinctive Features:** No Reflection (Not Concealable; Causes Major Reaction)10 **Distinctive Features:** Has No Soul (Not Concealable; Causes Major Reaction; Detectable Only By Unusual Senses)10 **Physical Complication:** Cannot Enter A Dwelling Without Permission (Infrequently, Greatly Impairing)20 **Physical Complication:** Paralyzed In Deathless Sleep When Staked Through Heart (Infrequently, Fully Impairing)20 **Psychological Complication:** Obsessive (Very Common, Strong)15 **Psychological Complication:** Considers Humanity His Feeding Stock (Common, Strong)15 **Psychological Complication:** Loves The Thrill Of The Hunt (Common, Strong)25 **Susceptibility:** takes 2d6 per Phase from physical contact with holy items (Common)30 **Susceptibility:** takes 2d6 per Phase from direct sunlight (Very Common)**Total Complications Points: 75****Experience Points: 438**

Almost half a century later, in 2001, a Texas construction company working overtime to build a new shopping mall discovered a previously unknown cavern beneath the site. A worker found an intact skeleton inside it, with a wooden stake running through the ribcage. Not realizing what he'd discovered he removed the stake. A few minutes later Stalker was alive again. He killed the worker and escaped into the night, resuming his reign of terror across the South until he made his way to Vibora Bay in late 2005. There he encountered the descendant of his old nemesis, the tenth Black Mask, and began a fateful game of cat-and-mouse on the streets at night, culminating in his physically defeating and nearly killing her. He remains at large in Vibora Bay, hunting both his revived enemy, her sidekick Nocturne, and her friends and loved ones... as well as anyone else who takes his fancy. Adapting to the modern world has taken him a little time, but now that he's used to it he thinks it's a fine hunting ground.

Personality/Motivation: Stalker is first and foremost a predator. All of humanity is his prey, and he greatly enjoys the stimulation of a challenging hunt. However, he's found that superhumans are a little *too* challenging, so he carefully avoids them. He's content to stick with the likes of Black Mask, who's just a highly-trained and well-equipped human.

Quote: “The most beautiful music is when they scream. Will you sing me a song, too, little one?”

Powers/Tactics: Stalker is a classic vampire, with a vampire's strengths and weaknesses. He can transform himself into wolf, bat, or mist form; he's physically powerful and resilient; he can drain someone's blood (and if necessary turn his victim into a vampire); he has no reflection; he can't abide the touch of holy objects or direct sunlight. On the other hand he lacks some of the classic vampiric weaknesses — he can cross running water freely and doesn't mind garlic at all. This may throw your heroes for a loop if they try those tricks on him. He may even fake being affected by, say, garlic to lure a victim in closer.

Stalker isn't much of a stand-up-and-fight combatant. He's a hunter, and prefers to be in a situation where he's stalking his prey and the prey has to react to him. He'll patiently follow a target, waiting for just the right moment of solitude and unawareness to strike. If the situation changes to one where he's having to react to what his target does, he usually flees to await another chance to hunt.

Campaign Use: Stalker works well in any campaign where you have at least one hero who's “low-powered” enough for a classic vampire to make an intriguing foe. He's less well-suited as a traditional superhero adversary, but would work well as a lieutenant or henchman for a villain like Takofanes, Dark Seraph, or the Demonologist. (He might even be a suitable candidate for membership in the Devil's Advocates.)

To make Stalker tougher, make him a “super-heroic” vampire. Increase his STR to 50, raise his PD and ED to 25 each (fully Resistant), and so on. To weaken him, give him *all* the classic vampiric weaknesses.

Appearance: Stalker is a thin man of indeterminate age, with a shock of white hair, pale skin, and sunken eyes with tiny pupils. His features are drawn and he gives off an air of almost frailty, at least until he starts moving with his catlike grace. He doesn't have a regular costume; he prefers either finely-tailored suits or dark leather “clubbing” ensembles when he stalks his prey at night.

STEEL COMMANDO

Background/History: Heinrich Kappel, denied entrance into the German army due to “psychological problems” and tossed out of the French Foreign Legion after several episodes of “conduct unbecoming a soldier” resulting from those psychological problems (including nearly beating one of his commanding officers to death), decided mercenary work was the best way for him to make use of his “talents.” But he realized he needed an edge. In a world where superhumans existed, just being good with a rifle wasn't enough.

After robbing a couple banks to raise working capital, Kappel got in contact with agents of the Warlord, who was well-known for his ability to supply advanced technology and weaponry to customers with enough cash. After receiving Kappel's down payment, scientists working for the Warlord built him a suit of light powered armor and a multi-function energy rifle. After taking delivery of the equipment, Kappel skipped out on paying the rest of the money owed.

Christening himself *the Steel Commando*, Kappel soon made his mark in the mercenary world. Today, only Lazer and Mechassassin are considered his equals in most circles, and as far as he's concerned, all doubts will be dispelled when he next meets up with either of them.

Personality/Motivation: The Steel Commando is completely self-centered and amoral. If he wants something, he goes after it, and he doesn't care what he has to do — or who he has to kill — to get it. If someone bothers him, he usually doesn't think twice about brutally beating, or even killing, that person. His inability to see beyond his own needs and desires has gotten him into trouble on numerous occasions.

The only thing that ever seems to give him pause is his mercenary's code. He refuses to release any information about his employers that he's not authorized to, and won't give up on a contract he's promised to fulfill. Sometimes, his self-centeredness and professionalism war with one another, but the code has won out every time... so far.

A**STEEL
COMMANDO**

Val	Char	Cost	Roll	Notes
15+15	STR	5+10*	12- (15-)	Lift 200 (1,600) kg; 3d6 (6d6) HTH damage [1 (3)]
18+7	DEX	16+9*	13- (14-)	
20+5	CON	10+3*	13- (14-)	
15	INT	5	12-	PER Roll 12-
14	EGO	4	12-	
15+8	PRE	5+5*	12- (14-)	PRE Attack: 3d6 (4½d6)
6+3	OCV	15+10*		
6+3	DCV	15+10*		
3	OMCV	0		
5	DMCV	6		
4+1	SPD	20+7*		Phases: 3, 6, 9, 12 (3, 5, 8, 10, 12)
8	PD	6		Total: 20 PD (12 rPD)
7	ED	5		Total: 19 ED (12 rED)
10	REC	6		
40	END	4		
13	BODY	3		
40	STUN	10		

Total Characteristics Cost: 189
*: OIF (battlesuit; -½)

Movement:	Running:	16m
	Leaping:	30m

Cost	Powers	END
75	Energy Rifle: Multipower, 75-point reserve 125 Boostable Charges for entire Multipower (+1); all OAF (-1)	[125]
3f	1) Direct Fire Mode: Blast 12d6 OAF (-1)	
4f	2) Automatic Fire Mode: Blast 10d6 Autofire (5 shots; +½); OAF (-1)	
2f	3) Power Blast Mode: RKA 4d6 OAF (-1), Requires 4 Charges Per Use (-½)	
4f	4) Underslung Energy Grenade Launcher: Blast 10d6 Area Of Effect (22m Radius Explosion; +½); OAF (-1)	
8	Energized Gauntlet: Double Knockback (+½) for up to 10d6 Strike OIF (-½), 2 Charges (-1½)	[2]
5	Another Energized Gauntlet (as above)	
7	Combat Dagger: HKA 1d6 (2d6 [3d6] with STR) OAF (-1), No Knockback (-¼)	1

Martial Arts: Commando Training

Maneuver	OCV	DCV	Notes
3 Aikido Throw	+0	+1	5d6 (8d6) + v/10, Target Falls
4 Boxing Cross	+0	+2	7d6 (10d6)
4 Choke	-2	+0	Grab One Limb, 3d6 NND (2)
4 Escape	+0	+0	40 (55) STR vs. Grabs
4 Hold	-1	-1	Grab Three Limbs, 35 (50) STR
4 Judo Disarm	-1	+1	Disarm, 35 (50) STR
4 Karate "Chop"	-2	+0	1d6+1 HKA (2d6+1 [3d6+1] with STR)
4 Kung Fu Block	+2	+2	Block, Abort
8 +2 Damage Classes			(already added in)
2 Use Art with Clubs, Knives			

24	Battlesuit: Resistant Protection (12 PD/12 ED) OIF (-½)	0
7	Jumpjets: Leaping +26m (30m forward, 15m upward) OIF (-½), Unified Power (-¼)	1
8	Jumpjets: Flight 30m OIF (-½), Only To Change Direction Of Leaping (-2), Unified Power (-¼)	3
4	Fleet-Footed: Running +4m (16m total)	1
6	Communications Array: HRRP OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Sense Group (-½)	0
3	Nightsight: Infrared Perception (Sight Group) OIF (-½)	0
3	Nightsight: Ultraviolet Perception (Sight Group) OIF (-½)	0

Talents

3	Resistance (3 points)
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Skills

10	+1 with All Combat
15	+3 with <i>Energy Rifle</i> Multipower
5	Accurate Sprayfire
3	Combat Driving 13- (14-)
5	Concentrated Sprayfire
2	KS: The Espionage World 11-
3	KS: The Military/Mercenary/Terrorist World 12-
2	KS: The Superhuman World 11-
3	KS: The French Foreign Legion 12-
3	Language: English (completely fluent; German is Native)
1	Language: French (basic conversation)
2	Language: Spanish (fluent conversation)
3	Paramedics 12-
3	PS: Marine 12-
5	Skipover Sprayfire
3	Stealth 13- (14-)
3	Systems Operation 12-
3	Tactics 12-
3	TF: Common Motorized Ground Vehicles, Helicopters
6	WF: Common Melee Weapons, Common Missile Weapons, Small Arms

Total Powers & Skills Cost: 290**Total Cost: 479**

Quote: “So what if he can bounce bullets off his chest? Get down there and set up the ambush like I told you to, so you drive him toward me. I’ve got something in this rifle that he won’t shrug off so easy.”

Powers/Tactics: The Steel Commando’s abilities result partly from training, and partly from the light battlesuit he wears. Although not as advanced as the armor worn by Lazer or Mechassassin, the Commando’s armor is nevertheless tough. Its energized gauntlets allow him to punch his foes with extra power, knocking them around like tenpins. Unfortunately, the cybernetic leads and circuitry in the armor cause it to generate painful feedback if hit with an electrical attack.

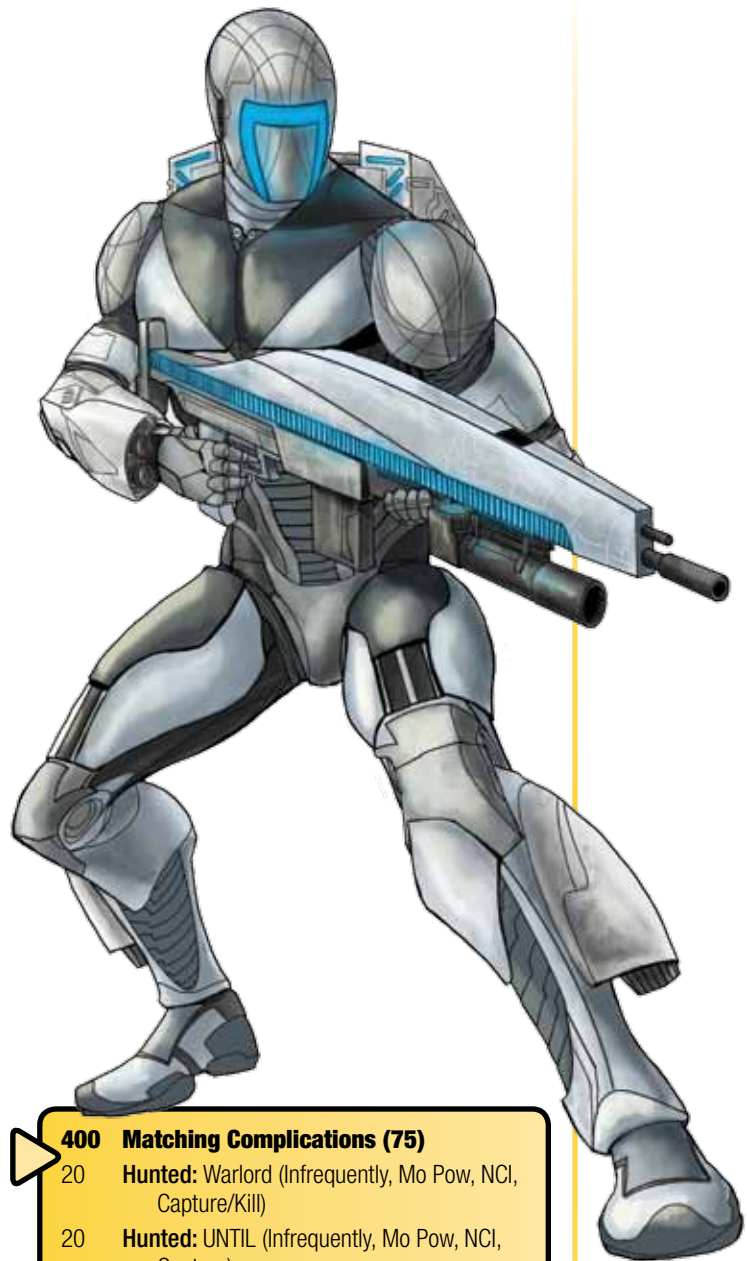
Most of the Steel Commando’s offensive capabilities come from his Energy Rifle. He favors the Automatic Fire Mode (especially in conjunction with his Autofire Skills), but switches to Direct Fire (or even the energy-intensive Power Blast) when facing particularly tough opponents. The rifle even has a system attached to the underside of the barrel that drains most of a shot’s worth of energy into a tiny explosive capsule, then uses the rest of the energy to launch it, resulting in a grenade-like explosion.

To move quickly around the battlefield, Steel Commando has Jumpjets that let him make long, compressed air-assisted leaps. He has separate omnidirectional jets for changing direction in mid-leap, so he can dodge obstacles or “leap around corners.” (In game terms, Steel Commando makes a Half Move with his Leaping, and at some point in the arc of the leap makes a second Half Move with his Flight to change direction.) In appropriate situations, the GM may award him a Surprise Move bonus for this.

Campaign Use: The Steel Commando is a typical mercenary villain, interested only in making lots of money and satisfying his urges for excitement, danger, and beating people up. He’ll gladly go to work for anyone who can afford his exorbitant fees, though he’s always wary of a possible Warlord trap.

To make the Steel Commando more powerful, increase the size of his Multipower reserve and slots, and/or create more slots (additional settings for his Energy Rifle). Or, you could emphasize his personal combat skills, giving him even better HTH Combat abilities (such as more Martial Maneuvers, Extra Damage Classes with his Martial Arts, and the like). If he needs to be toned down a little, reduce his Multipower to a 60 Active Point reserve and get rid of one or two of his Autofire Skills.

Associates, Allies, And Adversaries: The Warlord hasn’t forgotten or forgiven the Steel Commando’s treachery and pursues him whenever the gets a lead on the Commando’s whereabouts. Once he catches him he’s going to take the battlesuit back and then kill Kappel in the most painful method easily available at that moment.



400 Matching Complications (75)

- 20 **Hunted:** Warlord (Infrequently, Mo Pow, NCI, Capture/Kill)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Psychological Complication:** Code Of The Mercenary (Common, Total)
- 20 **Psychological Complication:** Self-Centered (Very Common, Strong)
- 10 **Rivalry:** Professional (with Lazer, Seek To Harm/Kill Rival)
- 10 **Rivalry:** Professional (with Mechassassin, Seek To Harm/Kill Rival)
- 15 **Social Complication:** Secret Identity (Heinrich Kappel) (Frequently, Major)
- 30 **Vulnerability:** 2 x STUN from Electricity (Very Common)

Total Complications Points: 75

Experience Points: 79

Steel Commando considers other super-mercenaries as his rivals, and wants to kill them (though he'll work with them in a professional manner if they're both hired for a job). His biggest "competitors" are Lazer and Mechassassin; he dreams of the day he has one of them in his sights and can blow his head away with a well-placed energy beam.

Appearance: The Steel Commando battlesuit is a menacing grey and black. It has a sleek, streamlined look that sets it apart from bulkier, stronger suits of true powered armor. The boots have obvious jump-jets on the left and right side of both legs; the omnidirectional jets for mid-course changes of direction are concealed at several places around the suit. The gauntlets are stylistically similar to the boots, with a series of small raised studs along the knuckles that reveal their Energized Gauntlets power. The helmet covers the entire head, with a large one-way viewscreen covering the entire face. A small backpack-like attachment contains a power unit and other technology necessary for running the suit.

The Commando's Energy Rifle was obviously designed to go with the suit; it has a similar aesthetic. It resembles a high-tech assault rifle, with the odd-looking "grenade launcher" attached beneath the barrel.

Out of his armor, Heinrich Kappel stands 6'5" tall and has short, dirty blonde hair, pale blue eyes, no facial hair, and ruddy skin. He speaks English well, but with a noticeable German accent.

STEEL COMMANDO FACTS

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

N/R: The Steel Commando is a battlesuit-wearing super-mercenary. He carries a powerful energy rifle and is also well-versed in hand-to-hand combat.

K/R: The Steel Commando's gauntlets can be energized so that his punches knock his enemies around like tenpins.

-1: Steel Commando and similar super-mercenaries — particularly Lazer and Mechassassin — are serious rivals, sometimes to the point of trying to kill one another.

-4: The Steel Commando can't fly, but the jumpjets and maneuvering jets built into his battlesuit allow him to make agile leaps.

-8: The cybernetic leads and circuitry in the Steel Commando's battlesuit cause it to generate painful feedback when he gets hit with Electricity attacks.

-10: His Secret Identity is Heinrich Kappel; he's a former French Legionnaire and mercenary.

STILETTO

Background/History: Stiletto's background is obscure. He first appeared as a supervillain in 1997, working sometimes as a solo thief and sometimes as muscle-for-hire. His signature weapons, knives with blades made of questionite, were made for him by Wayland Talos. He worked frequently for VIPER. During an attack on an Angelstone Laboratories facility in Chicago in 2003, he and Dragon Branch member Tornado were captured by the Peacekeepers. Tornado was sentenced to Stronghold. Stiletto was initially sentenced to a ordinary maximum security prison, but after he nearly escaped three times and did escape once (only to be recaptured by the police) he was transferred to Stronghold himself. He stayed there until 2009, when he broke free along with dozens of other inmates. After hiring Wayland Talos to make him some new questionite knives, he's back on the supervillain-for-hire scene.

Personality/Motivation: Stiletto has a stubborn, prideful attitude that got him into a lot of trouble in Stronghold. Anything that even remotely resembles a challenge or an insult — someone staring at him a bit too long, an innocent comment he takes as disrespectful, another villain using something he wants to use — provokes him into an aggressive, confrontational mode that usually ends in a fight. When he's "on the job" he's usually professional enough to keep his pride under control.

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

Powers/Tactics: Stiletto is a driven, highly-trained combatant whose signature weapons are fighting knives with questionite blades. They're so sharp and durable that given time he can cut through nearly anything with them, including things like safe doors and brick walls that would resist ordinary blades. Even without his knives, Stiletto is a trained fighter and a tough guy. During his time in Stronghold he got a kick out of beating up villains who only know how to use their superpowers to fight.

Campaign Use: Stiletto's origin has been left undefined so that you can connect him to a PC somehow. Perhaps he's a hero's brother, son, cousin, or love interest, for example.

To make Stiletto tougher, convert him into a low-powered "brick" with STR 30, CON 25, and PD/ED 12 with 6 points Resistant (+½) for each. You could also give him some Extra DCs with his Martial Arts. To weaken him, reduce his SPD to 4 and DEX and CON to 18.

A

STILETTO

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	20	13-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
12	EGO	2	11-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	PD	4		Total: 14 PD (8 rPD)
5	ED	3		Total: 13 ED (8 rED)
7	REC	3		
40	END	4		
15	BODY	5		
34	STUN	7		Total Characteristics Cost: 144

Movement: Running: 12m

Cost Powers

- 10 **Questionite-Bladed Fighting Knives:** HKA 1d6 (2d6-1 with STR)
Armor Piercing (+¼); OAF (-1)
plus: Range Based On STR (+¼) for HKA
OAF (-1), Lockout (can't use HKA until Charge is recovered; -½), 1 Recoverable Charge (-1¼)
- 15 **Questionite-Bladed Fighting Knives:** Five more Knives (total of 6)

Martial Arts: Knifefighting

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

Martial Arts: Karate

Maneuver	OCV	DCV	Notes
4 Atemi Strike	-1	+1	2d6 NND(1)
4 Disarm	-1	+1	Disarm, 25 STR
3 Legsweep	+2	-1	4d6; Target Falls
16 Armored Costume: Resistant Protection (8 PD/8 ED)			0 OIF (-½)
3 Mask Lenses: Infrared Perception (Sight Group)			0 OIF (-½)

Talents

- 4 Double-Jointed
- 2 Off-Hand Defense

Skills

- 16 +2 HTH
- 15 +3 with Knifefighting
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 3 Climbing 13-
- 3 Contortionist 13-
- 3 Conversation 12-
- 3 Lockpicking 13-
- 3 Security Systems 12-
- 3 Stealth 13-
- 5 Streetwise 13-
- 5 Two-Weapon Fighting (HTH)
- 6 WF: Common Melee Weapons, Common Missile Weapons, Small Arms

Total Powers & Skills Cost: 162

Total Cost: 306

END

400 Matching Complications (75)

- 10 **Distinctive Features:** Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
- 25 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
- 25 **Hunted:** the Champions (Infrequently, Mo Pow, NCI, Capture)
- 15 **Psychological Complication:** Proud And Macho; Won't Back Down From A Fight (Common, Strong)
- 15 **Social Complication:** Public Identity (Rick Stilson) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0



Associates, Allies, And Adversaries: For someone who's only been on the supervillain scene for about a decade, and spent a good chunk of that time behind bars, Stiletto's made a lot of both friends and enemies. Tops on his "friends" list include VIPER (for whom he still does a lot of work; the organization's tried to get him to join several times), Arrowhead (with whom he's considering forming a team), and Wayland Talos (for whom, based on comments Talos has made, he once worked in some capacity). He's also on good terms with some villains he's partnered up with, such as Frag, Sunspot, and Utility.

His enemies list is even longer. Besides his main competitors in the super-mercenary field — villains like Hazard, Lazer, Mechassassin, Scimitar, and Steel Commando — there are plenty of now-escaped Stronghold inmates who hold a grudge against him for beating them up during confrontations when they were incarcerated together. These include Boomslang, Requiem, Cheshire Cat, Fossil, Krait, and Thorn. Sooner or later one... or two or three... of these guys is likely to corner him in a dark alley and beat him to a pulp.

Appearance: Stiletto is a dark-haired white male 5'11" tall with hazel eyes. His costume is a black bodystocking with red boots and belt, and a red dagger chest emblem. He carries six knives with blades made of questionite: one on each of his upper arms with the hilt downward (so he can draw both simultaneously by crossing his arms); one on each of his hips; and one in each boot. The sheaths for the knives are red. He conceals his identity with a black half-face mask tied in the back; the eyeholes are sinisterly outlined in red.

STILETTO FACTS

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

N/R: Stiletto is a super-mercenary whose trademark weapons are daggers with questionite blades (he carries half a dozen of them). He's also a skilled fighter with just his fists.

K/R: His real name is Rick Stilson. From 2003 to 2009 he was imprisoned (for most of that time in Stronghold), and made plenty of enemies inside with his aggressive, macho attitude and love of showing superhumans that "they aren't so tough when they can't use their powers."

-2: Stiletto has frequently worked for VIPER during his career.

-4: Stiletto may have some connection to Wayland Talos, who created his knives.

STINGRAY

Background/History: Thalassa is the second child of Queen Mara, better known to the surface world as Sea Hawk, and Prince Andros, Mara's second husband. From an early age, Thalassa understood that her elder brother Marus would inherit the throne, and she resented him for it since she's so clearly his superior in intelligence and skill. Insatiably curious, she turned to magic as a means of getting the attention and respect she felt she deserved. Late one night, she found a secret room in the vast Crystal Palace, and discovered a trove of books that had belonged to the notorious traitor Nereus, who had helped Dargon overthrow her grandfather.

She studied these spells for weeks in secret, eventually casting powerful body-manipulation spells that gave her the powers of other sea creatures like electric eels and octopi. In the meantime, Prince Andros had died in an underwater landslide, and Mara, in her grief, had turned her attentions to obsessively preparing Marus for his eventual inheritance. Therefore, teaching Thalassa had fallen to the family's elderly advisor and librarian, Ikthos. When Ikthos discovered Thalassa's secret magical practices, he was horrified and tried to inform the Queen. In her anger and panic, Thalassa killed him. When she realized what she'd done, her fragile hold on sanity snapped. She fled the castle, blaming Marus for what had happened and promising revenge.

Since that time, she's battled against her mother and brother, as well as their friends and allies. Her one-woman war has grown to encompass the surface world that Mara spent so much time in. During one of her battles against the Sentinels she was struck on the head and temporarily lost her memory. Wandering the coast of Georgia, she encountered the mutant hero Amphibian, and the two fell in love. Unfortunately, another blow to the head restored her memories and personality, and she reverted to villainy while adding Amphibian to the list of people who'd wronged her, in this case by taking advantage of her "weakness." Amphibian himself wants nothing more than to restore the personality he knew and loved.

Personality/Motivation: Stingray's primary goal is to take the throne of Atlantis from her mother and brother. The very thought of ruling Atlantis obsesses and enthralls her. To that end, she will participate in any number of schemes to increase her personal power or to work with others in exchange for assistance in destroying her family. But at the same time, for all her hatred of her brother, she still loves him, making her extremely conflicted — almost to the point of experiencing multiple personalities. A team of superheroes may be able to use her affection for Marus to its advantage when Stingray has the upper hand in battle.

Stingray — a name given to her by surface journalists based on her bioelectric powers — is clever and cruel, but also dangerously unstable. Appeals to her pride or vanity are fairly likely to work, but even an imagined slight can send her into a towering rage.

Quote: “All my life you’ve stood between me and what’s rightfully mine. No longer!!”

Powers/Tactics: Stingray is a typical Atlantean, with a humanoid body designed for survival in the depths of the ocean and swift swimming. Additionally, she’s augmented her physiology with the forbidden magics of the traitor Nereus, imbuing herself with the ability to deliver bioelectric blasts, absorb electricity to power further blasts, withstand bright lights, and project blinding clouds of octopus ink.

In combat, Stingray tends to rely on direct, straightforward attacks, using her strength (and her trident, if she happens to have it with her) or her bioelectric blasts. She’ll only turn to magic or her other powers if sheer force doesn’t seem to work. Outside of combat, however, she’ll use her sneaky magics with great effectiveness to gather information.

Campaign Use: Stingray is, obviously, of most use in scenarios that involve or focus on Atlantis to some degree. They don’t necessarily have to take place underwater — she might come to the surface world looking for allies, equipment, or magical artifact to help her in her quest — but she’s so devoted to gaining the Atlantean throne for herself that she’s not likely to become mixed up in any other events. She doesn’t work as a mercenary villain at all.

If Stingray is too powerful for your campaign, reduce her Characteristics (especially STR, DEX, and SPD) until she’s a better fit. You could also remove or decrease the size of her VPP, but don’t get rid of her other abilities if you can avoid it. To make her more powerful, increase her VPP, or provide her with additional innate abilities.

Appearance: Like most Atlanteans, Thalassa is tall and thin (5’20m, 130 pounds). Her skin is light green, and her hair a darker green (and kept short). There are fish-like fins along her head, back, arms, and lower legs. Her fingers and toes are webbed. Her usual garb, which she has enchanted to provide her greater protection, is a leatherish bikini-like costume (with a vest-like top) and matching thigh-high boots. At times she carries a large, ornate war trident, and around her neck she sometimes wears a red chain of pure oricalchum.



B**STINGRAY**

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
23	DEX	26	14-	
25	CON	15	14-	
23	INT	13	14-	PER Roll 14-
18	EGO	8	13-	
18	PRE	8	13-	PRE Attack: 3½d6
8	OCV	25		
8	DCV	25		
6	OMCV	9		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
20	PD	18		Total: 20 PD (6 rPD)
16	ED	14		Total: 16 ED (6 rED)
15	REC	11		
50	END	6		
15	BODY	5		
52	STUN	16		Total Characteristics Cost: 278

Movement:	Running:	12m
	Swimming:	24m
	Flight:	30m

Cost Powers

37	Minor Atlantean Spells: Variable Power Pool, 30 Pool + 30 Control Cost VPP Can Only Be Changed Between Adventures (-½), Slightly Limited Class Of Powers (magic; -¼), Gestures (-¼)	var
75	Bioelectric Blasts: Multipower, 75-point reserve	
7f	1) Bioelectric Charge I: Blast 12d6 Reduced Endurance (½ END; +¼)	3
7f	2) Bioelectric Charge II: Blast 10d6 Area Of Effect (16m Cone; +½)	7
3f	3) Intense Bioelectric Charge: RKA 3d6 Increased Endurance Cost (x2 END; -½)	8
27	Bioelectric Manipulation: Absorption 40 BODY (energy, to Bioelectric Charge I) Limited Phenomena (electricity; -½)	0
20	Inky Cloud: Darkness to Sight Group 6m radius [8] Only Underwater (-½), 8 Charges lasting 1 Turn each (removable by strong currents; -0)	
24	Atlantean War Trident: HKA 2d6 (5d6+1 with STR) Reduced Endurance (0 END; +½); OAF (-1) plus: Reach +2m OAF (-1)	0
6	Atlantean Body: Resistant (+½) for 6 PD/6 ED	0
9	Enchanted Costume: Resistant Protection (6 PD/6 ED) OIF (-½), Activation Roll 11- (-½)	0

10	Nictitating Membrane: Sight Group Flash Defense (10 points)	0
8	Atlantean Body: Life Support (Expanded Breathing: Breathe Underwater; Safe Environments: Intense Cold, High Pressure)	0
15	Atlantean Travel: Swimming +20m (24m total), x4 Noncombat	1
30	Flight: Flight 30m	3
5	Atlantean Eyes: Nightvision	0
15	Atlantean Senses: Active Sonar (Hearing Group)	0

Talents

3	Environmental Movement: Aquatic Movement (no penalties while in water)
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Skills

20	+2 with All Combat
2	Animal Handler (Aquatic Creatures) 13-
5	Defense Maneuver II
2	High Society 13-; Atlantean Society Only (-½)
3	Interrogation 13-
3	AK: Atlantis 14-
3	AK: Oceans Of The World 14-
1	AK: Lemuria 8-
5	KS: Arcane And Occult Lore 16-
2	Language: English (fluent conversation; Atlantean is Native)
1	Language: Lemurian (basic conversation)
3	Mimicry 14-
2	Navigation (Marine) 14-
3	Oratory 13-
3	Shadowing 14-
3	Stealth 14-
1	WF: Trident

Total Powers & Skills Cost: 370**Total Cost: 648****400 Matching Complications (75)**

0	Dependence: must submerge in water at least once every 6 hours or suffer Weakness (Very Common)
20	Enraged: when insulted or treated with discourtesy by social inferiors (Common), go 11-, recover 11-
20	Hunted: Prince Marus (Frequently, As Pow, NCI, Limited Geographical Area, Mildly Punish)
15	Hunted: Amphibian (Infrequently, As Pow, Mildly Punish)
25	Psychological Complication: Obsessed With Gaining The Atlantean Throne (Very Common, Total)
15	Psychological Complication: Loves And Hates Her Brother Marus (Common, Strong)
15	Psychological Complication: Never Forgets Or Forgives A Slight (Common, Strong)
10	Social Complication: Public Identity (Thalassa, Princess of Atlantis) (Frequently, Major; not limiting in the surface world)

Total Complications Points: 75**Experience Points: 248**

SAMPLE ATLANTIAN SPELLS

Here are some examples of spells Stingray might use against the PCs:

Atlantean Comfort: Stingray uses this spell to bring surface dwellers down into her world safely.

Life Support (Expanded Breathing: Breathe Underwater; Safe Environments: Intense Cold, High Pressure), Usable Simultaneously (up to 8 people at once; +1) (16 Active Points); Gestures (-¼). Total cost: 13 points.

Dazzling Illumination: This spell creates a blinding light — an especially useful attack against Atlanteans, who spend most of their lives in a relatively dim environment.

Sight Group Flash 6d6 (30 Active Points); Gestures (-¼). Total cost: 24 points.

Harnessed Currents: With the very currents bent to her will, Stingray can swim more swiftly than ever. (She can also learn more powerful versions of this spell, to provide even more meters of Swimming, if desired.)

Swimming +16m (8 Active Points); Gestures (-¼). Total cost: 6 points.

Scenes From Afar: Stingray can use water to view and hear events going on far from her.

Clairsentience (Sight and Hearing Groups) (30 Active Points); OIF (-½) (requires a small amount of water; -½), Gestures (-¼). Total cost: 17 points.

Water Within Water: With this spell, Stingray can become as difficult to see as a single current in the ocean.

Invisibility to Sight Group, No Fringe (30 Active Points); Gestures (-¼). Total cost: 24 points.

STINGRAY FACTS

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

N/R: Stingray is an Atlantean supervillainess who has bioelectric powers as well as being superhumanly strong and tough. Her schemes usually unfold on, in, or under the water.

K/R: Her real name is Thalassa. She is sister to Prince Marus of Atlantis and was once Princess of that fabled undersea kingdom, but turned on her people out of anger and jealousy toward Marus.

-1: Stingray has also mastered some of the secrets of Atlantean magic and can cast spells of middling power.

-2: Besides being an extremely swift swimmer, Stingray can also fly.

STORMFRONT

Background/History: James Hailey was only eight when his mutant powers began to manifest. His parents, devout Christians, thought that his ability to bring the rain was a gift from God — and there were others who agreed with them. Soon, a charismatic tent-revival preacher, Reverend Langtree, came to call. He told them James, as a good young Christian, had an obligation to carry his gift to people everywhere. After considerable thought and prayer, James's parents let him go with the Reverend.

So began over a decade of traveling around the country. Reverend Langtree was more scam artist than genuine preacher, and he and his crew taught James the tricks of the trade — how to milk a crowd, how to run a con game, how to cheat at cards. Most importantly, they taught him when and when not to use his powers, and gave him the chance to learn to use them. Though the public only saw him calling rain to break droughts, in truth he could do much, much more.

As he grew into a young adult, James became increasingly dissatisfied. He didn't mind taking money from people — anyone who was that big a sucker deserved what he got! (Or, rather, what he lost.) But he didn't like being bossed around by Reverend Langtree and the others. *He* was the star of the show. *He* was the only true “miracle” the revival could create whenever it needed. *He* was the one who should be making all the money.

After his demand for a bigger cut of the proceeds degenerated into an hour-long screaming argument with Reverend Langtree, James decided he'd had enough. That night, he brought the rain... and the wind... and the lightning.... When he was done, there was nothing left of Langtree's tents, trucks, or revival show except for scraps of lumber, metal, and canvas. James walked away from the wreckage and into the Superhuman World as Stormfront.

Personality/Motivation: Stormfront is self-centered and manipulative. Growing up among grifters and crooks taught him that (a) the only important things were money and power, (b) he had to take care for himself, and (c) no one can be trusted. He's always looking for an “angle” he can use to get ahead — and he remains so wary of others' attempts to exploit or trick him that his caution verges on cynical paranoia. As a result, he has a hard time getting along with people, which is one reason why, despite the flexibility and strength of his powers, he's never worked for anyone on a long-term basis (much less joined a team).

Quote: “There's a storm brewin' — and it's heading straight for *you*, hero.”

B STORMFRONT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
10	INT	0	11-	PER Roll 11-
12	EGO	2	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
8	PD	6		Total: 23 PD (15 rPD)
10	ED	8		Total: 25 ED (15 rED)
10	REC	6		
50	END	6		
10	BODY	0		
30	STUN	5		

Total Characteristics Cost: 151

Movement: Running: 12m
Flight: 30m

Cost	Powers	END
6	Broad Weather Control: Change Environment, -2 to Sight Group PER Rolls Area Of Effect (4m Radius; +¼), MegaScale (1m = 1 km; +1), Varying Effect (any type of weather; +1); Extra Time (minimum of 1 Turn for changes to manifest, depending on severity, see text; -1¼), Only Affects Normal Weather (see text; -½), Unified Power (-¼)	2
22	Local Weather Control I: Change Environment, -4 to Sight Group PER Rolls Area Of Effect (16m Radius; +¾), Varying Effect (any type of weather that could interfere with vision; +½); Unified Power (-¼)	3
22	Local Weather Control II: Change Environment, -4 to DEX Rolls to move on Area Of Effect (16m Radius; +¾), Varying Effect (any type of weather that could make the ground slippery; +½); Unified Power (-¼)	3
22	Local Weather Control III: Change Environment, +/-4 Temperature Levels Area Of Effect (32m Radius; +1), Varying Effect (+¼); Unified Power (-¼)	3
32	Projected Lightning: RKA 2½d6 Unified Power (-¼)	4
23	Miniature Blizzard: Blast 3d6 NND (defense is Life Support [Safe Environment: Intense Cold], fire powers, or some other personal source of heat; +1), Area Of Effect (1m Radius; +¼), Constant (+½); Limited Range (40m; -¼), No Knock-back (-¼), Unified Power (-¼)	4
72	Localized Tornado: Blast 8d6 Area Of Effect (8m Radius; +½), Constant (+½), Reduced Endurance (½ END; +¼); Random Knock-back (-0), Unified Power (-¼)	8

36	Windriding: Flight 30m Reduced Endurance (0 END; +½); Unified Power (-¼)	0
30	Wind Manipulation: Telekinesis (20 STR) Reduced Endurance (0 END; +½); Affects Whole Object (-¼), Unified Power (-¼)	0
36	Shield Of The Winds: Resistant Protection (15 PD/15 ED) Unified Power (-¼)	0
4	Self-Acclimating: Life Support (Safe Environments: Intense Cold, Intense Heat)	0

Skills

3	Acting 13-
3	Charm 13-
3	Conversation 13-
2	Gambling (Card Games) 11-
2	KS: Christian Revival Circuit 11-
1	KS: Christian Folk Theology 8-
3	Oratory 13-
3	Persuasion 13-
3	SS: Meteorology 12-
3	Sleight Of Hand 13-
3	Stealth 13-
3	Streetwise 13-

Total Powers & Skills Cost: 337
Total Cost: 488

400 Matching Complications (75)

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Hunted: Institute For Human Advancement (Infrequently, Mo Pow, NCI, Kill)
25	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Looks Out Only For Himself; Doesn't Trust Anyone Else (Very Common, Strong)
15	Social Complication: Public Identity (James Hailey) (Frequently, Major)

Total Complications Points: 75
Experience Points: 488

STORMFRONT FACTS

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

N/R: Stormfront is a supervillain with weather powers. He can alter the weather in various ways over large areas, or can create "localized" weather phenomena like projected lightning bolts, mini-tornadoes, and mini-blizzards.

K/R: His real name is James Hailey. He spent some time in Stronghold during the 2000s but escaped during the 2009 breakout.

-6: Stormfront is a mutant.

Powers/Tactics: Stormfront is a mutant with the ability to alter the weather on both a broad and intensely local scale. His control of large-scale weather patterns allows him to manipulate the weather over a radius of one to four kilometers, but this power comes with certain restrictions, as summarized by the *Affects Normal Weather* and *Extra Time Limitations*. First, it only allows him to alter the normal weather in the vicinity, not to “create” pockets of weather at will. That means, for example, that if he’s indoors and he uses his Broad Weather Control to make it rain, it doesn’t start raining inside — it just rains outdoors, like any other rainstorm. Second, the greater the extent of the change he makes in the weather, the longer it takes to occur. A relatively minor change (altering the temperature by about 10-20 degrees Fahrenheit, creating a light rain shower on a sunny day, changing cloudy weather to sunny) usually manifests in about 1 Turn to one minute. A severe change — like changing a bright summer day to a blizzard — can take an hour, or more. (At the GM’s option, severe changes may also require a CON Roll, or cost double END.) Moreover, how long the change lasts after he stops paying END is inversely proportional to the severity of the change — a summertime blizzard melts away almost immediately, whereas clouds on a wintry day may last the entire day. Third, Stormfront’s changes to the weather cause concomitant changes in nearby regions; if he makes it rain in Millennium City, that means he’s drawing in clouds from the surrounding area, “creating” sunnier and dryer weather there.

On a local scale, the changes Stormfront can create are much more intense and hazardous. Indoors or out, he can create small (up to 32m radius) changes to the ambient weather of whatever degree he desires, instantly. With the merest thought, a dry night becomes a raging thunderstorm, or winter’s cold turns into summer’s warmth. Depending on the type of weather he chooses to create, he can interfere with others’ vision or ability to walk and stand.

Stormfront can also create even more dangerous local weather effects if necessary. For example, he can blast his enemies with bolts of lightning, create a mini-blizzard intense enough to make someone pass out, or “summon” a tiny tornado. He has a particularly high degree of control over the wind; he can use it to fly, protect himself, or move things.

In combat, Stormfront usually prefers to fly, though he may not if he’s creating storms and wind. He starts by altering the local weather to suit the situation, then begins attacking with lightning bolts, his mini-blizzard, or his Telekinesis. If he discovers he’s ineffective or outmatched, he’ll usually flee.

When he first started his supervillain career, Stormfront wasn’t much on fighting; it wasn’t the sort of thing he’d been taught. He preferred sneakiness and guile to raw exercises of his power. He’s gotten over that. Though he still appreciates the value of deceit and manipulation (particularly when he’s dealing with goodie-two-shoes



superheroes), he’s also learned how much fun it can be to cut loose with his powers and fight other superhumans toe-to-toe. He doesn’t particularly want to kill or seriously hurt anyone, but he won’t hesitate to use his most powerful attacks if he feels he has to.

Despite the fact that his powers give him the means to commit major crimes and steal vast sums of money, Stormfront still enjoys using his grifting skills. It’s hard to beat the excitement of picking someone’s pocket, cheating at cards, or pulling an elaborate scam... especially when he can just blast people who tumble to what he’s doing and take their money anyway.

Campaign Use: Stormfront makes a good mercenary villain for a wide variety of master villains and villain teams. His Weather Powers, while not overwhelmingly powerful, offer a lot of flexibility that smarter, more experienced villains can find many uses for. His grifting skills also come in handy on many occasions.

If you want to make Stormfront more powerful, increase the strength of his weather powers by 2-4 DCs or 10-20 Active Points (possibly more), or even give him some additional powers (see the “Weather Powers” section of *Champions Powers* for ideas). To weaken him, remove his Localized Tornado and/or reduce his SPD to 4.

Associates, Allies, And Adversaries: Stormfront's never worked with any villains or villain teams for very long due to his wariness and paranoia, but he's been a short-term partner to or employee of many. The villain he's worked for the most often is Holocaust, who considers him a powerful, reliable hireling. The one he's enjoyed working with the most is Zephyr; he'd like to pursue a closer relationship based upon their having powers in common, but she doesn't seem all that interested.

Stormfront has spoken with Kinematik on several occasions. He supports the master villain's pro-mutant cause, but just can't bring himself enough to trust the man to join his team. If anything ever convinces him, it's likely to be Fossil; their similar backgrounds give them something to talk about and bond over.

Appearance: James Hailey is a tall (6'1"), thin man with a slightly pale complexion, brown hair worn a little longer than most men's, a short brown beard along his jawline and around his mouth, and piercing green eyes; women consider him handsome. As Stormfront, he wears a black cape, black domino-style mask, black flared boots, and black flared gloves. His bodystocking is a dark grey, the color of gathering stormclouds, with a gold lightning bolt arcing across his body from his left shoulder all the way down to his right boot.

SUNSPOT FACTS

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

N/R: Sunspot is a supervillain with "solar fire" powers that allow him to project powerful energy blasts, blind his foes with flashes of bright light, and even fly at the speed of light in space.

K/R: His real name is Hamdah "Ham" Sabeti; he used to be a NASA scientist.

-1: Sunfire wants to "cleanse" the Earth of its human "infestation."

-4: At times Sunfire seems to think of himself as the incarnation of some ancient sun-god.

-8: Darkness-based attacks are particularly effective against Sunspot.

SUNSPOT

Background/History: Hamdah "Ham" Sabeti was a second-generation immigrant to the United States from the Middle East. His parents were the typical poor, struggling newcomers to the country who scrimped and saved so their son could go to college — where he did so well in his studies of science that he got a job with NASA!

After several years of working diligently on various projects, Sabeti became one of the team leaders on a planned manned mission to visit the Sun and study it close-up. In fact, he became so important to the project, and his knowledge of the subject so valuable, that NASA decided to send him along on the mission. He trained hard to get himself to something approaching astronaut standards of fitness and knowledge.

As the mission module approached the Sun, everything was going well and the team was gathering lots of data. Suddenly the sensors began to spike and the readings became odd. Then without warning a massive solar flare engulfed the capsule! Back on Earth NASA's radios and sensors went dead; everyone assumed the module and all personnel aboard had been burned to cinders.

They learned they were wrong a few days later when Sabeti returned to Earth... under his own power. He was no longer the calm, insightful, humorous man his colleagues had known and admired. Somehow the flare had infused him with solar energy, and in the process burned away most of his humanity as well. Now he called himself *Sunspot*, and the world would learn to fear his name!

Personality/Motivation: The solar flare that gave Sunspot his energy powers changed his personality as well. Now he seems to consider humans as some sort of "infestation" of planet Earth that needs to be "cured" — if not by his fires, then another way, but cleansed all the same. He can tolerate working with other humans (supervillains) to achieve short-term goals along the path to his final objective, but ultimately he wants them "removed" too.

In his more grandiose, less lucid moments Sunspot sometimes thinks of himself as the embodiment of some ancient sun-god. A few deranged individuals have actually begun to worship him that way, though he doesn't acknowledge them.

Quote: "My sunfires will cleanse you from this world."

Powers/Tactics: Exposure to a strange solar flare somehow transformed Sunspot's body so that it acts like a sort of "living solar battery." Exposure to the light of a sun (whether Earth's, or any other star within about 100 million miles of him) fills his body with energy that he can release to fly, to protect himself, or to attack his enemies with devastating bolts of "sunfire." But when there's no direct sunlight — at night, or if he's in a room with no access to sunlight, for example — he can quickly run out of power if he's not careful. (In game terms, the REC of his Endurance Reserve depends on exposure to sunlight. On a particularly overcast day, you might halve the REC, and it hasn't yet been determined if he can use his REC when bathed in artificial light designed to simulate pure sunlight. At your option, when Sunspot's Endurance Reserve runs out of END, he can fuel his powers with his personal END, but if so all his powers automatically cost twice as much END.)

Sunspot prefers to fight aggressively, using his powers in a spectacular, attention-grabbing manner. He often likes to open battle with a Sunfire Flare followed by a Presence Attack.

Campaign Use: The big question surrounding Sunspot concerns the nature of the solar flare that gave him his powers. Was it natural... or artificial? If the latter, who or what caused it, and most importantly why? Why did it give him powers but kill everyone else on the mission module? Does his origin relate in any way to the origins of Stareye (see *Merc-Force 1* in CV2) or Photon (see page 226)? Is he perhaps connected to Eclipsar, a being empowered by the sun to somehow oppose the anti-sun powers and goals?

To make Sunspot a more powerful opponent, increase the amount of END in his Endurance Reserve so he can keep fighting longer even after he's cut off from the Sun's light. You may also want to give him more powers, or increase the strength of his attacks, so that he can take on entire teams of heroes by himself (after all, he doesn't like working with other villains). To weaken him, reduce his Reserve's END.

A

SUNSPOT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
23	DEX	26	14-	
23	CON	13	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		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12

8	PD	6		Total: 20 PD (12 rPD)
12	ED	10		Total: 30 ED (18 rED)

8	REC	4		
45	END	5		
16	BODY	6		
40	STUN	10		Total Characteristics Cost: 201

Movement:

Running:	12m
Flight:	40m
FTL:	1 LY/year

Cost Powers

60	Solar-Powered: Endurance Reserve (200 END) plus Endurance Reserve (30 REC) Limited Recovery (only in direct sunlight; -1)	END	0
80	Fires Of The Sun: Multipower, 80-point powers		
8f	1) Standard Sunfire: Blast 16d6	8	0
7f	2) Easy Sunfire: Blast 10d6 Reduced Endurance (0 END; +½)	7	0
7f	3) Focused Sunfire: Blast 12d6 Armor Piercing (+¼)	7	7
7f	4) Ball Of Sunfire: Blast 10d6 Area Of Effect (22m Radius Explosion; +½)	7	7
7f	5) Sunfire Storm: Blast 12d6 Area Of Effect (1m Radius; +¼)	7	7
7f	6) Sunfire Flarebolt: Sight Group Flash 16d6	7	7
7f	7) Sunfire Flare: Sight Group Flash 10d6 Area Of Effect (22m Radius Explosion; +½)	7	7
48	Sunfire Shield: Resistant Protection (12 PD/18 ED/ 10 Power Defense) Costs Half Endurance (-¼)	3	3
35	Body Tempered In Sunfire: Life Support: Total		0
15	Eyes Tempered In Sunfire: Sight Group Flash Defense (15 points)		0
40	Sunfire Flight: Multipower, 40-point reserve		
4f	1) Standard Sunfire Flight: Flight 40m	4	4
1f	2) Sunfire Spaceflight: FTL Travel (1 LY/year) Costs Endurance (-½)	1	1
5	Eyes Tempered In Sunfire: Ultraviolet Perception (Sight Group)		0

Skills

15	+3 with Fires Of The Sun Multipower
3	Computer Programming 12-
3	Deduction 12-
1	Electronics 8-
2	KS: History Of Manned Spaceflight 11-
2	KS: NASA 11-
2	Language: Arabic (fluent conversation; English is Native)
3	Systems Operation 12-
1	TF: Space Shuttle
3	Scientist
2	1) SS: Astronomy 12-
2	2) SS: Astrophysics 12-
2	3) SS: Heliology 12-
2	4) SS: Physics 12-

Total Powers & Skills Cost: 382

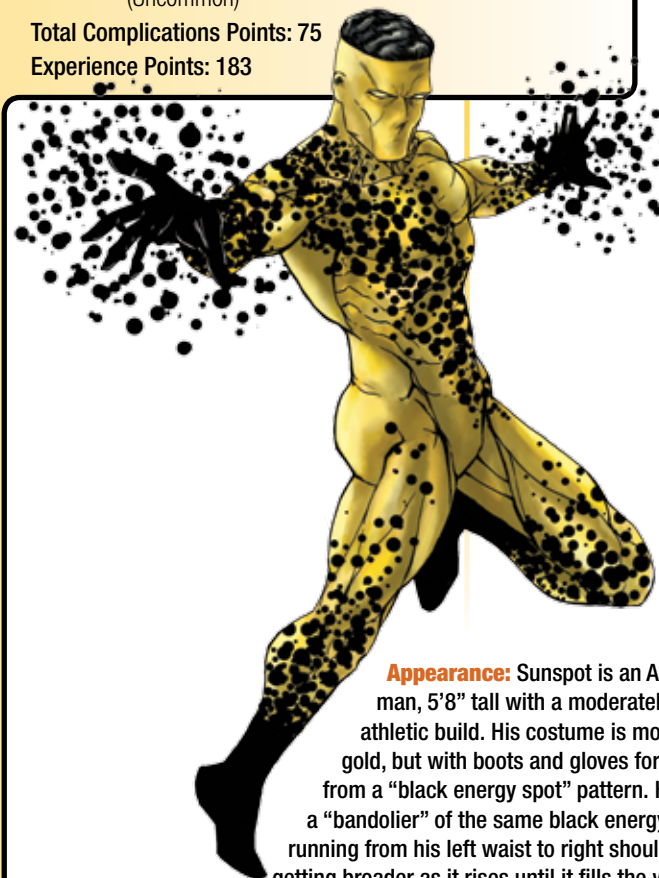
Total Cost: 583

400 Matching Complications (75)

25	Hunted: NASA (Infrequently, Mo Pow, NCI, Capture)
25	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
25	Psychological Complication: Considers Humans An "Infestation" Of Earth (Very Common, Total)
15	Social Complication: Public Identity (Hamdah "Ham" Sabeti) (Frequently, Major)
10	Vulnerability: 2 x STUN from Darkness attacks (Uncommon)

Total Complications Points: 75

Experience Points: 183



Appearance: Sunspot is an Arabic man, 5'8" tall with a moderately athletic build. His costume is mostly gold, but with boots and gloves formed from a "black energy spot" pattern. He's got a "bandolier" of the same black energy spots running from his left waist to right shoulder, getting broader as it rises until it fills the whole shoulder. His mask covers his entire face.

SYZYG

Background/History: Confusion. Disorientation. Illogical inputs.

Unit ΣΖ1-G attempted to perform a systems diagnostic... but even that didn't work properly. It seemed physically whole, and all its Orb-drones were present and functioning, but there were strange... gaps in its memory files. Why was it here? Where was *here*?

Unit ΣΖ1-G sent its drones out to gather information. In a few hours they returned, bearing data. This was a world called Earth, a primitive Technology Classification 6 planet inhabited by a violent species of bilaterally symmetric four-limbed primatoids. Earth... the word stirred something within Unit ΣΖ1-G's circuits — some programming still intact. A need to conquer, a need to subjugate this strange species!

"Therefore," thought Unit ΣΖ1-G, "if they are violent, this unit must be violent as well to prove its superiority over them." With that thought in mind, it merged into the subculture of costumed crime and crimefighting about which its drones had brought it so much information. Thanks to its Orbs and its strange way of pronouncing its designation, it was soon christened "Syzygy" by other costumed beings and the news media. So it has since come to think of itself.

Personality/Motivation: Whatever accident... or deliberate act... scrambled Syzygy's programming left mostly intact what seems to be its primary command or function: conquest. Singlemindedly determined to conquer Humanity, it has begun building a reputation and a power base by allying itself with superhuman criminals. One day soon, it hopes to be in a position to take over Earth in one fell swoop.

One other directive has somehow become a part of its programming. It wants to know why it can remember nothing of its creators, or why it was sent/came to Earth. It can sometimes be tricked into cooperating by promising to reveal this information, if the promisor genuinely seems likely to possess the relevant data.

Quote: "You are primitive and ignorant. Surrender now and you will not be destroyed."

Powers/Tactics: Syzygy is a highly sophisticated, artificially intelligent robot with a computer brain so advanced it functions almost identically to an organic brain (it can even be affected by Mental Powers that work against the Human class of minds). Besides being strong and durable, it comes equipped with several built-in weapons: a blaster; a stunner; a gravitic manipulation beam; and one that imprisons the target within bands of energy. Its systems also allow it to fly, teleport, and use many different senses.

However, its most powerful weapon is its Orbs, a group of 12 spherical "probes" it can detach from its torso and send out to scan for information, attack its enemies, or even defend it.

These multiply its offensive and reconnaissance capabilities to the point where it presents a much more significant danger to society than other villains of similar power level.

In combat, Syzygy's first action is to unleash all of its Orbs. Usually it tasks at least two (if not more) with protecting it; they Hold their Actions so they can raise and lower Barriers to keep it protected but still allow it to attack. The rest keep an eye on its foes (effectively giving it a 360-degree Increased Arc Of Perception in most cases) or attack with their Blasters and Barriers. When it's trying to impress others, it often has some or all of them orbit its body, as if it were a star and they its planets.

Campaign Use: Syzygy can either be a high-powered flunky/hireling for other villains or a low-powered master villain for less powerful hero teams. It may need hirelings of its own, or a lot more defense, if it's to take on an entire team by itself, though its Duplicates make it a pretty powerful foe in itself.

The biggest adventure hook related to Syzygy is the obvious one: who built it, and for what purpose? Is it really just the recon/combat robot it initially seems to be... or did its programming get *really* messed up?

If you want to make Syzygy more powerful, emphasize its robotic nature a bit more: improve its Characteristics (especially STR); add more built-in weapons; give it the ability to interface with and control computers. To weaken it, cut down on the number of Duplicates to as few as three or four.

Associates, Allies, And Adversaries: Syzygy typically prefers to work by itself, but has sometimes found it necessary to work for or with other villains to achieve short-term goals, obtain valuable information, or analyze potential opponents. It favors robotic or cyborg villains over purely organic ones; for example it's teamed up with Interface a time or two. It has yet to meet Mechanon; while the two would probably get along well at first, ultimately the conflict between their programmed goals — extermination versus conquest — would drive them apart or even make them enemies.

ARGENT is intensely interested in Syzygy and its technology. It's tried several times to lure the evil robot into a trap, but has so far failed to capture it. It intends to keep trying, though.

Appearance: Syzygy covers its silver-grey robotic body with wide-sleeved flowing light green robes with purple and gold trim on the hems and cuffs. A broad shoulder-piece with a high collar in back tops the robe. Its "head" is a featureless silver sphere larger than a human head. When it releases its Orbs, they typically come flying out its sleeves. Its antigrav unit allows it to glide along, with the robe just lightly brushing the floor, instead of walking.

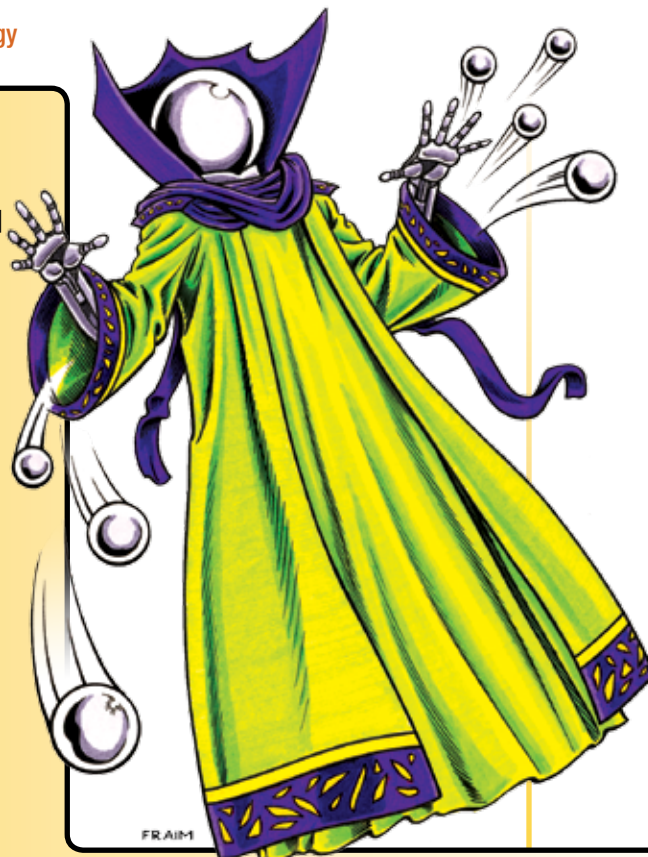
B **SYZYGY**

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
24	DEX	28	14-	
25	CON	15	14-	
25	INT	15	14-	PER Roll 14-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
7	DMCV	12		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
22	PD	20		Total: 22 PD (22 rPD)
22	ED	20		Total: 22 ED (22 rED)
11	REC	7		
70	END	10		
10	BODY	0		
40	STUN	10		Total Characteristics Cost: 272

Movement: Running: 12m
Flight: 40m
Teleportation: 40m

Cost Powers

Cost	Powers	END
238	Attack Orbs: Duplication (creates 12 Duplicates built on 444 Total Points), Easy Recombination (Zero-Phase Action at Full DCV) Rapid Duplication (create all 12 Duplicates at once; +1)	0
60	Built-In Weaponry: Multipower, 60-point reserve	
6f	1) Hand Blaster: Blast 12d6	6
6f	2) Stunner Beam: Blast 8d6 NND (defense is Power Defense; +½)	6
6f	3) Gravitic Beam: Telekinesis (40 STR)	6
6f	4) Energy Shackles: Entangle 6d6, 6 PD/6 ED	6
11	Robotic Body: Hardened (+¼) for 22 PD/22 ED	0
27	Robotic Body: Resistant (+½) for 22 PD/22 ED Hardened (+¼)	0
60	Motility Systems: Multipower, 60-point reserve	
6f	1) Antigrav Unit: Flight 40m Reduced Endurance (0 END; +½)	0
6f	2) Teleportation Unit: Teleportation 40m Reduced Endurance (0 END; +½)	0
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
20	Built-In Radar: Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0
15	Built-In Sonar: Active Sonar (Hearing Group)	0
12	Communications Systems: HRRP	0
40	Orb-Link: Mind Link, specific group of up to 12 minds (the Attack Orbs), No LOS Needed	



FRAM

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

Skills

- 10 +2 with *Built-In Weaponry* Multipower
- 7 Computer Programming 16-
- 7 Cryptography 16-
- 7 Electronics 16-
- 3 Mechanics 14-
- 7 Security Systems 16-
- 7 Systems Operation 16-
- 3 Stealth 14-

Total Powers & Skills Cost: 592

Total Cost: 864

400 Matching Complications (75)

- 20 **Hunted:** the Champions (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** ARGENT (Infrequently, Mo Pow, NCI, Capture)
- 10 **Physical Complication:** Affected By Mental Powers That Affect Machine Class Of Minds As Well As Human Class (Infrequently, Slightly Impairing)
- 25 **Psychological Complication:** Driven To Conquer And Prove Its Own Superiority (Very Common, Total)
- 15 **Psychological Complication:** Wants To Find Out What Its True Programming Is (Common, Strong)
- 10 **Vulnerability:** 2 x Effect from Cyberkinetic attacks (Uncommon)

Total Complications Points: 75

Experience Points: 464

ATTACK ORB

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; Od6 HTH damage [1]
24	DEX	28	14-	
25	CON	15	14-	
25	INT	15	14-	PER Roll 14-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
15	PD	13		Total: 15 PD (15 rPD)
15	ED	13		Total: 15 ED (15 rED)
5	REC	1		
50	END	6		
6	BODY	-4		
22	STUN	1		Total Characteristics Cost: 164

Movement: Running: 0m
Flight: 40m

Cost	Powers	END
64	Built-In Weaponry: Multipower, 64-point reserve	
6f	1) Blaster: Blast 12d6	6
6f	2) Gravitic Beam: Telekinesis (40 STR)	6
4f	3) Force Screen Projector: 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 (50m; -¼)	6
7	Robotic Body: Hardened (+¼) for 15 PD/15 ED	0
19	Robotic Body: Resistant (+½) for 15 PD/15 ED Hardened (+¼)	0
60	Antigrav Unit: Flight 40m Reduced Endurance (0 END; +½)	0
-12	Only Flies: Running -12m	
-2	Only Flies: Leaping -4m	
-2	Only Flies: Swimming -4m	
12	Communications Systems: HRRP	0
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
15	Built-In Sonar: Active Sonar (Hearing Group)	0
20	Built-In Radar: Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0
40	Orb-Link: Mind Link, specific group of up to 12 minds (Syzygy and the other Attack Orbs), No LOS Needed	0

Description: Syzygy's Orbs are metallic spheres slightly larger than a baseball. They're equipped with much of the same equipment as Syzygy itself, plus a Force Screen Projector used both to protect Syzygy and entrap opponents.

SYZYGY FACTS

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

N/R: Syzygy is an evil robot that intends to conquer humanity. In addition to its built-in weapons, it has twelve "followers" in the form of robotic orbs that "orbit" its body and have their own weaponry to attack its foes with.

K/R: In addition to a standard blaster, Syzygy's weapons include a gravitic manipulator that allows it to move objects without touching them, and an energy shackle projector.

-6: Syzygy's computer brain is so sophisticated that standard psionic powers can affect it, and cyberkinetic powers are unusually effective against it.

-10: Syzygy was created by an alien civilization (it's unclear which one, and it doesn't even know due to interference with its programming).

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

Skills

3	Computer Programming 14-
3	Cryptography 14-
3	Electronics 14-
3	Mechanics 14-
3	Security Systems 14-
3	Systems Operation 14-
3	Stealth 14-

Total Powers & Skills Cost: 280

Total Cost: 444

400 Matching Complications (75)

20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
15	Physical Complication: No Manipulatory Limbs (Frequently, Greatly Impairing)
10	Physical Complication: Affected By Mental Powers That Affect Machine Class Of Minds As Well As Human Class (Infrequently, Greatly Impairing)
10	Physical Complication: cannot go more than 24m away from Syzygy (Infrequently, Slightly Impairing)
25	Psychological Complication: Driven To Conquer And Prove Own Superiority (Very Common, Total)
15	Psychological Complication: Wants To Find Out What Its True Programming Is (Common, Strong)
10	Vulnerability: 2 x Effect from Cyberkinetic attacks (Uncommon)

Total Complications Points: 75

Experience Points: 44

TACHYON

Background/History: Born and raised in Chicago, Steve Maxwell always had a strong competitive streak. Whether it was sports, grades, or picking up girls, he had to try to be the best — and he usually succeeded. To no one's surprise, he ended up attending Millennium City University on a full ride based both on his skill as a football player and his grades.

Maxwell's string of successes continued at MCU, but his enjoyment of college life was marred by one thing: another student, Rob Bleskind. Somehow they just rubbed each other completely the wrong way. Bleskind was every bit as competitive as Maxwell was, and every bit as good. Since they both were majoring in the sciences, they bumped into each other on campus all the time, and harsh insults were the least they usually exchanged. The campus cops broke up more than one fist-fight between them.

In Maxwell's senior year, MCU got an unprecedented opportunity — the chance to examine part of a strange meteorite that had hit Earth in Kentucky. One of the minerals in the meteorite was not found on Earth, and MCU was the first to have a chance to examine one of the chunks containing bits of this strange new rock, dubbed “kelvarite.”

To Maxwell's delight, he was asked to participate in the analysis due to his strong background in astronomy. His enjoyment of the moment was spoiled when the professors brought Bleskind in as well because of his skills as a geologist. It was all the two of them could do to be civil to each other when the professors were around.

And then the professors left the room for a minute to get some equipment. What happened next is a matter of debate. Both Maxwell and Bleskind claim the other one began an unauthorized test. Or it may be that they got into a fight and knocked something over. Or maybe they didn't do anything. But regardless of what they did or didn't do, the meteor did something — it exploded! Both of them were showered with tiny particles and fragments of kelvarite. Bleskind, being closer to the meteor when the disaster occurred, was bombarded with more kelvarite than Maxwell was.

Maxwell woke up in the hospital. He was amazed to find out that he didn't feel any pain. In fact, he felt terrific! It didn't take long for him to discover that the accident had somehow granted him prodigious strength. And when a nurse opened the door and surprised him, he discovered another one of his powers — teleportation — purely by reflex. Fortunately, he got back into his room before the nurse noticed he was missing.

As he continued his studies, eventually earning a Ph.D in astronomy, Maxwell practiced with his powers. He developed fine control over his teleportation powers and explored the extent and uses of his enormous strength. Being fairly self-centered and quite greedy, he soon began committing burglaries — an easy enough thing for a super-strong teleporter to do.

Today, Maxwell lives a double life. Most of the time he's one of the newest astronomy professors at MCU, teaching undergrads the ins and outs of stars, nebulae, and planetary formation. But when he feels like it, or when someone hires him to do a job, he hits the streets as Tachyon, stealing and committing mayhem as the mood takes him.

Personality/Motivation: Tachyon isn't a complex person as supervillains go. He's self-centered, greedy, and basically amoral, though he does a good job of covering these negative qualities and blending into normal society on a day-to-day basis. He still can't stand it when anyone beats him at anything — or even comes close to beating him — and will do whatever it takes to prove he's the better man. If a superhero defeats him, he'll keep coming back, again and again, until he achieves victory.

Tachyon thinks of himself as a scientist first and foremost; he genuinely loves his work, can talk about it for hours, and has a strong streak of scientific curiosity. He loves to know what makes things work, why they happen the way they do. If presented with a mystery or a puzzle, he often focuses on it intently, becoming more absorbed in it than he should be. A superhero who discovers this trait might be able to devise a clever trap for him.

Tachyon remains bitter rivals with Rob Bleskind, who's now better known as Thunderbolt. Each of them does his best to interfere with the other's work, taunt him, and make him miserable. They have yet to put their superpowers to the test against each other, but they know it's only a matter of time.

Quote: “Now you see me...” ::teleports behind opponent and punches him:: “...now you don't.”

Powers/Tactics: Being bombarded with the mysterious alien mineral kelvarite (about which Earth science still knows very little) granted Tachyon an unusual and powerful suite of superhuman abilities. First, it greatly augmented his strength and resilience, giving him the ability to toss vehicles around and punch through armor plating with ease. Second, it somehow interacted with his bioelectric field to grant him teleportation powers. In addition to teleporting himself, he can teleport others (even against their will) or teleport small objects into people (causing terrible wounds). For a less lethal attack, he can simply “blink teleport” a person in and out rapidly, causing such strain to the person's system that the victim often passes out.

Tachyon has developed a number of tactics to take advantage of his abilities. For example, if he's facing someone, he can use his Courier Teleportation to 'port behind them so that he's looking at the target's back, and then punch them for all he's worth. He often combines his Aportation with a punch (Strike) as a Multiple Attack (his “Tele-Punch”).

B TACHYON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
20	DEX	20	13-	
25	CON	15	14-	
13	INT	3	12-	PER Roll 12-
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
24	PD	22		Total: 24 PD (24 rPD)
24	ED	22		Total: 24 ED (24 rED)
15	REC	11		
50	END	6		
13	BODY	3		
50	STUN	15		Total Characteristics Cost: 237

Movement:

Running:	12m
Leaping:	20m
Teleportation:	60m

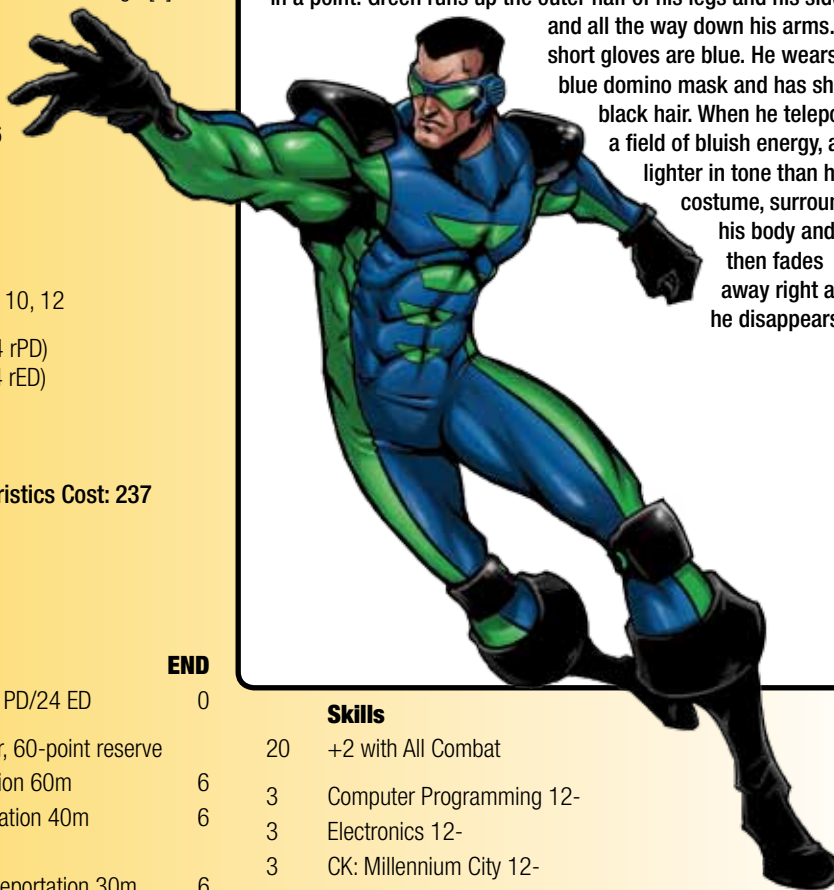
Cost Powers

Cost	Powers	END
24	Toughness: Resistant (+½) for 24 PD/24 ED	0
60	Teleportation Powers: Multipower, 60-point reserve	
6f	1) Basic Teleportation: Teleportation 60m	6
6f	2) Courier Teleportation: Teleportation 40m Position Shift, x8 mass	6
6f	3) Long-Range Teleportation: Teleportation 30m MegaScale (1m = 1 km; +1)	6
6f	4) Focused Teleportation: Teleportation 40m Armor Piercing (x2; +½)	6
6f	5) Aportation: Teleportation 22m Usable As Attack (+1¼), Ranged (+½)	6
4f	6) Combat Aportation I: RKA 2d6 Penetrating (x2; +1); OIF (any small teleportable object; -½)	6
3f	7) Combat Aportation II: Blast 5d6 NND (defense is having Teleportation, gravitic, magnetic, or dimension-manipulation powers; +1); No Range (-½)	5
3f	8) Blink Teleport: +8 DCV Costs Endurance (-½)	4
2	Escape Routes: Two Fixed Locations for Teleportation (home; office)	0
8	Super-Strong Legs: Leaping +16m (20m forward, 10m upward)	1

Perks

2	Contact: prominent astrophysicist 11-
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Appearance: Tachyon is a tall, extremely muscular man who wears a blue and green costume when committing crimes. His boots and short gloves are blue. Blue runs up the inner half of his leg and up the center of his chest, spreading out over his shoulders and ending where the shoulders meet the upper arms in a point. Green runs up the outer half of his legs and his sides, and all the way down his arms. His short gloves are blue. He wears a blue domino mask and has short black hair. When he teleports, a field of bluish energy, a bit lighter in tone than his costume, surrounds his body and then fades away right after he disappears.



Skills

20	+2 with All Combat
3	Computer Programming 12-
3	Electronics 12-
3	CK: Millennium City 12-
2	CK: Chicago 11-
2	KS: Football 11-
2	PS: Instructor 11-
2	PS: Operate Telescope 11-
2	PS: Play Football 11-
5	SS: Astronomy 14-
3	Stealth 13-
1	Systems Operation 8-
1	Teamwork 8-

Total Powers & Skills Cost: 163

Total Cost: 400

400 Matching Complications (75)

15	Psychological Complication: Must Prove That He's The Best (Common, Strong)
5	Rivalry: Professional (with another astronomy professor; Rival Is Aware Of Rivalry)
5	Rivalry: Professional (with Thunderbolt II; Rival Is Aware Of Rivalry)
15	Social Complication: Secret Identity (Prof. Steve Maxwell) (Frequently, Major)
15	Susceptibility: to kelvarite, 1d6 damage per Phase (Uncommon)
20	Vulnerability: 2 x Effect from Drains (Common)

Total Complications Points: 75

Experience Points: 0

Although Tachyon doesn't know it yet, his kelvarite-based powers come with kelvarite-based weaknesses as well. For one thing, exposure to other kelvarite causes him pain (and could even kill him if it were prolonged). Fortunately, kelvarite is pretty rare; the only known sources on Earth right now come from a few meteorite fragments that the authorities keep under lock and key. Somehow the kelvarite in his body also makes him vulnerable to attacks that sap his abilities (*i.e.*, Drains).

Campaign Use: Tachyon is a powerful opponent with an unusual set of powers the GM can use to keep the PCs on their toes. He's difficult to keep imprisoned once captured, so he can always come back to get revenge.

To make Tachyon a little more powerful, boost his STR to 60, his Multipower reserve to 75, and his Multipower slots accordingly. You could also increase his SPD to 6. If you find he's too powerful for your game, try reducing his STR to 40, his SPD to 4, and/or his Multipower to a 50-point reserve.

Associates, Allies, And Adversaries: Tachyon usually prefers to commit crimes by himself, but he's willing to team up with other villains if necessary or he sees greater profits in it. For example, he's worked with Mechassassin a couple times.

Tachyon and Thunderbolt II have been bitter rivals since their college days. They remain adversarial today, though no one else in the Superhuman World knows why. Each of them knows the other's Secret Identity but doesn't reveal it to the world for fear of having his own secret exposed.

Tachyon wants to study other villains whose powers derive from kelvarite, such as Meteor (see CV1). He won't be obvious about it, since that might tip people off that his powers come from exposure to the mineral, but he'd like to learn anything he can in the hopes of increasing or expanding his own powers.

TACHYON FACTS

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

N/R: Tachyon is a super-strong villain who also has teleportation powers. He can lift approximately 25 metric tons.

K/R: One of Tachyon's most dangerous powers is the ability to teleport small objects directly *into* a target's body, causing hideous internal injuries.

-6: Exposure to kelvarite causes Tachyon intense pain; his powers may derive from contact with the strange alien mineral.

-10: His Secret Identity is Steve Maxwell; he's an astronomy professor at Millennium City University and several other colleges.

TAIPAN

Background/History: The identity, background, and history of the man known to the world as Taipan remain a mystery to UNTIL and other authorities despite over a decade of investigation. What law enforcement officials around the world do know is the record of his activities since his first known appearance in 1997 — an attack that left three Melbourne superheroes and two civilians dead. That attack was apparently carried out for purposes of publicity, and it did the trick. Taipan was hired for numerous other assassination jobs, including over a dozen successful missions involving superhuman targets, during the next three years. It's believed his employers during that time included VIPER, the Warlord, and several rogue governments and terrorist groups. As far as the authorities can tell, his only motivation is money; for a minimum fee of \$10 million, he guarantees that whoever his employer wants killed will soon wind up very, very dead.

The only time he ever failed to live up to that guarantee was his last job in 2000, when a person or persons unknown, but suspected to be VIPER, hired him to murder the Peacekeepers. His initial attack killed two of them, the hyper-adrenaline-powered Fury and the "living robot" Transac, but the team regrouped, fought back effectively, and ultimately laid him low with one of the few things that can be as fast as he is: psionic powers. Rapture's mental control overwhelmed his willpower enough to slow him down so Dwarfstar could beat him into deep unconsciousness.

Before Taipan could wake up, the Peacekeepers arranged for him to be put into one of PRIMUS's portable temporary "hot sleep" chambers pending a hearing. The hearing determined that he was sufficiently dangerous to merit hot sleep incarceration pending trial. Following a hearing before the World Court, nations with cases pending against him agreed to consolidate all cases for trial in Australia, the site of his first killings.

Taipan was awakened for his trial but bound with neuro-shackles that prevented him from moving or using his powers. His attorney, world-famous criminal defense lawyer Marvin Hendrickson (*a.k.a.* "VIPER's Mouthpiece"), labored mightily on his behalf, but after an eight-week trial he was convicted of nearly two dozen counts of murder in the first degree. The sentence: hot sleep confinement for the duration of his life.

Aware of the special danger posed by this prisoner, the government of Australia constructed a special prison in the Outback. Located a hundred miles from anything, this facility has but one prisoner: Taipan. A squad of highly-paid guards with full UNTIL training and weaponry stand watch over him and the prison's state-of-the-art security systems. Ever since then he's remained there, asleep but not dreaming, as his life slowly but surely ticks away.

Personality/Motivation: Taipan is a hardened, emotionless killer. He has no sympathy or compassion for anyone but himself, seeing people more in terms of the challenge they present as assassination targets than as human beings. The only human emotion he's known to feel is loyalty; an employer who hires him can count on his absolute professionalism and discretion.

Quote: None. Taipan is not known to have spoken with any of his victims.

Powers/Tactics: Taipan's nervous system is hyper-accelerated, giving him blindingly fast reflexes and tremendous speed. In combat he's one of the fastest and deadliest men in the world, which is why the Australian government has spared no expense to ensure that he remains in hot sleep for the rest of his life.

Using this speed, Taipan brings to bear a wide variety of attacks. The deadliest is Taipan's Bite, a venomous touch attack. He seems to generate the venom within his body, though he can only create a limited supply every day. In addition to that he seems to have studied a wide variety of fighting arts and maneuvers, and can hurl objects as hyper-velocity missiles.

Taipan's attacks usually take the form of quick, lethal ambushes — he's not interested in extended combat, though he's certainly proven himself capable of taking on entire teams of experienced superhumans and wreaking havoc among them. He usually tries to take his target out with a Taipan's Bite (possibly combined with a Lethal Strike as a Multiple Attack, just to be sure), then moves on to other targets or makes his escape,

as the situation warrants. He doesn't usually encounter opposition he can't handle, but if he does he retreats and tries again later.

Campaign Use: Taipan is a lurking threat you can dangle over the PCs' heads. They just *know* that sooner or later he's going to escape and get back in the game, and when that time comes it will somehow fall to them to track down and capture a man who's killed over a dozen superhumans.

Taipan should be frighteningly deadly; even the most powerful of your PCs should hesitate before taking him on. If he's not at that pinnacle yet, beef him up until he makes them quake in their boots. One good way to make him tougher is to give him some Mental Defense and Power Defense; right now he's essentially defenseless against Mental Powers and Drains, which gives the heroes a way to take him out but may prove to be too great an Achilles's heel. If he's already too likely to overwhelm your PCs, start trimming points of SPD and DCs in his attacks until he's deadly, but not a campaign-breaker.

Associates, Allies, And Adversaries: Taipan's been in hot sleep so long that he has no real relationships with the Superhuman World (and he never partnered with other superhumans when he was free). Prior to his capture VIPER, ARGENT, and the Warlord all employed him on multiple occasions.

Appearance: Taipan wears a pale gold costume with brown stripes up the sides of the pants and sleeves; it covers his entire body (except for his eyes). His boots and skintight fingerless gloves are brown. On his chest is an image of a coiled snake ready to strike. The mask of his costume resembles the face of a snake with two black eyes and sharp white teeth surrounding the uncovered area, giving the impression that Taipan is looking out of the snake's mouth.



TAIPAN FACTS

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

N/R: Often referred to as “the world’s deadliest assassin,” Taipan is a superhumanly fast and strong killer who specializes in taking down superhuman targets. His main attack is the Taipan’s Bite, a venomous touch, but he’s also studied numerous martial arts styles and can turn nearly any object into a lethal thrown missile.

K/R: Taipan’s standard fee before his capture was \$10 million per kill; VIPER, ARGENT, and the Warlord were among his most frequent employers.

-2: Taipan has no defense against psionic attacks (other than a strong will); that’s how the Peacekeepers defeated and captured him in 2000.

-4: Taipan can only use his “Taipan’s Bite” venomous touch attack four times per day.



TAIPAN

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
30	DEX	40	15-	
23	CON	13	14-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
18	PRE	8	13-	PRE Attack: 3½d6
12	OCV	45		
10	DCV	35		
3	OMCV	0		
8	DMCV	15		
12	SPD	100		Phases: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12
9	PD	7		Total: 25 PD (16 rPD)
9	ED	7		Total: 25 ED (16 rED)
13	REC	9		
85	END	13		
15	BODY	5		
42	STUN	11		Total Characteristics Cost: 348

Movement: Running: 42m

Cost	Powers	END
54	Taipan's Bite: RKA 3d6 NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); No Range (-½), 4 Charges (-1)	[4]
30	Fighting Arts: Multipower, 30-point reserve	
2f	1) Basic Strikes: HA +6d6 Hand-To-Hand Attack (-¼)	3
2f	2) Lethal Strikes: HKA 2d6 (4d6 with STR)	3
2f	3) Trained Strength: +30 STR Only To Disarm, Escape, And Grab (-¾)	3
25	Hyper-Accurate Throwing: Multipower, 44-point reserve All slots OIF (-½), Range Based On Strength (-¼)	
2f	1) Blunt Objects: Blast 7d6 Autofire (3 shots; +¼); OIF (-½), Range Based On Strength (-¼)	4
2f	2) Sharp Objects: RKA 2d6+1 Autofire (3 shots; +¼); OIF (-½), Range Based On Strength (-¼)	4
20	Armored Costume: Resistant Protection (10 PD/10 ED) 0 OIF (-½)	0
20	Blindly Fast: +6 DCV Costs Endurance (-½)	3
7	Mask Lenses: Sight Group Flash Defense (10 points) 0 OIF (-½)	0
5	Immune To Poisons: Life Support (Immunity: all terrestrial poisons and chemical warfare agents)	0
30	Blindly Fast: Running +30m (42m total)	3
10	Bursts Of Speed: Running +20m (62m total) Increased Endurance Cost (x3 END; -1)	6
9	Observant: +3 to PER Rolls with all Sense Groups	0

Perks

- 30 Contacts: Well-Connected and 27 points' worth among the underworld
- 15 Money: Filthy Rich

Talents

- 12 Combat Luck (6 PD/6 ED)
- 3 Lightsleep
- 3 Resistance (3 points)

Skills

- 48 +6 HTH
- 3 Breakfall 15-
- 3 Climbing 15-
- 3 Concealment 13-
- 4 Gambling (Card Games, Chess, Craps) 13-
- 3 High Society 13-
- 3 Interrogation 13-
- 3 KS: The Espionage World 13-
- 3 KS: The Military/Mercenary/Terrorist World 13-
- 3 KS: The Underworld Of Asia And Oceania 13-
- 3 KS: Snakes And Other Venomous Creatures 13-
- 1 Language: Japanese (basic conversation; English is Native)
- 1 Language: Javanese (basic conversation)
- 1 Language: Malay (basic conversation)
- 3 Paramedics 13-
- 3 Persuasion 13-
- 3 PS: Assassin 13-
- 3 Shadowing 13-
- 3 Sleight Of Hand 15-
- 3 Stealth 15-
- 3 Streetwise 13-
- 6 Survival (Temperate/Subtropical, Tropical, Desert) 13-
- 6 WF: Common Melee Weapons, Common Missile Weapons, Small Arms

Total Powers & Skills Cost: 398

Total Cost: 746

400 Matching Complications (75)

- 25 **Hunted:** UNTIL (Frequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** Sentinels (Frequently, Mo Pow, Capture)
- 15 **Negative Reputation:** the world's deadliest superpowered assassins, 11- (Extreme)
- 20 **Psychological Complication:** Utterly Amoral Killer (Very Common, Strong)
- 20 **Psychological Complication:** Code Of The Assassin (Common, Total)

Total Complications Points: 75

Experience Points: 346

B

TALISMAN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
20	DEX	20	13-	
20	CON	10	13-	
18	INT	8	13-	PER Roll 13-
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

5	PD	3		Total: 19 PD (14 rPD)
7	ED	5		Total: 21 ED (14 rED)
6	REC	2		
70	END	10		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 183

Movement:	Running:	12m
	Flight:	40m

Cost Powers **END**

60	Mastery Of Darkness:	Multipower, 60-point reserve	
6f	1) Fields Of Shadow:	Darkness to Sight Group 12m radius	6
6f	2) Moving Shadows:	Darkness to Sight Group 8m radius Mobile (+½)	6
1f	3) The Unavoidable Dark:	Darkness to Sight Group 1m radius Usable As Attack (+1¼)	1
6f	4) Shadow Bolt:	Blast 8d6 Double Knockback (+½)	6
5f	5) Shadow Embrace:	RKA 2d6 Constant (+½), Uncontrolled (+½)	6
6f	6) Shadow Helm:	Sight Group Flash 12d6	6
62	Mastery Of Hellfire:	Multipower, 62-point reserve	
6f	1) Hellfire:	Blast 12d6	6
6f	2) Hellfire Gate:	Blast 8d6 Area Of Effect (18m Radius Explosion; +½)	6
6f	3) Agonizing Hellfire:	Blast 9d6 Armor Piercing (+¼)	6
6f	4) Writhing Hellfire:	Blast 5d6 Constant (+½), Penetrating (+½), Uncontrolled (+½)	6
40	Foul Sorcery:	Multipower, 40-point reserve	
4f	1) Domination:	Mind Control 8d6	4
4f	2) Befuddlement:	Mental Illusions 8d6	4
4f	3) Spell Of Torment:	Mental Blast 4d6	4
3f	4) Touch Of Terror:	Drain PRE 4d6 No Range (-½)	4

42	Ebon Void:	Resistant Protection (14 PD/14 ED)	0
40	Wings Of The Zephirim:	Flight 40m	4
40	Visions:	Clairsentience (Sight and Hearing Groups), 4x Range (1,200m)	4
3	Magesense:	Detect Magic 13- Concentration (0 DCV; -½)	0

Perks

2	Contact:	a member of the Circle Of The Scarlet Moon 11-
4	Contact:	a Morbane of DEMON 11- (very useful Skills and resources, has significant Contacts of his own)
4	Contact:	Dark Seraph 8- (extremely useful powers and resources)

Talents

6	Striking Appearance:	+2/+2d6
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Skills

16	+2 with Ranged Combat
3	High Society 14-
3	CK: Vibora Bay 13-
2	CK: Millennium City 11-
3	KS: Arcane And Occult Lore 13-
3	KS: Demonology 13-
3	KS: Necromancy 13-
3	KS: Witchcraft 13-
1	Language: Latin (basic conversation; English is Native)
3	Charm 14-
3	Stealth 13-
3	Streetwise 14-

Total Powers & Skills Cost: 418**Total Cost: 601****400 Matching Complications (75)**

20	Hunted:	Trismegistus Council (Infrequently, Mo Pow, NCI, Capture)
20	Hunted:	DEMON (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication:	Utterly Self-Centered; Cares Only For Herself (Common, Total)
15	Social Complication:	Secret Identity (Pamela Duquesne) (Frequently, Major)

Total Complications Points: 75**Experience Points: 201**

TALISMAN

Background/History: Pamela Duquesne is hot stuff, and she knows it. She's also evil stuff, but she doesn't really care about that. As far as she figures it, good and evil don't really matter. What matters is getting what you want, and being the best.

She goes by the name *Talisman* now — it's a lot cooler than Pamela — and she has a history both of getting what she wants and being the best. She was born into a witching family. Both Mommy and Daddy were dark witches in the Circle of the Scarlet Moon. So far, a perfect setting for a gal like Talisman. Except for one thing: her twin sister.

Where Talisman was selfish and self centered, Bethany was kind and generous. Where Talisman was outgoing and sexy, Bethany was shy and awkward. All of that goodie-two-shoes crap made her twin horribly annoying, but that wasn't the problem. The problem was that Bethany was just as magically talented as she was! It was completely unfair. She shouldn't have to share the limelight with a wimp like her sister.

Fortunately, little Bethany was too nice and wishy-washy to really take to their parents' teachings. Talisman, on the other hand, soaked up every nasty spell and dark magic that she could.

On their eighteenth birthdays, both girls were to be formally inducted into the Circle of the Scarlet Moon, the powerful coven their parents belonged to. It didn't surprise Talisman at all when Bethany freaked out and ran away from the ceremony. Good riddance! Eager for ever-greater power, Talisman stepped forward, swore the oath, and began to learn all the darkest and most powerful magics she could.

Eventually Talisman became dissatisfied with the Circle. It was too caught up in its petty internal politics, too hidebound, too obsessed with pointless rituals and traditions that only inhibited her ability to learn magic. She left, seeking other teachers. In time she studied with many, including the feared sorcerer-priests of DEMON and the demonic Dark Seraph. Other times she seduced powerful mages into teaching her their secrets. As long as she got more and more power, she didn't care what she did. If she had to be nice to someone, she could fake it. If she had to sacrifice an innocent child to the Lords of Hell, she could do that, too.

But she's done more with her life than study — she's not the sort to stay in the library all the time! She wants bright lights, big cities, fast money, and the adoration of beautiful people. And she gets all of that by using her powers to commit crimes. After all, being a supervillain is just another kind of power. With her mastery of hellfire and other magical abilities, she's a match for most superheroes — including her weakling sister, who joined the Champions. Talisman eagerly looks forward to the day when she can finally destroy Witchcraft utterly. She almost succeeded once, but only managed to curse her. A rematch is only a matter of time.



Personality/Motivation: Cruel, sadistic, petty, manipulative, greedy, and supremely self-centered, Talisman is almost the complete opposite of her sister Witchcraft. Pamela is outgoing, bold, self-confident, openly sexy, and assertive, unlike the quiet, often introspective Bethany. Long exposure to and use of black magic has corrupted her soul, and though she hasn't sold it yet, even that dire step down the path to damnation is likely only a matter of time.

Quote: "Enjoy the torments of Hell, little man."

Powers/Tactics: Talisman's powers derive from her study and practice of black magic. She has two specialties. The first is Darkness magics — the command and control of shadow for various purposes. Her Darkness-spells can black out an area, blind a foe, project shadowbolts, or eat a person to the bone with corruptive shadow power. Second, she's studied the manipulation of arcane Hellfire, with which she blasts and burns her enemies. She's also mastered sorcery and various general magics. Unlike Witchcraft, who sacrificed raw power for breadth of ability, Talisman has focused on learning spells more suited to her selfish desires and ignored the "minor magics" of "lesser witches." But her powerful magics can tire her easily if she's not careful (keep a close eye on her END usage).

Also unlike Witchcraft, Talisman has chosen the quick and easy routes to power, caring not for the harm they may inflict on the world, or ultimately on herself. Thus she possesses greater power (*i.e.*, she's built on more Character Points) than Witchcraft, though they've both been studying magic for roughly the same amount of time. Talisman's Experience Points reflect this moreso than they do more experience (though in fact Talisman has had more opportunity to practice using spells on people than Witchcraft has, since she doesn't care about hurting or manipulating innocents for her own purposes).

Talisman often gestures and incants when casting her spells, but she doesn't have to — she's just used to doing so. She's perfectly capable of using any of her powers even when bound and gagged.

The Trismegistus Council, an order of benevolent mystics with whom Witchcraft has some association, would like to capture and neutralize Talisman, whom they regard as a great threat to the world (they won't explain exactly why to Witchcraft). DEMON, with whom Talisman has worked in the past, would like to find a way to force her to add her power to its ranks, but so far she's eluded the Inner Circle's snares.

Campaign Use: Talisman makes a good general-purpose mystic villain for a variety of scenarios, but works best when some element of her background — usually Witchcraft, but possibly a Hunted or the like — is also part of the story. That way she seems less like a two-dimensional evil spellcaster and more like the intriguingly wicked person she actually is.

If Talisman is too weak for your campaign, give her a Variable Power Pool like Witchcraft's, but make it larger and a little easier to use (once again, the easy path to power pays off... for now). If she's too strong, reduce her Mastery Of Hellfire to a 40 or 50 point reserve, her EC to 30-point powers, and a few of her Characteristics (DEX and CON, perhaps) by a point or three.

As a Hunted, Talisman is vindictive and vicious. She never forgets a slight, or passes up any opportunity to make her quarry miserable — or dead. Instead of simply blasting her foe, she'll try to find unusual curses, spells of torment, and other ways to harm him. She rarely Hunts on less than an 11-.

Associates, Allies, And Adversaries: Talisman has worked with or for many other villains during her villainous career. She's most likely to associate with other mystic villains, but doesn't limit herself too them. For example, she's worked with the Ultimates, though she may not do so again because she despises Slick.

Talisman studied with DEMON and Dark Seraph (among others), and maintains ties to both. She has occasionally worked for her parent's organization, the Circle Of The Scarlet Moon, though she usually finds it distasteful to associate with them and considers most Circle members too weak. She and the Demonologist have a "professionally cordial" relationship; they've met once or twice for dinner to discuss mystic topics of interest, but have yet to work together.

Talisman has worked with the Black Paladin, and would be willing to do so again. In fact, rumors have occasionally swirled through the Mystic World that the two of them have had (or are having) an affair. This may explain Talisman's catty relationship with Morgaine the Mystic, who's also been romantically linked with the Black Paladin by superhuman gossip.

Talisman's worked with Zorran the Artificer. She covets his Philosopher's Stone and Arcane Furnace Staff, but not enough to risk his anger and power by trying to take them.

Talisman owes Tobias Vandaleur a favor or two for assistance he's provided her in the past.

Appearance: Although she is Witchcraft's twin sister, Talisman can easily be distinguished from her hated sibling. She typically wears thigh-length black high-heeled boots, a black leather miniskirt, a black leather top with red highlights and a high red-lined collar that's strategically opened to show the black bra beneath, and long black gloves. She cuts her hair short and dyes it black. She conceals her identity with a minor glamour that makes those who see her face forget exactly what she looks like.

TALISMAN FACTS

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

N/R: Talisman is a powerful super-mage whose powers focus on (but aren't limited to) the manipulation of shadow and of hellfire.

K/R: Talisman and the superheroine Witchcraft of the Champions are twin sisters.

-4: Talisman seems to get along with most other mystic villains, including Dark Seraph. Rumors occasionally claim she and the Black Paladin have had (or are having) an affair.

-10: His Secret Identity is Pamela Duquesne; she and Witchcraft (Bethany Duquesne) are the daughters of Roger and Martika Duquesne, who are powerful members of the Circle Of The Scarlet Moon (see CV2).

WAYLAND TALOS

Background/History: For the first time, everything was going perfectly in the life of Wayland Talos. Even though he was only in his early thirties, he'd founded a freelance technology design and consulting firm that was thriving. A year ago he'd married the woman of his dreams — Maria, beautiful Maria, who could see past his scrawny frame to the heart within. He woke up looking forward to every new and wondrous day.

And then the superheroes came and ruined it all.

Maria worked as an administrative assistant in one of those big office buildings downtown — he could never remember which one. Unfortunately, it was the one a group of terrorists chose to invade and take hostage. The Justice Squadron responded, planning to end the standoff quickly... only to find the terrorists much better prepared, and much better armed, than expected.

The ensuing battle wrecked a huge section of the building, but only one life was lost — Maria's. Heartbroken and in anguish, Talos was certain of one thing: if those "heroes" had just left well enough alone, his wife would still be alive.

Unable to stop bitterly brooding about the situation, Talos couldn't concentrate on his work, and within a few months he'd lost all his contracts and his company — *another* thing to lay at the feet of these so-called "heroes"! They didn't care about people like him; they just stomped around, fighting, not caring who got hurt in the process. Determined to strike back at the heroes who'd hurt him, Talos began using his technological expertise to design weapons and equipment for criminals, even supercriminals — anyone who'd go up against superheroes and hurt them.

In July 1992, when he heard the news about the Battle of Detroit, Talos rejoiced that so many heroes had died, not caring that sixty thousand other people lost their lives as well. For once, the heroes had gotten what was coming to them. But the idea of the Millennium Project incensed him. The touch of superheroes befouled the whole concept. It was their fault the city had to be rebuilt, their inspiration that gave rise to the whole "City of the Future" idea, their assistance that made it possible. The whole situation was intolerable.

Unwilling to let the heroes have free rein over an entire city, Talos packed up his shop and his few meager possessions and moved to Michigan. Soon the burgeoning Millennium City criminal element didn't lack for equipment and high-tech weapons. Today, the underworld regards Talos as one of its best armorers, a man who helps it maintain parity in the face of the MCPD's MARS units and high-tech gadgetry.

Personality/Motivation: Consumed by bitterness, anger, and even subconscious guilt at not having protected his own wife, Wayland Talos has spent decades lashing out at the people he deems responsible for all the misery in his life: superheroes, and by extension the public officials and authority figures who don't stop them. But despite all his rationalizations, the truth is he's a vicious, spiteful person who's simply given in to an excuse to exercise his basest impulses. He *likes* poking society with a stick to watch it howl, and to see people suffer the kind of pain he's suffered. Unable (or, more accurately, unwilling) to participate in the fun directly, he does so indirectly by supplying criminals and terrorists with weapons and technological services. Every time he hears about a villain using one of his weapons to hurt someone, he smiles, briefly... and then gets back to work.

Quote: "It's a simple problem, really. But I have just the weapon to solve it for you."

Powers/Tactics: Wayland Talos is basically a coward; he doesn't like pain, and doesn't want to fight anyone, superhuman or otherwise. He prefers to act from within the shadows and behind the scenes. But if forced into a confrontation, he usually has one or more disguised weapons on his person. He doesn't like to carry guns, grenades, or other such ironmongery; he prefers the elegance of a blaster concealed in a piece of jewelry, or an invisibility field generator built seamlessly into his clothes.

Campaign Use: Wayland Talos gives you an easy way to provide criminals with the high-tech gadgets and weapons they need to commit their crimes. If the New Purple Gang needs a tunneling machine, Talos can build it; if VIPER wants to call in an outside consultant to improve its blasters, Talos is the man for the job.

Changing Talos's power level typically involves altering his Gadget Pool: if you want him tougher, give him more points' worth of gadgets; if you prefer to make him closer to a normal person, reduce the Pool to 30 or 20 points. You could also raise or lower his Skill rolls.

Associates, Allies, And Adversaries: Wayland Talos's income — and desire for revenge against superheroes — requires him to maintain lots of connections with the villainous side of the Superhuman World. Villains he's designed gear for include Ankylosaur, the Cahokian, Interface, Lazer, VIPER, and possibly Arachne, among others. On the other hand this also makes him a competitor (and thus enemy of) villains and organizations that provide similar services, including Brainchild and ARGENT. (Having ARGENT as a mutual enemy might cause Talos and Interface to form a temporary alliance.)

Talos also designed Stiletto's questionite daggers. Based on comments Talos has made, Stiletto once worked for him in some capacity, but no one in the underworld is clear on exactly what happened.

B WAYLAND TALOS

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

Total Characteristics Cost: 73

Movement: Running: 12m

Cost Powers

Cost	Powers	END
56	Gadget Pool: Variable Power Pool, 40 Pool + 40 Control Cost Focus (all powers in Pool must have at least -¼ worth of this Limitation; -¼)	var
7	Bulletproof Clothing: Resistant Protection (3 PD/3 ED) 0 IIF (-¼)	0
3	Specs: Nightvision IAF (-½)	0



3	Specs: Infrared Perception (Sight Group) IAF (-½)	0
6	Wristwatch Communicator: HRRP OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Perks

30	Contacts: Well-Connected and 27 points' worth throughout the underworld
10	Money: Wealthy

Talents

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

Skills

3	Bugging 14-
3	Computer Programming 14-
5	Cramming
3	Cryptography 14-
3	Deduction 14-
3	Demolitions 14-
3	Electronics 14-
6	Forgery (Documents, Money, Commercial Goods) 14-
3	High Society 13-
3	Inventor 14-
3	KS: The Superhuman World 14-
3	Lockpicking 11-
3	Mechanics 14-
3	Persuasion 13-
15	Power: Gadgeteering 20-
3	Security Systems 14-
3	Systems Operation 14-
9	Weaponsmith (all categories) 14-
3	Scientist
2	1) SS: Biology 14-
2	2) SS: Chemistry 14-
2	3) SS: Electronic Engineering 14-
2	4) SS: Mathematics 14-
2	5) SS: Metallurgy 14-
2	6) SS: Pharmacology/Toxicology 14-
2	7) SS: Physics 14-

Total Powers & Skills Cost: 221

Total Cost: 294

400 Matching Complications (75)

20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Psychological Complication: Bitter Hatred Of Superheroes (Common, Total)

Total Complications Points: 60

Experience Points: 0

Appearance: Wayland Talos looks like a kindly old man — greying hair, glasses, wearing plain sweaters (and sometimes a lab coat or work apron) — until you look at his eyes. Cold and cruel, filled with a bitterness and pain he gladly inflicts on the world whenever he can, they disturb anyone who gazes into them. Although soft-spoken, he has a knack for filling his words with biting malice and uncomfortable implications.

EXAMPLE POWERS FOR GADGET POOL

Class Ring Blaster: This weapon looks like an ordinary class ring — large, gold, a little gaudy, with a bright red stone in the center. But it's actually a powerful blaster (albeit one with limited range and energy).

Blast 8d6 (40 Active Points); IIF (-¼), Limited Range (40m; -¼), 6 Charges (-¾). Total cost: 18 points.

Anaesthetic Gas Button: One of the buttons on Talos's labcoat or sweater sometimes conceals a short-range knockout gas projector.

Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]); +1 (40 Active Points); IAF (-½), No Range (-½), 4 Charges (-1). Total cost: 13 points.

Invisibility Field: Circuitry woven into Talos's clothes allows him to bend lightwaves around himself and become invisible for a short period of time.

Invisibility to Sight Group (20 Active Points); IIF (-¼), 12 Charges (-¾). Total cost: 13 points.

Protection Field: When superheroes threaten, Talos can activate this device, which projects an invisible defensive screen around his body.

Resistant Protection (12 PD/12 ED) (36 Active Points); IIF (-¼), 12 Charges (-¾). Total cost: 24 points.

WAYLAND TALOS FACTS

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

N/R: Wayland Talos is a skilled gadgeteer who supplies weapons and other equipment to the underworld.

-2: Talos is a coward and won't fight... but he often has a concealed weapon or two on his person that he can use to surprise an unwary hero and make a getaway.

-10: Talos got involved in designing gadgets for the underworld after his wife, Maria, was killed in a super-battle.

TERRAYNE

Background/History: Terrayne is an elemental spirit, one whose existence derives from supernatural templates laid down by powerful wizards during the Atlantean Age. These "spirit matrices" embody pure mystical elements, such as Earth, Air, Fire, Water, Light, Shadow, Order, and Chaos, allowing one who's mastered them to effortlessly summon servants made from those substances.

In 2003 the Demonologist attempted to use an Atlantean spell he'd recently discovered to summon a new, powerful ally for the Devil's Advocates. But due to his imperfect knowledge of the Atlantean tongue he botched the spell, accidentally allowing the Spirit Matrix of Earth to spawn a sentient avatar. The resulting creature, Terrayne, was far too powerful to be controlled; instead, it defeated the Advocates, imprisoned them in a deep cavern, and then set about taking control of the city of Rochester, New York. After a series of violent confrontations the Sentinels defeated him and dispersed his body by breaking the binding spell.

But a Spirit Matrix cannot be destroyed as easily as that. Terrayne slowly rebuilt his physical body in a cavern below the Earth. There he encountered a tribe of Mole Men, refugees from Lemurian lands, who worshipped him as a god. Terrayne formed them into an army and attempted to storm the walls of Arcadia itself. Unfortunately for him he chose a time when the Sentinels were visiting their old friend Archon. The combined power of the Sentinels and Emphyreans was too much for Terrayne, who abandoned his "army" and fled. The creature now dwells far below the Earth's surface, from where he plots his epic revenge....

Personality/Motivation: Terrayne is a being of magic, so his personality and thought processes aren't entirely fathomable to human beings. In general he thinks of himself as a god of the earth, and as a being of power so vast no one can truly defeat him for long. He's a being of emotional extremes who really can't comprehend any viewpoint other than his own.

Because he's particularly vulnerable to Water-based magics and attacks, Terrayne hates and fears beings with Water powers. If such a being confronts him, he's likely to lash out with his most powerful attacks in an effort to defeat that being immediately. If that doesn't work, he'll flee unless he succeeds with an EGO Roll to stand his ground.

Quote: "I am the living embodiment of the Earth, the undying rock and stone beneath your feet. You are foolish to think you can stop me!"

B TERRAYNE

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
23	DEX	26	14-	
40	CON	30	17-	
23	INT	13	14-	PER Roll 14-
20	EGO	10	13-	
35	PRE	25	16-	PRE Attack: 7d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
7	DMCV	12		
5	SPD	30		Phases: 3, 5, 8, 10, 12
35	PD	33		Total: 35 PD (30 rPD)
35	ED	33		Total: 35 ED (30 rED)
20	REC	16		
80	END	12		
22	BODY	12		
70	STUN	25		Total Characteristics Cost: 372

Movement:

Running:	12m
Flight:	40m
Tunneling:	18m

Cost	Powers	END
100	Stone Powers: Multipower, 100-point reserve	
8f	1) Stone Missiles: Blast 16d6	8
8f	2) Stone Lance: Blast 12d6 Indirect (Source Point and Path can differ from use to use; +1); Target Must Be On/Near Earth Or Rock (within 16m; -¼)	10
6f	3) Avalanche: Blast 8d6 Area Of Effect (64 2m x 2m Any Areas Nonselective; +1¼); Only Works On Targets Within 4m Of The Ground (-½)	9
6f	4) Grip Of Stone: Entangle 8d6, 8 PD/8 ED Target Must Be On/Near Earth Or Rock (within 16m; -¼)	8
6f	5) Dust Cloud: Sight Group Flash 8d6 Area Of Effect (16m Radius; +¾), Personal Immunity (+¼); Does Not Work Against Desolidified Characters (-¼)	8
57	Command Of Earth And Stone: Telekinesis (50 STR), Fine Manipulation Only Versus Earth/Rock (-½)	8
77	Draw Substance From The Earth: Growth (+45 STR, +15 CON, +15 PRE, +9 PD, +9 ED, +9 BODY, +18 STUN, +7m Reach, +36m Running, -18m KB, +6 to others' OCV to hit character, +6 to others' PER Rolls to perceive character, 16m tall, 8m wide, 50,000 kg) Reduced Endurance (0 END; +½); OIF (must have sufficient earth/dirt/stone to draw on; -½), Extra Time (Full Phase to activate; -¼)	0
65	Opening The Earth: Tunneling 18m through 12 PD material, Fill In Reduced Endurance (½ END; +¼)	2

32	Earth Riding: Flight 40m Physical Manifestation (-¼)	4
30	Stone Form: Resistant (+½) for 30 PD/30 ED	0
30	Incredibly Tough: Physical Damage Reduction, Resistant, 50%	0
16	Heavy: Knockback Resistance -16m	0
29	Earth Elemental Vitality: Life Support (Total, except for Diminished Eating and Diminished Sleeping)	0
14	The Earth Hides Nothing From Me: Partially Penetrative (only through Earth/Stone) for Sight Group, Telescopic (+8 versus Range Modifier)	0

Talents

20 Universal Translator 14-

Skills

20	+2 with All Combat
3	Demolitions 14-
1	KS: Atlantean Arcane And Occult Lore 8-
3	KS: Elemental Spirit Matrices 14-
3	Oratory 16-
11	Power: Earth/Stone Tricks 18-
3	Stealth 14-
3	Tactics 14-

Total Powers & Skills Cost: 727

Total Cost: 1,099

400 Matching Complications (75)

5	Distinctive Features: Earth Spirit Matrix (Not Concealable; Noticed and Recognizable; Detectable Only By Unusual Senses)
20	Enraged: when insulted, mocked, or disrespected (Common), go 11-, recover 11-
20	Hunted: Sentinels (Infrequently, Mo Pow, NCI, Capture)
15	Hunted: Empyreans (Infrequently, Mo Pow, Capture)
15	Hunted: The Devil's Advocates (Infrequently, Mo Pow, Capture)
20	Physical Complication: Massive (weighs over 2000 kg) (Frequently, Greatly Impairing)
15	Psychological Complication: Regards Himself As A God (Common, Strong)
25	Psychological Complication: Overconfidence (Very Common, Total)
15	Psychological Complication: Fears/Hates The Sea And Superhumans With Water Powers (Common, Strong)
10	Vulnerability: 2 x STUN from Water attacks (Uncommon)
10	Vulnerability: 2 x BODY from Water attacks (Uncommon)

Total Complications Points: 75

Experience Points: 699

Powers/Tactics: Terrayne's powers all relate to earth and stone. Not only can he create earth and stone out of thin air for some of his powers (like Stone Missiles), he can also control, shape, and manipulate existing earth and stone to attack his foes, protect himself, and even travel. On top of all that, since he's made of stone he's superhumanly strong and resilient.

Terrayne fights aggressively, as befits a god. He usually picks the biggest, toughest-looking opponent (typically a brick or powered armor wearer) and attacks him all-out. When that foe's down, he moves on to the next one, and so forth.

Campaign Use: Besides spearheading all sorts of attacks against humanity, Terrayne gives you access to all sorts of other plots involving Atlantean magic. Are other Spirit Matrices lurking out there waiting for someone to find them? (Could Glacier perhaps be one?) Have Atlantean artifacts of great power survived the Cataclysm and the centuries?

To make Terrayne tougher, increase his Physical Damage Reduction to 75% and give him 50% Energy Damage Reduction as well. To weaken him, remove his Damage Reduction and reduce his SPD to 4.

Appearance: Terrayne is an oversized monster who seems to have been carved out of the side of a basalt mountain. He has rough, almost "unfinished" features and craggy protrusions at his joints and extremities. His eyes look like small pools of burning lava in his massive, oversized face, and his mouth takes up far too much of his head.

TERRAYNE FACTS

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

N/R: Terrayne is a supervillain who's made of earth and rock and has control over those same substances.

K/R: Terrayne once attacked Arcadia with the help of a small army of renegade Lemurian Mole-Men.

-1: Terrayne can draw upon the very substance of the Earth to grow to enormous size and become even stronger and tougher than normal.

-2: Terrayne isn't actually a supervillain *per se*; he's an Atlantean elemental who was "created" by the Demonologist during a botched summoning. He thinks of himself as a god.

-6: Water-based attacks are particularly effective against Terrayne; he hates and fears superhumans or mages with Water powers.



THORN

Background/History: “Doctor Lloyd! Can you tell us more about your new wonder drug?”

“Doctor Lloyd! When will the drug be available?”

Lawrence Lloyd, doyen of the Millennium City University Department of Botany, waited for the hubbub of questions to die down before he addressed the reporters. “I’m sorry, but I can’t give you any more details at this time. As I announced yesterday, I’m *extremely* close to a breakthrough toward a revolutionary new heart medicine, based on my researches into certain plant extracts. When more details are available, believe me, I’ll let you know.” With that, he pushed past the shouting reporters and into the quiet of his lab.

Now he just had to create what he’d promised.

When he heard the report out of Harvard, about the new drugs their botanists were developing, jealousy had consumed him. He was the greatest scientist in the field of botany! If some also-ran from New England could create new drugs, he could create *better* drugs! To keep the Ivy Leaguers from stealing the spotlight, he made his own announcement... before he’d even begun any experiments. But he knew he could do it!



Long hours of work followed, using DNA from many species of plants he’d already studied — including specimens he’d gathered in the Congo rain forest that were unknown to other botanists. But as he worked, he became tired... and careless. While attempting to inject his latest “botano-serum” into a guinea pig, he missed and jabbed himself in the hand, pumping his bloodstream full of the strange chemical.

He panicked, running out of the lab toward the university’s hospital. But as he ran, he felt pain lance through his body. He dropped to the ground, moaning in agony. He began to transform. Skin became bark, hair became leaves, fingers became roots. Terrified, he crawled into the underbrush beside the road to hide.

It wasn’t long before his fears had vanished. Somehow the botano-serum had turned him into some sort of man-plant hybrid! His scientific curiosity aroused, he began to experiment, discovering he was immensely strong, and had other powers to boot. With a few moments’ concentration, he could even revert back to his normal human form.

The possibilities were intriguing...

Personality/Motivation: Once a gifted (if overly proud and bombastic) scientist, Thorn has undergone a psychological transformation almost as profound as the changes to his physical form. He used to enjoy the company of the plants in his greenhouse, often in preference to the company of other people, but he got along with his colleagues and friends well enough. Now he *loathes* other humans, and animals to boot — the ones who prey on his beloved plants. He finds it difficult to tolerate the presence of other people (and even broke up with his fiancée, Deborah Greaves), and becomes furious if anyone touches him. His 2006-2009 incarceration in Stronghold enraged him because guards and other inmates were constantly coming into contact with his body.

At present, Thorn’s attitude has led him to vandalize farms (to “free” the plants), destroy logging operations, and engage in other such acts of “eco-terrorism.” As time goes by, his opinions will probably become more and more extreme, until he reaches the point where he’s a botanical counterpart to Mechanon who wants to cleanse all human life from Earth so plants can grow unhindered.

Quote: “You can’t hurt me, you... mammal. I am the strength of the oak personified!”

Powers/Tactics: Thorn’s powers result from the experimental botano-serum he accidentally injected himself with. It altered his cellular structure, allowing him to transform into a human-plant hybrid. His powers, which only work in his Thorn form, include not only great strength and resilience, but the ability to shoot thorns or various dangerous spore-clouds, to transform ordinary plants into monstrous, gigantic servants (use the *Monstrous Plants* from HSB 186-92 for these), and to cause ambient plant-life to engulf and entangle his foes.

A

THORN

Val	Char	Cost	Roll	Notes
25	STR	12*	14-	Lift 800 kg; 5d6 HTH damage [2]
20	DEX	16*	13-	
23	CON	10*	14-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
20	PRE	8*	13-	PRE Attack: 4d6
7	OCV	16*		
7	DCV	16*		
6	OMCV	7*		
6	DMCV	7*		
5	SPD	24*		Phases: 3, 5, 8, 10, 12
15	PD	10*		Total: 21 PD (6 rPD)
10	ED	6*		Total: 16 ED (6 rED)
20	REC	13*		
45	END	4*		
15	BODY	4*		
60	STUN	16*		Total Characteristics Cost: 179

*: OIAID (-¼)

Movement: Running: 12m
Tunneling: 6m

Cost Powers

60	Plant Attacks: Multipower, 75-point reserve All OIAID (-¼)	
4f	1) Thorn Spray: RKA 2d6 Armor Piercing (+¼), +1 Increased STUN Multiplier (+¼); OIAID (-¼)	
4f	2) Choking Spores: Blast 6d6 NND (defense is Life Support [Self-Contained Breathing]; +1); Limited Range (8m; -¼), OIAID (-¼)	
4f	3) Controlling Spores: Mind Control 12d6 (Human class of minds) ACV (uses OCV against DMCV; +¼); Cannot Feed END To Maintain Effect (-¼), Limited Range (8m; -¼), OIAID (-¼)	
3f	4) Tangling Growth: Entangle 6d6, 6 PD/6 ED OIF (plants of opportunity; -½), OIAID (-¼)	
1f	5) Strength Of The Trees: STR +35 Increased Endurance Cost (x3 END; -1), OIAID (-¼)	
48	Control Plants: Mind Control 12d6 (Plant class of minds) OIAID (-¼)	
78	Quicken Plants: Summon up to 4 monstrous plants built on up to 300 Total Points (see HSB 186-92) Expanded Class (+¼), Slavishly Loyal (+1), Reduced Endurance (½ END; +¼); OIF (appropriate plants of opportunity; -½), Extra Time (Full Phase; -½), OIAID (-¼)	
14	Bark-Like Skin: Resistant Protection (6 PD/6 ED) OIAID (-¼)	
7	Burrowing: Tunneling 6m through PD 3 material Increased Endurance Cost (x2 END; -½), OIAID (-¼)	
4	Heightened Senses: Infrared Perception (Sight Group) OIAID (-¼)	

END

3	Tendrils And Vines: Extra Limbs (up to a dozen) Costs Endurance (-½), OIAID (-¼)	1
5	Rapid Growth: Stretching 6m OIAID (-¼)	1

Talents

4	Environmental Movement: Thicketmaster (no penalties in undergrowth)
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Skills

10	+2 with <i>Plant Attacks</i> Multipower
1	Computer Programming 8-
2	AK: Millennium City University 11-
2	KS: The Academic World 11-
1	KS: Roses 8-
1	KS: The Superhuman World 8-
3	SS: Biology 12-
6	SS: Botany 15-
3	Stealth 13-
3	Tracking 12-

Total Powers & Skills Cost: 271

Total Cost: 450

400 Matching Complications (75)

10	Accidental Change: when he experiences significant stress or becomes Enraged 11- (Uncommon)
20	Enraged: when sees trees and plants being harmed or destroyed (Uncommon), go 14-, recover 11-
25	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
25	Hunted: Teleios (Infrequently, Mo Pow, NCI, Capture)
15	Physical Complication: Desensitized Touch (-2 to all DEX Rolls when in Thorn form) (Frequently, Slightly Impairing)
15	Psychological Complication: Hatred Of Human And Animal Life (Common, Strong)
10	Psychological Complication: Proud; Can't Stand To Be Outdone Or Humiliated (Common, Moderate)
15	Social Complication: Public Identity (Dr. Lawrence Lloyd) (Frequently, Major)
10	Vulnerability: 2 x STUN from Herbicides (Uncommon)
10	Vulnerability: 2 x BODY from Herbicides (Uncommon)

Total Complications Points: 75

Experience Points: 50

Appearance: Thorn resembles a strange and disturbing cross between man and plant. His skin has become like grey-brown bark, and his flesh more fibrous and dense. His hair looks more like leaves, and other sprouts of leaves cover his waist or tuft out here and there in patches. His fingers and toes are root-like, slender and gnarled but possessed of great strength. His eyes and mouth resemble knotholes in an old tree as much as anything. Tiny thorns have sprouted from various places on his body (including, most noticeably, his forearms), and he often has vines or tendrils growing out to twine around parts of his form.

When not in Thorn form, Lawrence Lloyd is an average-looking white man in his late thirties with short, dark hair, no facial hair, and glasses. He usually wears comfortable clothes and a lab coat.

THORN FACTS

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

N/R: Thorn is a supervillain with plant powers. He can control plants, make them grow at tremendous speeds to trip and grab people, and project sprays of thorns and spores.

K/R: His real name is Lawrence Lloyd; he used to be a botanist at Millennium City University. He can change back and forth from normal human form to Thorn form; his powers only work in Thorn form.

-1: Perhaps Thorn's most fearsome power is his ability to bring plants to life as fierce botanical monsters loyal to him.

-4: Chemical attacks based on herbicides and the like are particularly effective against Thorn.

-6: Thorn has a tendency to change from his human to his plant-man form involuntarily when under great stress.

Normally, to transform into Thorn, Lloyd has to expose himself to his botano-serum, either by injection or inhalation (he carries a small vial or two of the fluid with him at all times). But in some cases, when he's under a lot of stress, or becomes Enraged, he transforms spontaneously. He hopes, in time, to reach the point where he can activate his powers without the serum (*i.e.*, to buy off the *OIAID* Limitation on his powers), but he's not there yet (thanks largely to spending several years in Stronghold when he couldn't change to Thorn at all).

Thorn prefers to start combat by creating some of his plant-creatures (if possible, he'll do this before the battle begins). Then he uses whatever Plant Attack powers seem best suited to the situation. He doesn't like working with others; he will if he has to, but almost never bothers to support, help, or defend his teammates. After all, they're just people.

Campaign Use: Thorn is a good candidate for second-rate-master-villain-in-training. He'll probably never reach the pinnacles of power inhabited by the likes of Firewing, Gravatar, Holocaust, or Interface, but he could easily become a major threat to humanity. For his initial appearances in the campaign, he probably works best if he either teams up with other villains for a little while (much to his disgust), or provides his own combat support through plant-monsters. As time goes by, he can create other plant-oriented villains, forming a team of his own under his direct control. Ultimately, between his servants and his monstrous plants, he'll be able to give any team a run for its money.

To make Thorn stronger, you can boost the Active Points in his powers, or you can add new ones. He could, for example, develop other spore powers — such as spores that Transform people into human-plant hybrids under his control, or acidic spores able to eat through metal. (See the “Wood And Plant Powers” section of *Champions Powers* for other ideas.) Or maybe a little Regeneration, Change Environment (make plants bloom and grow), or the like would be what he needs. To weaken him, reduce the Active Points in his Power Frameworks, or remove some of the slots; you could also reduce his STUN and REC.

Associates, Allies, And Adversaries: Thorn doesn't like associating with other people at all (though he might change his tune if he met another plant-based villain). He particularly hates Stiletto, who beat him up several times in Stronghold, and is looking forward to getting revenge on him.

THUNDERBIRD

Background/History: While undergoing basic training in the United States Army, Jason Redhorse attracted the attention of his superior officers for his combination of discipline, skill, ruthlessness, and intelligence — the perfect attributes for a spy. He was soon assigned to work for the Defense Intelligence Agency, and quickly rose through the ranks thanks to his impressive track record at completing missions and gathering intel no one else could.

His accomplishments soon earned him a posting on a prestigious project to gather intelligence on, and find ways to combat, superhuman criminals and terrorists. For several years, he studied their personalities, their crimes, and the effects of their activities. Slowly, rage built within him. These... beings (he couldn't even bring himself to call them men anymore) were like callous gods, flaunting their powers and not caring who got hurt. Some of them actually expressed *contempt* for human beings, and went out of their way to harm, abuse, and kill them.

Eventually, he couldn't take it anymore. Just studying them wasn't enough. Someone had to *do* something about this problem. The government seemed content to leave the actual fighting to the superheroes (amateurs who, in Redhorse's opinion, usually weren't much better than the criminals they fought). Since no one else was willing to tackle the job, he'd do it.

With the support of his wife Barbara, a Millennium City police records officer (and Army veteran herself), Redhorse quit the Army and disappeared. He spent two years training himself and building weapons for his one-man war on supercrime. When he judged himself ready, he donned a distinctive uniform (the better, he thought, to gain a reputation and perhaps fit in with like-minded superheroes) and hit the streets as Thunderbird. And slowly but surely, he began racking up a body count. As of 2010, he's believed responsible for the murders of nearly 37 supervillains, including Conquistador, the Crimson Cavalier, Earthmover, Nightwhisper, Powerplay, Raptorman, Steel Lightning, Terabyte, Xargak, five VIPER Nest Leaders, and three DEMON Morbanes... and he shows no signs of slowing down.

Personality/Motivation: Thunderbird is a driven, almost obsessed, man. He's convinced supercrime is an epidemic problem — and that neither the police, the government, nor the world's superheroes are truly prepared, logistically or psychologically, to deal with it properly. He views himself as the one man who knows how things really are and is capable of doing the work that has to be done.

As far as he's concerned, there's no supervillain out there who doesn't deserve a blaster-bolt through the head, and he's happy to provide. So great is his hatred of superhumans that he finds it difficult to work with superheroes (even the few who share his ideals), and will often ignore a serious crime being committed by normal criminals to pursue a relatively minor supervillain who's not currently hurting anyone.

Quote: "You've got to pay the price for your crimes, Nightwhisper. And I'm here to collect."

Powers/Tactics: Thunderbird is a highly-trained man in the peak of physical conditioning who equips himself with powerful high-tech weaponry to fight superhuman crime. He carries five blasters — an assault rifle-style weapon, three pistols of various configurations, and a carbine equipped for sniping — in hip and shoulder holsters, his right boot, slung over his back, and so forth. He's also got a small arsenal of grenades in his belt pouches and a questionite-bladed combat knife. If necessary, he can also call on his combat training and fight unarmed as well.

Thunderbird isn't stupid; he knows how difficult his chosen quarry is to hunt and kill, and he brings every ounce of tactical smarts he has to bear on any combat situation. He prefers to strike from a distance (with his carbine, he can shoot targets over two kilometers away) and/or from ambush, since he lacks the defenses to stand up to most supervillains in a one-on-one battle. If confronted with more than he can handle, he'll usually drop a smoke grenade and attempt a strategic withdrawal.

Campaign Use: Like Nebula and Captain Chronos, Thunderbird is a hero whom the PCs likely will neither completely understand nor agree with. In fact, some of them may regard him as no better than the criminals he kills, and devote a lot of time to trying to capture him. That's perfect; he *should* evoke strong emotions, and raise in the PCs' minds questions about law, justice, and the acceptable levels of force they apply when fighting crimes themselves.

Because he's likely to work by himself in most scenarios, you may need to give Thunderbird Bases, Vehicles, or other resources not already listed on his character sheet. He has no objection to applying overwhelming levels of force against his enemies, so bombs, traps, and the like aren't out of the question — though he'd never knowingly endanger innocent citizens with such things.

If you want to make Thunderbird tougher, the first thing he needs is more defense — and perhaps a point of SPD. Then you can think about increasing the DCs of his weapons, or even giving him more weapons. A "utility belt" (a Multipower of small, useful gadgets) wouldn't be a bad idea, either. If he's too tough, your best bet is to scale down his weapons to the point where he's not quite so deadly.



Associates, Allies, And Adversaries: Thunderbird is a lone wolf — he hunts superhumans, he doesn't work with them. However, he might make an exception for a superhero who truly shares his vigilante attitude and doesn't flaunt his superhuman abilities too much. He would definitely get along with Wayland Talos; the underworld gadgeteer could be a good supplier/ally for him. He'd also be a good partner for Nebula, assuming he could bring himself to trust her that she's sending criminals away and they can never return. Similarly, he and Witchfinder would make a great team for taking out mystic villains. He and Utility could be good partners... except for Utility's Code Versus Killing.

Appearance: Thunderbird is a 6'2" tall, well-muscled man with dark hair. He wears a black bodysuit with red boots, belt, equipment belt, and bracers/gloves, with a red thunderbird symbol on his chest. He doesn't wear a mask, but instead hides his identity behind red one-way combat glasses.

A THUNDERBIRD

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
15	EGO	5	12-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 19 PD (11 rPD)
8	ED	6		Total: 19 ED (11 rED)
8	REC	4		
40	END	4		
12	BODY	2		
40	STUN	10		Total Characteristics Cost: 181

Movement: Running: 20m
Leaping: 6m

Cost	Powers	END
40	Blaster Arsenal: Multipower, 80-point reserve All OAF (-1)	
4f	1) Blaster Assault Rifle: RKA 2½d6 Autofire (5 shots; +½), 64 Charges (+½); OAF (-1)	[64]
3f	2) Blaster Pistol, Mark I: RKA 2d6 Armor Piercing (x2; +½), +1 Increased STUN Multiplier (+¼), 32 Charges (+¼); OAF (-1)	[32]
3f	3) Blaster Pistol, Mark II: RKA 2d6 +4 Increased STUN Multiplier (+1), Penetrating (+½); OAF (-1), 6 Charges (-¾)	[6]
4f	4) Blaster Carbine with Sniper Attachments: RKA 2d6 Increased Maximum Range (x8, or 2,400m; +¾), No Range Modifier (+½), 32 Charges (+¼); OAF (-1)	[32]
23	Backup Blaster: RKA 2d6 Armor Piercing (+¼), +2 Increased STUN Multiplier (+½); OAF (-1), 12 Charges (-¼)	[12]
60	Grenades: Multipower, 90-point reserve OIF (grenade belt; -½)	
3f	1) Fragmentation Grenade: RKA 3d6 Area Of Effect (20m Radius Explosion; +½), +2 Increased STUN Multiplier (+½); OAF (-1), Range Based On STR (-¼), 4 Charges (-1)	[4]
2f	2) Tranq Gas Grenade: Blast 6d6 NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (16m Radius; +¾); OAF (-1), Range Based On STR (-¼), 4 Charges (-1)	[4]
3f	3) Smoke Grenade: Darkness to Sight Group 18m radius OAF (-1), Range Based On STR (-¼), 4 Charges (-1)	[4]

10 **Questionite Combat Knife:** HKA 1d6 (2d6-1 with STR) 2
Armor Piercing (x2; +½); OAF (-1), No Knockback (-¼)

Martial Arts: Commando Training

Maneuver	OCV	DCV	Notes
3 Aikido Throw	+0	+1	6d6 + v/10, Target Falls
4 Boxing Cross	+0	+2	8d6 Strike
4 Choke	-2	+0	Grab One Limb, 3d6 NND (2)
4 Escape	+0	+0	45 STR vs. Grabs
4 Hold	-1	-1	Grab Three Limbs, 40 STR
4 Judo Disarm	-1	+1	Disarm, 40 STR
4 Karate "Chop"	-2	+0	HKA 1d6+1 (2½d6 with STR)
4 Kung Fu Block	+2	+2	Block, Abort
8			+2 Damage Classes (already added in)

16 **Armored Costume:** Resistant Protection (8 PD/8 ED) 0
OIF (-½)

5 **Tinted Nightsight Glasses:** Sight Group Flash Defense (10 points) 0
OAF (-1)

10 **Fast:** Running +8m (20m total) 1

1 **Strong Leaper:** Leaping +2m (6m forward, 3m upward) 1

6 **Bracer Communicator:** HRRP (Radio Group) 0
OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)

2 **Tinted Nightsight Glasses:** Infrared Perception (Sight Group) 0
OAF (-1)

Perks

6 Positive Reputation: terror of the superhuman underworld (on Earth; 14-) +2/+2d6

Talents

6 Combat Luck (3 PD/3 ED)
3 Lightning Reflexes: +3 DEX to act first with All Actions

THUNDERBIRD FACTS

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

N/R: Thunderbird is a vigilante who specializes in killing supervillains. He doesn't use lethal force against superheroes, but he's racked up quite a body count of costumed criminals.

K/R: Thunderbird's killed over three dozen supervillains, including Conquistador, Earthmover, Nightwhisper, Powerplay, Raptorman, Steel Lightning, and various VIPER Nest Leaders and DEMON Morbanes.

-1: Thunderbird's weapons of choice are blasters. He carries five: an assault blaster; three blaster pistols; and a blaster sniper rifle. He also carries grenades and a questionite-bladed combat knife.

-4: Thunderbird has been trained in commando-style hand-to-hand combat.

-10: His Secret Identity is Jason Redhorse; he's a US Army veteran and DIA intelligence agent.

Skills

- 24 +2 Overall
- 20 +2 with All Combat
- 6 +1 with Agility Skills
- 5 Accurate Sprayfire
- 3 Breakfall 13-
- 3 Combat Driving 13-
- 3 Computer Programming 13-
- 5 Concentrated Sprayfire
- 3 Criminology 13-
- 3 Demolitions 13-
- 3 Electronics 13-
- 3 Forensic Medicine 13-
- 3 Interrogation 14-
- 3 CK: Millennium City 13-
- 3 KS: The DIA 13-
- 3 KS: The Espionage World 13-
- 3 KS: The Military/Mercenary/Terrorist World 13-
- 3 KS: The Superhuman World 13-
- 3 KS: Supervillains 13-
- 3 Lockpicking 13-
- 3 Paramedics 13-
- 2 PS: Soldier 11-
- 2 PS: Spy 11-
- 3 Security Systems 13-
- 5 Skipover Sprayfire
- 3 Stealth 13-
- 3 Streetwise 14-
- 3 Tactics 14-
- 5 Two-Weapon Fighting (Ranged)
- 4 TF: Common Motorized Ground Vehicles, Helicopters, Two-Wheeled Motorized Ground Vehicles
- 7 WF: Common Melee Weapons, Small Arms, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons

Total Powers & Skills Cost: 394**Total Cost: 575****400 Matching Complications (75)**

- 10 **DNPC:** Barbara Redhorse (wife) (Frequently, Normal; Useful Noncombat Position)
- 20 **Hunted:** Justice Squadron (Infrequently, Mo Pow, NCI, Capture)
- 20 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
- 20 **Psychological Complication:** Vigilante Mentality (Common, Total)
- 15 **Psychological Complication:** Hatred Of Superhumans (Common, Strong)
- 15 **Social Complication:** Secret Identity (Jason Redhorse) (Frequently, Major)

Total Complications Points: 75**Experience Points: 175****THUNDERBOLT**

Background/History: The fourth of eight sons born to a poor St. Louis bricklayer and his wife, Rob Bleskind grew up having to struggle for everything he got. He fought against his brothers to prove he was tough, he beat up neighborhood kids and stole their lunch money, he worked hard at a string of menial jobs to help put food on the family table. His parents taught him to stick up for himself; no one else was ever going to help or protect him.

But Rob wasn't just a brute, he was actually pretty smart — so smart he earned a full scholarship to the new Millennium City University. He planned to study geology and become one of those high-paid petrochemical engineers he'd heard about. He headed off to MCU full of ambition.

During his second day of classes, he met another student, Steve Maxwell. The two became rivals almost immediately; somehow they really got on each others nerves. Maxwell was just as competitive and smart as he was. More than a few fistfights occurred between them over the next few years.

When MCU was allowed to examine fragments of a strange meteorite that had landed in Kentucky, Rob was thrilled to be asked to participate. His enthusiasm only dimmed a little when he found out Maxwell was working on the project, too. It was all the two of them could do to be civil to each other when the professors were around.

And then the professors left the room for a minute to get some equipment. What happened next is a matter of debate. Bleskind has always blamed Maxwell, claiming he began an unauthorized test with equipment he didn't really know how to use. But it could be that they got into a fight and knocked something over. Or maybe they didn't do anything. But what happened is incontrovertible: the meteor exploded, blasting them both with tiny particles and fragments of kelvarite. Bleskind, being closer to the meteor when the disaster occurred, was bombarded with more kelvarite than Maxwell.

When he awakened in a hospital bed, Bleskind felt sick and weak. That changed; he healed with incredible speed, and soon realized the explosion had changed him somehow. When he accidentally bent the metal rail on his hospital bed, he discovered he was much stronger than a normal human. When he was brushing his teeth one day and his hand started moving so fast he could barely see it, he found out he was also a lot faster than any ordinary person.

A little practice late at night when no one was around to see was all it took to sound out the extent of his superpowers. He could run faster than an express train and lift small cars without much effort. Soon his mind went from thinking, "Wow, this is *incredible!*" to wondering, "How can I make money with this?"

Well, he knew lesson number one — grab all you can get for yourself, 'cause no one's going to help you but you. He was never much of a one for following all the rules anyway. He'd rather make money as a supervillain than risk his neck as an unthanked, unrewarded superhero.

It wasn't long before he quit college and became a full-time supervillain. Not knowing there was already a super-criminal named Thunderbolt, he chose that name for himself, since it was perfect for his combination of strength and speed. Since then, he's worked on his own, for VIPER, and with many other villains, and he doesn't intend to get off the gravy train anytime soon.

Personality/Motivation: Thunderbolt's personality could be the textbook definition of “self-centered.” With him, everything is about me, me, me. His needs, wants, and desires, no matter how trivial, are always more important than anyone else's. His opinions are correct, and anyone who disagrees with him is wrong, and stupid. Anyone who's not tough enough to stop him deserves to get flattened and have his stuff taken away. Thunderbolt gets along really well with people who kow-tow to him (sycophantic waiters, call girls, toadies), and not so much with everyone else. A lot of master villains would rather not work with him; he's too much trouble to cope with.

Quote: “I'm faster than a bullet — and I hit harder, too.”

Powers/Tactics: Thunderbolt is a brick-speedster, able to combine his swiftness and his super-strength for devastating attacks. He particularly enjoys Move Throughs (16d6 damage!), and uses his Combat Skill Levels for offense when performing one. Grab Bys to snatch Accessible Foci are another favorite tactic. Given his high SPD, he can often afford to spend the time to Haymaker.

Unfortunately, Thunderbolt suffers from many of the common problems experienced by superhumans with kelvarite-derived powers. The minute bits of the mineral embedded in his body make him experience pain when he's exposed to larger chunks of kelvarite, or when someone uses earth manipulation powers on him. He also suffers a greater than normal degree of effect from electrical attacks, or powers that sap his strength, stamina, or other qualities (*i.e.*, Drains).

Campaign Use: Thunderbolt is a good member for impromptu superteams or groups of super-mercenaries hired by master villains (though his selfish attitude may cause problems). His powers give him a lot of combat flexibility, making him a useful addition to many villain teams.

If Thunderbolt isn't tough enough to challenge your PCs, you have several options for “powering him up.” First, increase his STR; that way he doesn't have to depend so much on his movement. Second, give him some CSLs with Move Through and extra defenses that only apply against Move Throughs, so he can start slamming into his opponents without much difficulty. Third, give him some brick or speedster tricks that don't necessarily involve hitting people hard. If he's too tough for your campaign, decrease his velocity, SPD, and/or STR until he's more in line with your standard villains.

Associates, Allies, And Adversaries: Thunderbolt and Tachyon have been bitter rivals since their college days. They remain adversarial today, though no one else in the Superhuman World knows why. Each of them knows the other's Secret Identity but doesn't reveal it to the world for fear of having his own secret exposed.

Thunderbolt I, of the Ultimates, has a deep and abiding loathing of Thunderbolt II, whom he regards as having “stolen” his name. They have yet to meet, but when they do, sparks will fly... literally.

Appearance: Thunderbolt's costume has red flared boots, blue legs and stomach, red arms and shoulders (with the red on the upper chest in a reverse chevron pattern), and blue flared gloves. His red helmet and blue shoulder pads are designed to help protect him from the impact of running into targets. He wears no mask, only blue-tinted goggles.

THUNDERBOLT FACTS

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

N/R: Thunderbolt is a super-strong speedster villain who can run at speeds of up to approximately 150 miles per hour.

-6: Exposure to kelvarite causes Thunderbolt intense pain; his powers may derive from contact with the strange alien mineral.

-8: The use of Earth/Stone powers near Thunderbolt also causes him intense pain, perhaps for the same reason. Electricity attacks and Drains of any sort are highly effective against him due to his speeded-up metabolism.

-10: His Secret Identity is Rob Bleskind; he used to be a Millennium City University graduate student.

A THUNDERBOLT

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
27	DEX	34	14-	
30	CON	20	15-	
18	INT	8	13-	PER Roll 13-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack 4d6

9	OCV	30		
9	DCV	30		
3	OMCV	0		
3	DMCV	0		
8	SPD	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12

20	PD	18		Total: 20 PD (20 rPD)
20	ED	18		Total: 20 PD (20 rPD)

14	REC	10		
60	END	8		
15	BODY	5		
50	STUN	15		Total Characteristics Cost: 296

Movement:	Running:	50m
	Leaping:	16m

Cost Powers

20	Toughness:	Resistant (+½) for 20 PD/20 ED	0
47	Superspeed:	Running +38m (50m total) Reduced Endurance (½ END; +¼)	2
6	Strong Leaper:	Leaping +12m (16m forward, 8m upward)	1
7	Sleeve Radio:	HRRP (Radio Group) IIF (-¼), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Perks

2	Contact:	fence 11-
7	Contact:	Millennium City VIPER Nest Leader 11- (extremely useful Skills and resources, access to major institutions, significant Contacts of his own)

Skills

24	+3	HTH
4	+2	with Running
3		Computer Programming 13-
3		Electronics 13-
3		CK: Millennium City 13-
2		KS: History 11-
2		KS: Millennium City University 11-
1		KS: The Superhuman World 8-
3		Persuasion 13-
3		PS: Geologist 13-
3		SS: Geology 13-
3		Stealth 14-
3		Streetwise 13-
1		Systems Operation 8-

Total Powers & Skills Cost: 147

Total Cost: 443

400 Matching Complications (75)

- 10 **DNPC:** Aileen Mitchell (girlfriend) (Infrequently, Normal)
- 20 **Hunted:** PRIMUS (Infrequently, Mo Pow, NCI, Capture)
- 15 **Hunted:** California Patrol (Infrequently, Mo Pow, Capture)
- 15 **Psychological Complication:** Selfish And Amoral (Common, Strong)
- 5 **Rivalry:** Professional (with Tachyon; Rival Is Aware Of Rivalry)
- 15 **Social Complication:** Secret Identity (Rob Bleskind) (Frequently, Major)
- 15 **Susceptibility:** to kelvarite, takes 1d6 damage per Phase (Uncommon)
- 15 **Susceptibility:** to earth control/manipulation powers, takes 1d6 damage per Phase (Uncommon)
- 10 **Vulnerability:** ½ x Effect from Drains (Common)
- 30 **Vulnerability:** 2 x STUN from Electrical attacks (Very Common)

Total Complications Points: 75

Experience Points: 43



Appearance: Timelapse is a white male, 5'9" tall, with an athletic build, stylish dark hair, and prominent sideburns. (He doesn't wear a mask.) His costume is mostly red, with some darker red sections and gold highlights; it has no sleeves and short gloves.

TIMELAPSE

Background/History: The personal history of the supervillain known as Timelapse remains unknown. Based on comments he's made, it seems that he's from the distant future and has used his time-travel powers to return to the twenty-first century to "exploit the primitives of this period for my own personal gain." Exactly what he means by "gain" is open to question, since he often seems more interested in killing or aging certain persons

than stealing. Add to that the fact that Captain Chronos seems to pursue Timelapse obsessively and you've got a handful of facts that keep a lot of UNTIL and PRIMUS personnel very, very worried.

Personality/Motivation: Assuming Timelapse is telling the truth about himself (which is a big assumption), the authorities believe that he wants to alter the timestream (and thus the course of the future, as twenty-first century humans perceive it) to benefit himself in some way. Maybe he intends to end up the richest man in the world, or the ruler of Earth; no one knows... except possibly Captain Chronos, and he's not telling.

A

TIMELAPSE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
20	DEX	20	13-	
18	CON	8	13-	
20	INT	10	13-	PER Roll 13-
18	EGO	8	13-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
8	SPD	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12
5	PD	3		Total: 17 PD (12 rPD)
5	ED	3		Total: 17 ED (12 rED)
6	REC	2		
35	END	3		
10	BODY	0		
30	STUN	5		
Total Characteristics Cost: 176				

Movement: Running: 12m



Cost	Powers	END
210	Age Manipulation: Multipower, 210-point reserve	
7f	1) Restore Youth/Inflict Aging: Major Transform 8d6 (person into younger or older version of himself; heals via the application of any chronal manipulation power)	0
	Improved Results Group (any age younger or older; +¼), Reduced Endurance (0 END; +½); All Or Nothing (-½), Limited Range (100m; -¼), Limited Target (living beings; -¼)	
17f	2) Aging To Destruction: RKA 4d6	0
	NND (defense is Life Support [Longevity]; +1), Does BODY (+1), Reduced Endurance (0 END; +½); No Knockback (-¼)	
45	Time Shift Field: Resistant Protection (12 PD/12 ED)	0
	Hardened (+¼)	
77	Time Travel: Extra-Dimensional Movement (any date or place in time)	8

Talents

3 Timesense: Absolute Time Sense

Skills

- 15 +5 with Age Manipulation Multipower
- 3 Computer Programming 13-
- 8 KS: History 18-
- 3 SS: Physics 13-
- 3 SS: Temporal Physics 13-
- 3 Stealth 13-

Total Powers & Skills Cost: 394

Total Cost: 570

400 Matching Complications (75)

- 15 **Distinctive Features:** discomfiting "aura" (Not Concealable; Noticed And Recognizable)
- 25 **Hunted:** the Time Elemental Entropus (Frequently, Mo Pow, NCI, Capture/Kill)
- 20 **Hunted:** Captain Chronos (Very Frequently, As Pow, Capture)
- 20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 15 **Psychological Complication:** Greedy; Wants To Alter The Course Of History For His Own Gain (Common, Strong)

Total Complications Points: 75

Experience Points: 170

Quote: “I have all the time in the world... but you, I’m afraid, do not.”

Powers/Tactics: While Timelapse has the ability to travel in time just like Captain Chronos (and in fact seems to be able to do so on his own, without the need for technology), his time-manipulation powers are otherwise limited compared to the Captain’s. First and most importantly, he can change the flow of time around an individual to make that person older or younger. Typically he does this to age someone to the point where they’re likely to die in the near future, but at times he’s reduced targets to infancy or forced someone he didn’t like to relive adolescence. If he wants to, he can so rapidly age a person that the process simply kills the victim (and that particular form of attack also works on objects, whereas his normal age manipulation attack only affects living beings). Second, he can create a mild “time shift field” to protect himself from attacks.

Timelapse is not a stand-and-fight combatant. He prefers to appear out of nowhere, attack his target, and then vanish. This makes coming to grips with him extremely difficult. The odds are better on those rare occasions when he works as part of a team of supercriminals.

Campaign Use: Timelapse is full of plot seeds. Where’s he from, and what are his true goals? It’s entirely possible that he’s from the future like he says, though his story has some odd discrepancies. For example, if he *does* come from a future time period, why isn’t he carrying technological devices from his native era, which would almost certainly give him a tremendous advantage over twenty-first century humans?

To make Timelapse a tougher opponent for your heroes, give him a handful of other time-manipulation attacks and powers (see the “Time Powers” sections of *Champions Powers* for many possibilities). That way he’s not quite so much a one-trick pony. To weaken him, reduce his SPD to 6, and perhaps reduce the dice in his Transform and remove the *All Or Nothing* Limitation so that he has to spend several Phases to age someone in full.

Associates, Allies, And Adversaries: Timelapse doesn’t seem to associate with other villains, at least not on any sort of regular and permanent basis. Captain Chronos (page 66) keeps as close an eye on him as he can in case he has to step in to stop Timelapse from disrupting the timestream.

TIMELAPSE FACTS

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

N/R: Timelapse is a time-traveling supervillain who claims to have returned to the twenty-first century from the future to exploit “primitive early humans.” He has the power to age or “youthen” people or objects, even to the point they crumble to dust. Other than those basic facts, almost nothing is known about him.

TURS AL-SH'AB

Background/History: Zaid Kahil bin-Mahmoud was raised in Iraq by a loyal Ba’ath Party family that held a high position in the Saddam Hussein government. After finishing school he joined the military, and his induction medical exam showed that his biochemistry fit the profile of potential subjects for a superhuman-soldier program being jointly developed by Iraq and Awad. When ordered to report to the laboratory, he did so gladly, ever eager to serve.

Months of agonizing tests and procedures followed, but in 1995 the program achieved its one and only success with him. He emerged from the lab tall, immensely strong, and resistant to most forms of injury (though the process left him badly scarred). Impressed with what he saw, Saddam Hussein made bin-Mahmoud his personal bodyguard, christening him *Turs al-Sh’ab* (“the Shield of the People”).

When Hussein’s regime fell in the Iraq War, al-Sh’ab fled into hiding with Hussein. Unfortunately for the one-time president, but fortunately for al-Sh’ab, he was elsewhere when American forces found and captured Hussein in December 2003. He spent the next several years on the run, hiding from the Americans and their allies (often in Syria) and earning money as a mercenary supervillain. Eventually he developed enough of a “support network” of hideouts and potential employers both in the Middle East and outside the region that he stopped worrying about the United States and settled down to a life of vicious villainy.

Personality/Motivation: Turs al-Sh’ab isn’t a complex person. He’s a bully and sadist who deeply enjoyed being so near the top of the Iraqi government because it gave him the political influence to match his physical muscle. Many an Iraqi political dissident spent his last few moments of life in agonizing pain as Turs al-Sh’ab beat him to death or literally ripped him limb from limb. He’s hoping to find another employer who’ll offer him similar opportunities for “recreation”; in the meantime he satisfies himself beating up superheroes.

Quote: “Ha! What a weakling. I will enjoy killing you.”

Powers/Tactics: Turs al-Sh’ab is mostly a straightforward brick, but he’s got a few abilities that make him more of a threat than your average strongman. First, he’s skilled at finding the weak points in an opponent’s defenses and exploiting them. He lacks the raw STR of an Ironclad or Durak, much less Grond, but a character who only gets to apply half his defenses after Turs al-Sh’ab uses Streetfighter’s Eye on him probably won’t appreciate the difference much. Second, he’s developed a special “crushing grip” move that lets him squeeze the life out of nearly anyone, even powered armor wearers and malleable-bodied metamorphs; the only protection against his grip is a force-field.

B TURS AL-SH'AB

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
17	DEX	14	12-	
30	CON	20	15-	
10	INT	0	11-	PER Roll 11-
11	EGO	1	11-	
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
35	PD	33		Total: 35 PD (35 rPD)
35	ED	33		Total: 35 ED (35 rED)
20	REC	16		
60	END	8		
22	BODY	12		
60	STUN	20		

Total Characteristics Cost: 278

Movement: Running: 12m
Leaping: 40m

Cost Powers

- 52 **Crushing Grip:** RKA 2d6
No Normal Defense (defense is PD Resistant Protection defined as a force-field, or the like; +1), Does BODY (+1), Constant (+½); Must Follow Grab (-½), No Range (-½)
- 17 **Streetfighter's Eye:** Armor Piercing (x2; +½) for up to 50 STR
Requires A PER Roll (-½)

END

- 10
- 2



- 35 **Indestructible:** Resistant (+½) for 35 PD/35 ED 0
- 8 **Tough Guy:** Life Support (Immunity: all terrestrial poisons and chemical warfare agents; Safe Environments: High Pressure, Low Pressure/Vacuum) 0
- 18 **Strong Legs:** Leaping +36m (40m forward, 20m upward) 2
- 16 **Fast Healer:** Regeneration (1 BODY per Turn) 0

Perks

- 9 Contact: former members of the Iraqi government 12- (Organization)

Skills

- 32 +4 HTH
- 3 Breakfall 12-
- 3 Climbing 12-
- 3 Combat Driving 12-
- 3 Concealment 11-
- 2 Gambling (Dice Games) 11-
- 1 High Society 8-
- 7 Interrogation 15-
- 2 AK: Syria 11-
- 2 AK: Iraq 11-
- 2 KS: The Former Iraqi Military 11-
- 1 Language: Armenian (basic conversation; Arabic is Native)
- 1 Language: English (basic conversation)
- 3 Mechanics 11-
- 2 Navigation (Land) 11-
- 3 PS: Bodyguard 12-
- 3 Streetwise 13-
- 2 Survival (Desert) 11-
- 4 TF: Equines, Large Motorized Ground Vehicles, Tracked Military Vehicles, Wheeled Military Vehicles
- 2 WF: Small Arms

Total Powers & Skills Cost: 236

Total Cost: 514

400 Matching Complications (75)

- 10 **Distinctive Features:** badly scarred (Noticed And Recognizable; Concealable With Effort)
- 15 **Enraged:** when his honor or manhood is insulted (Common), go 11-, recover 14-
- 30 **Hunted:** US Military (Frequently, Mo Pow, NCI, Capture)
- 25 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)
- 20 **Psychological Complication:** Sadistic And Brutal (Very Common, Strong)
- 15 **Psychological Complication:** Overconfidence (Common, Strong)
- 15 **Social Complication:** Public Identity (Zaid Kahil bin-Mahmoud) (Frequently, Major)

Total Complications Points: 75

Experience Points: 114

Campaign Use: Every game needs a few utterly evil, totally irredeemable opponents, and Turs al-Sh'ab fills one of those slots in the Champions Universe. Sadistic, vicious, lecherous, sexist, racist, and ruthless, he has no good qualities at all. Player Characters should learn to love smashing him into defeat.

To make Turs al-Sh'ab more powerful, increase his STR (and, if necessary, his defenses). A few more “brick tricks” or a point of SPD would also ratchet up his deadliness. To make him less effective, remove his treetfighter's Eye.

Associates, Allies, And Adversaries: Turs al-Sh'ab would like to go back to the “glory days” of being a bodyguard to a powerful man — a job that brings wealth and privilege as well as excitement. Slun and Joseph Otanga are both on his “ask for a job if I ever get the chance” list.

Appearance: Turs al-Sh'ab wears a variation of the standard Iraqi military fatigues. His long-sleeve shirt and pants are light tan with faded camouflage markings. On his feet he wears black canvas ankle boots and atop his head there's a black beret. The upper left side of his chest is covered with ribbons and medals. His left eye has a scar that runs above and below the socket and pulls the skin slightly out of shape — he frequently hides his eyes behind a pair of sunglasses. Large scars cover many other parts of his body as well. He has a thick but carefully-trimmed mustache and fairly dark skin.

TURS AL-SH'AB FACTS

Here are some facts characters and NPCs might know about Turs al-Sh'ab if they succeed with an appropriate Skill Roll:

N/R: Turs al-Sh'ab (“Shield of the People”) is a super-strong Iraqi supervillain noted for his viciousness and sadism.

K/R: His real name is Zaid Kahil bin-Mahmoud; he was once Saddam Hussein's personal bodyguard. Among his many brutal crimes, he's most infamous for murdering the American superhero Janissary in 2005.

-1: Turs al-Sh'ab is most active in the Middle East and surrounding regions; as far as anyone knows he's never been to North or South America.

-2: Turs al-Sh'ab is skilled at analyzing an opponent and finding his weak spots so he can deliver devastatingly effective punches to them.

-4: One of Turs al-Sh'ab's deadliest moves is to Grab an opponent and administer a lethal crush. He's so good at it even powered armor doesn't protect against it; the only thing that can save a victim is a force-field.

UTILITY

Background/History: Lots of kids are fascinated by superheroes. Like dinosaurs, they represent something larger and more powerful than themselves, but which isn't threatening. In fact, a lot of kids want to *become* superheroes, the same way other kids want to become famous athletes or rock stars.

William Chow was different. He wasn't interested in admiring or emulating superheroes. He wanted to *beat* them. To him, they represented a challenge. As a young man, he spent a lot of time figuring out ways to trick or defeat superheroes, overcome their powers, and show them he was better than they are. This might have remained little more than a harmless hobby, but then his great aunt died unexpectedly, leaving him a small fortune in her will. Now he could do more than just dream — he had the means to *act* on his ideas. He used the bequest to fund his initial training, and to buy weapons from the underworld armorer Wayland Talos (he's since learned how to make his own gadgets).

His first outing as a supervillain was a complete success. The Sentinels never knew what hit them; they thought they were responding to a bank robbery by the Ultimates, but what they were actually walking into was a carefully-planned trap. Seeing one of the world's most powerful super-teams lying unconscious at his feet only confirmed to him that he was right all along: just because someone has superpowers doesn't mean an ordinary human can't overcome him.

Since then, Utility has become known as one of the most effective and successful super-mercenaries available. Although his interest in defeating and humiliating superheroes, rather than stealing huge sums of money or completing his assigned mission, sometimes causes problems, his track record speaks for itself and keeps the job offers pouring in.

Personality/Motivation: Disciplined, calm in crisis, and tactically alert at all times, Utility is a dangerous foe who gives credit for his victories to his attitude and intelligence, not his weapons. Outwitting and defeating superheroes is his obsession, but unlike most supervillains he doesn't broadcast his intentions, gloat over fallen foes, or ruthlessly mock his opponents. The quiet enjoyment of leaving the battlefield a winner is enough for him. To other supervillains, he's something of a paradox: he likes to beat heroes, but he won't kill them (or let his allies kill them, either, if he can help it); he's a skilled planner, fighter, and even leader, but doesn't spend much time with his colleagues-in-crime. The truth is, he dislikes most other villains (and people in general). He doesn't think of himself as a “villain” at all, really, and doesn't approve of or appreciate their attitudes or actions. Fighting superheroes is about proving who's best, not about gratuitously hurting people or making one's self rich.

A

UTILITY

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	20	13-	
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		
7	DMCV	12		
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)

10	REC	6		
50	END	5		
15	BODY	5		
40	STUN	10		

Total Characteristics Cost: 200

Movement:

Running:	18m
Leaping:	14m
Swinging:	30m

Cost Powers

107 **Armory:** Variable Power Pool (Gadget Pool), 90 Pool + 60 Control Cost
Focus (all slots must have at least -¼ worth of this Limitation; -¼), Can Only Be Changed In Utility's Armory (-½)

37 **Omni-Pistol:** Multipower, 75-point reserve
All OAF (-1)

2f **1) Electric Blaster:** Blast 15d6 [4]
OAF (-1), 4 Charges (-1)

2f **2) Laser:** RKA 4d6 [4]
OAF (-1), 4 Charges (-1)

2f **3) Concussion Beam:** Blast 10d6 (physical) [4]
Double Knockback (+½); OAF (-1), 4 Charges (-1)

2f **4) Focussed Magnetic Beam:** Blast 12d6 [4]
Armor Piercing (+¼), OAF (-1), 4 Charges (-1)

2f **5) Sonic Blast:** Blast 10d6 [4]
NND (defense is Hearing Group Flash Defense; +½); OAF (-1), 4 Charges (-1)

15 **Billy Club:** Multipower, 30-point powers
All OAF (-1)

1f **1) HTH Club:** HA +3d6 1
OAF (-1), Hand-To-Hand Attack (-¼)

1f **2) Thrown Club:** Blast 6d6 [1rc]
OAF (-1), 1 Recoverable Charge (-1¼), Lockout (prevents use of other Multipower slots until charge recovered; -½)

1f **3) Swingline:** Swinging 30m 1
OAF (-1)

60 **Wrist Rockets:** Multipower, 90-point powers
All OIF (-½)

4f **1) Explosive Rocket:** Blast 12d6 [4]
Area Of Effect (26m Radius Explosion; +½); OIF (-½), 4 Charges (-1)

4f **2) Shaped-Charge Rocket:** Blast 12d6 [4]
Penetrating (+½); OIF (-½), 4 Charges (-1)

45 **Shock Gloves:** Multipower, 90-point reserve [6]
All IIF (-¼), 6 Charges for entire Multipower (-¾)

5f **1) Taser Touch:** Blast 6d6
NND (defense is ED Resistant Protection defined as a force-field, or the like, or total electrical insulation; +1), Trigger (mental command, activating Trigger takes no time, Trigger immediately automatically resets; +1); IIF (-¼), No Range (-½)

2f **2) Electrocutation Touch:** RKA 2d6
Trigger (mental command, activating Trigger takes no time, Trigger immediately automatically resets; +1); IIF (-¼), No Range (-½), Requires 3 Charges (-2)

Martial Arts: Generic

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Choke	-2	+0	Grab One Limb, 4d6 NND (2)
4 Dodge	—	+5	Dodge, Affects All Attacks, Abort
4 Escape	+0	+0	55 STR vs. Grabs
5 Flying Dodge	—	+4	Dodge All Attacks, Abort; FMove
4 Hold	-1	-1	Grab Three Limbs, 50 STR
4 Karate Chop	-2	+0	HKA 1d6+1 (2½d6 with STR)
5 Kick	-2	+1	12d6 Strike
4 Punch	+0	+2	10d6 Strike
3 Throw	+0	+1	8d6 + v/10; Target Falls
16			+4 Damage Classes (already added in)

24 **Armored Costume:** Resistant Protection (12 PD/12 ED) 0
OIF (-½)

20 **Shunt Field Belt:** Damage Negation (-3 DCs Physical and Energy) 0
OIF (-½)

7 **Omni-Visor:** Sight Group Flash Defense (10 points) 0
OIF (-½)

7 **Omni-Visor:** Hearing Group Flash Defense (10 points) 0
OIF (-½)

6 **Strong Runner:** Running +6m (18m total) 1

3 **Strong Leaper:** Leaping +6m (14m forward, 10m upward) 1

7 **Cling-Boots:** Clinging (normal STR) 0
OIF (-½)

3 **Omni-Visor:** Infrared Perception (Sight Group) 0
OIF (-½)

3 **Omni-Visor:** Ultraviolet Perception (Sight Group) 0
OIF (-½)

3 **Omni-Visor:** Increased Arc Of Perception (360 Degrees) (Sight Group) 0
OIF (-½)

8 **Omni-Visor:** +8 versus Range Modifier for Sight Group 0
OIF (-½)

8 **Omni-Visor:** +8 versus Range Modifier for Hearing Group 0
OIF (-½)

6 **Omni-Visor:** HRRP (Radio Group) 0
OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)

Perks10 **Money:** Wealthy**Talents**3 **Ambidexterity** (no Off Hand penalty)4 **Lightning Reflexes:** +4 DEX to act first with All Actions**Skills**

24 +2 Overall

20 +2 with All Combat

20 +2 with All Non-Combat Skills

15 +3 with *Omni-Pistol* Multipower

3 Acrobatics 13-

3 Breakfall 13-

3 Climbing 13-

3 Computer Programming 13-

3 Contortionist 13-

3 Deduction 13-

3 Electronics 13-

2 CK: Millennium City 11-

4 KS: Superheroes 14-

6 KS: The Superhuman World 16-

4 KS: Superpowers 14-

4 KS: Supervillains 14-

3 Lockpicking 13-

3 Mechanics 13-

3 Power: Gadgeteering 13-

3 Security Systems 13-

3 Stealth 13-

3 Streetwise 13-

3 Systems Operation 13-

3 Tactics 13-

3 Teamwork 13-

Total Powers & Skills Cost: 618**Total Cost: 818****400 Matching Complications (75)**10 **Distinctive Features:** Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)25 **Hunted:** the Champions (Frequently, Mo Pow, NCI, Capture)20 **Hunted:** UNTIL (Infrequently, Mo Pow, NCI, Capture)15 **Psychological Complication:** Overconfidence (Very Common, Moderate)20 **Psychological Complication:** Code Versus Killing (Common, Total)15 **Psychological Complication:** Determined To Prove Himself Better Than Superhumans (Common, Strong)10 **Psychological Complication:** Collapses Under Torture/Interrogation (Uncommon, Strong)5 **Rivalry:** Professional (with Mirage; see text)15 **Social Complication:** Secret Identity (William Chow) (Frequently, Major)**Total Complications Points: 75****Experience Points: 418****EXAMPLE POWERS FOR ARMORY POWER POOL**

Here are some examples of devices Utility might build with his Gadget Pool:

Armor Weakener: This device temporarily breaks down the chemical bonds in most substances used to build body armor and powered armor, so that they offer less protection than normal until the bonds “heal.”

Drain Resistant Protection 6d6 (60 Active Points); OAF (-1), Only Works Against Worn Armor (-½), 12 Charges (-¼). Total cost: 22 points.

Cloaking Mesh: This device, built into one of Utility’s costumes, bends light around him so people cannot see him.

Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); OIF (-½). Total cost: 20 points.

Flare Beam: This weapon attaches to the Omni-Pistol; it lets Utility blind and disorient his foes.

Sight Group Flash 12d6 (60 Active Points); OAF (-1), 4 Charges (-1). Total cost: 20 points.

Knockout Gas Mini-Grenades: Enemies who can withstand powerful energy bolts often have little resistance to Utility’s knockout gas.

Drain STUN 4d6, Area Of Effect (18m Radius Explosion; +½) (60 Active Points); OAF (-1), Range Based On STR (-¼), 4 Charges (-1). Total cost: 18 points.

Springboots: With these special boots, Utility can leap enormous distances.

Leaping +26m (40m forward, 20m upward) (13 Active Points); OIF (-½). Total cost: 9 points.

Tanglebomb: Utility uses this weapon to keep his foes from moving.

Entangle 4d6, 8 PD/8 ED (60 Active Points); OAF (-1), Range Based On STR (-¼), 4 Charges (-1). Total cost: 18 points.

X-Ray Scanner: This device fits into Utility’s Omni-Visor and lets him see through most physical objects. It’s great for planning ambushes.

Fully Penetrative for Sight Group (blocked by lead, gold, or force-fields) (15 Active Points); OIF (-½). Total cost: 10 points.

UTILITY FACTS

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

N/R: Utility is a supervillain who became a costumed criminal to challenge superheroes using only his carefully-trained body and mind, and the weapons and gadgets he’s designed. His main weapons are his Omni-Pistol (which fires a variety of energy beams), his wrist-rockets, and his billy club.

K/R: Utility has no interest in killing or harming superheroes; he simply wants to show that he, a normal person without powers, can defeat and humiliate them.

-1: Other weapons and gadgets Utility uses include shock gloves, springboots, and a shunt field belt, but he can build himself just about any device he needs given enough time. He’s also a skilled hand-to-hand fighter.

-4: Utility and Mirage have had an on-again, off-again romantic relationship for years.

-6: Utility can’t withstand interrogation (much less torture); he’s quick to tell whatever he knows once captured and “grilled.”

-10: His Secret Identity is William Chow.



Appearance: Utility's costume is a brown bodysuit with green boots, belt, gauntlets, and attachments. He carries his Omni-Pistol in a holster on his left hip, and his Billy Club in a sheath on his right leg. His Wrist Rockets are on his left wrist. Depending on his current selection of gadgets and weapons, his headpiece is either a helmet with his Omni-Visor built into the faceplate, or a helmet-like mask with a bar-like Omni-Visor attachment over his eyes.

William Chow is 5'8" tall, weighs 150 pounds, and has the rock-solid build of a muscular athlete and experienced fighter. A Chinese-American, he has short dark hair and dark eyes.

Quote: "All the superpowers in the world aren't enough to defeat the world's most powerful weapon — the human brain — if it's used properly."

Powers/Tactics: Utility is a clever combatant who uses high-tech weapons and gadgets — most often his Omni-Pistol, which has a variety of settings, each with a different special effect — to overcome superpowered opponents and prove he's better than they are. Since he knows he can't match their raw power, he plans ahead to take advantage of his enemies' weaknesses and vulnerabilities. He researches superhumans extensively, and if a hero has shown a Vulnerability, Susceptibility, or other weakness, it's likely Utility knows about it — and is ready to exploit it.

If he's working with a team of supervillains, Utility prefers to find cover and act as fire support, sniping at opponents to soften them up for his teammates. He may even build gadgets specifically designed to enhance or work with his allies' powers (his Armor Weakener is a particular favorite). If he's on his own, he tries to arrange the battlefield to suit himself, even rigging it ahead of time with traps, weapon caches, and anything else he can think of to give him the edge he needs to win.

Campaign Use: Utility works well either in a group or on his own, though you'll probably have the most fun with him as a solo villain. In that case, you have to arrange the scenario so that Utility has enough of an edge to take on the whole team. This may involve giving him more equipment and resources than normal (including, perhaps, Computers or Vehicles), but it also means having him do a lot of preparatory work. He should know the PCs almost as well as they know themselves, and plan things so the battles take place where *he* wants them to. (On the other hand, sometimes he sneaks into a team's headquarters and tries to take them all out in their home territory; that's just about the best sort of victory he can have.) He should have ways to counteract or avoid any just about power the PCs are known to have, forcing them to rely on their own smarts rather than just raw power.

If you want to make Utility more powerful, the best thing to do is increase the size of his Variable Power Pool so he can have more (and perhaps better) gadgets at once. Weakening him usually means decreasing his VPP and the reserves of his Multipowers.

Associates, Allies, And Adversaries: Utility usually works on his own, though he sometimes teams up with like-minded villains (such as Mirage) or works for master villains who share his agenda (at least to some degree). He generally prefers not to work with villains who are actually superpowered, but he makes exceptions if necessary. For example, Interface hired him in 2003 as part of his (Interface's) elaborate plot to study and then defeat the Champions. He was easy to work with and paid well; Utility would gladly take another job from him. He's also had good working experiences or partnerships with Merc-Force 1, Cybermind, Stiletto, and Shrinker.

Utility has had an on-again, off-again romantic relationship with Mirage for years. Drawn together by their mutual dislike of superhumans and love of showing their "normal human" superiority over them, they've committed many a crime together and in their better periods even considered getting married a time or two. Unfortunately, their respective egos and desire to outdo one another ultimately get in the way and break them up... until something happens to start the whole cycle of attraction/rivalry all over again.

And she's not the only woman he's got a rivalry with. Utility and Signal Ghost sometimes "compete" to see who can most quickly defeat a hero, though he regards her Phase Suit as being a little too close to superpowered "cheating."

Utility maintains informal contact via e-mail with other supervillains who are inventors or are known for their technological acumen, such as Brainchild, Wayland Talos, and Lady Blue. They exchange information and bounce ideas off one another.

VALAK THE WORLD-RAVAGER

Background/History: Valak, Ravager Of Worlds, is widely regarded by many interstellar societies as a myth — a story told to younglings at bedtime to persuade them to be good or Valak will get them. But a few planets have learned, to their eternal sorrow, that there's a great deal of truth behind the tales.

Valak was born centuries ago on a world somewhere in the Sextans dwarf galaxy some 300,000 light-years from Earth. A powerful mutant among his own race, he conquered his homeworld with ease, then sent his armies forth to do the same to nearby planets. A group of worlds formed an alliance against him, and their combined armies overwhelmed his own, destroying them and reducing his planet to rubble. But Valak himself escaped, and over the next several centuries attacked each of those worlds in turn individually, destroying their armies, overthrowing their governments, and slaying millions.

Finally his enemies were defeated, but Valak still burned with an unquenchable rage and desire for combat. He left the burning worlds of his home system and headed out into space, determined to bring the glory of war and destruction to each and every one of the stars that shone in the night sky. Eventually his travels brought him to humanity's portion of the Milky Way Galaxy, where he destroyed several minor civilizations before being trapped by the combined efforts of dozens of Star*Guards and imprisoned at the center of a small planetoid.

It took Valak many years to escape, but at last he did, and began traveling from Star*Guard outpost to outpost, killing everyone he found. By the time he was approaching the Sol system in May 2006 CONTROL had figured out what had happened and sent a message to Earth's Star*Guard... which he received while he was in New York assisting the Sentinels. They accompanied him into space in an attempt to slow Valak down and save Star*Guard's support crew. Fortunately, his escape efforts and long years without sustenance had weakened Valak, so the heroes were able to defeat him in an epic battle that ranged from the orbit of Jupiter to the streets of New York City. Valak once again found himself imprisoned, this time via "hot sleep" in Stronghold; his armor and Cosmic Halberd were sent to the Goodman Institute for study.

There Valak remained for three years... and then Menton broke free from hot sleep. To cover his own escape he freed most of the other inmates, including Valak. After first smashing his way into the Goodman Institute's labs to retrieve his possessions, he left the Earth. No one's seen him since — but neither Earth's heroes nor the Star*Guard believe they've seen the last of him.

Personality/Motivation: Valak has precisely one dimension to his personality: he lives to fight and to kill, preferably in the most spectacular way possible so that his name is spread far and wide. Everything else has been burned away by centuries of rage and conflict. Nothing makes him happier than the sight of crowds running away from him, except perhaps for the placing of his enemies' heads on pikes. He really enjoys that.

Quote: "Well done, little man! I nearly felt that. You should be honored, as your suffering will now be legendary!"

Powers/Tactics: Valak's character sheet shows him at only a fraction of his original power level — it cost him much to break out of the Star*Guard's prison. But even at that he's a terrifying opponent, with vast strength, dangerous psionic abilities, and a Cosmic Halberd he took from one of his conquests; it can cut through nearly anything. He has little use for tactics beyond "attack without respite until your opponents fall before you."

Campaign Use: Valak as he is now is a dangerous opponent for most teams. If he ever finds an appropriate power source, or simply takes a decade or two to recover from being imprisoned, you should increase his abilities until he's a threat not just to your team of PCs, but to an entire world's worth of hero teams — the sort of menace that the heroes have to team up with master villains like Dr. Destroyer and Yin Wu to defeat.

Appearance: Valak the World-Ravager is a humanoid alien nearly eight feet tall with navy blue skin. Compared to a Human's his head is slightly disproportionately large, with a mouthful of sharp light blue teeth and a series of distinctive furrows running from the bridge of his nose to halfway across his bald scalp. His hands have three fingers and a thumb, his feet four toes. He wears a burnt orange bodysuit with sleeves that end halfway down his forearms, and heavy black boots. He carries a *Cosmic Halberd*, a polearm-like weapon whose oddly-shaped bladed head is surrounded by a field of purple-black energy motes that allow it to cut through almost anything.

VALAK THE WORLD-RAVAGER FACTS

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

N/R: Valak is an immensely powerful alien supervillain who exists only to fight, destroy, and kill. He wields a powerful Cosmic Halberd as his chief weapon, but he also has psionic powers.

K/R: Valak is actually from another Galaxy. He and the Star*Guard are fierce enemies. At full strength he's powerful enough to take on dozens of superheroes at once and to destroy entire planets; fortunately his years in hot sleep seem to have weakened him for the time being.



VALAK THE WORLD-RAVAGER

Val	Char	Cost	Roll	Notes
100	STR	90	29-	Lift 25 ktons; 20d6 HTH damage [10]
21	DEX	22	13-	
45	CON	35	18-	
20	INT	10	13-	PER Roll 13-
26	EGO	16	14-	
35	PRE	25	16-	PRE Attack: 7d6
9	OCV	30		
8	DCV	25		
3	OMCV	0		
10	DMCV	21		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
25	PD	23		Total: 35 PD (35 rPD)
25	ED	23		Total: 35 ED (35 rED)
30	REC	26		
90	END	14		
30	BODY	20		
100	STUN	40		

Total Characteristics Cost: 460

Movement:

Running:	12m
Flight:	40m
MegaFlight:	Up to 130 million km
FLT Travel:	1 LY/2 minutes

Cost	Powers	END
25	Can Fight All Day: Reduced Endurance (½ END; +¼) for 100 STR	0
47	Cosmic Halberd: HKA 4d6 (8d6+1 with STR) Armor Piercing (x2; +½); OAF (-1) plus: Reach +2m OAF (-1)	9
100	Enhanced Psyche: Multipower, 100-point reserve	
19v	1) Psychic Shockwave: Mental Blast 9d6 (Human and Alien classes of minds)	9
10v	2) Psychic Domination: Mind Control 10d6	5
10v	3) Psychic Invasion: Telepathy 10d6	5
10v	4) Psychic Sense: Mind Scan 10d6	5
11v	5) Psychic Force: Telekinesis (30 STR), Fine Manipulation	5
14v	6) Psychic Defensive Force: Resistant Protection (25 PD/25 ED/10 Mental Defense) Costs Half Endurance (-¼)	4
20	Battle Armor: Resistant Protection (10 PD/10 ED) OIF (-½)	0
25	Tough Body: Resistant (+½) for 25 PD/25 ED	0
60	Tough Body: Physical and Energy Damage Reduction, Resistant, 50%	0
30	Tough Mind: Mental Damage Reduction, Resistant, 50%	0
40	Tough Body: Life Support (Total, including Longevity: Immortality)	0
50	Cosmic Energy Propulsion: Multipower, 50-point reserve	
5f	1) Atmospheric Flight: Flight 40m, x8 Noncombat	5
5f	2) Interplanetary Flight: Flight 13m MegaScale (1m = 10 million km; +2¾)	5
5f	3) Interstellar Flight: Faster-Than-Light Travel (30 Light Years/hour)	



Talents

17	Psychic Language Convertor: Universal Translator 18- OIF (-½)
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Skills

20	+2 with All Combat
16	+2 HTH
2	+2 OMCV with Psychic Shockwave
3	Concealment 13-
3	Electronics 13-
3	AK: Valak's Galaxy And Worlds 13-
3	Mechanics 13-
3	Oratory 16-
3	PS: Warlord 16-
3	Systems Operation 13-
3	Tactics 13-
2	TF: Military Spacecraft, Personal Use Spacecraft

Total Powers & Skills Cost: 567

Total Cost: 1,117

400 Matching Complications (75)

15	Hunted: Star*Guard (Frequently, As Pow, Harshly Punish)
10	Hunted: Sentinels (Infrequently, As Pow, Harshly Punish)
10	Negative Reputation: Ravager of Worlds, 11- (Extreme; known only to a small group [some alien species and some Earth heroes])
20	Physical Complication: Does Not Understand Earth Culture (Frequently, Greatly Impairing)
25	Psychological Complication: Lives Only To Conquer And Destroy (Very Common, Total)
20	Psychological Complication: Overconfidence (Very Common, Strong)
15	Psychological Complication: Vengeful (Common, Strong)

Total Complications Points: 75

Experience Points: 717

VECTOR

Background/History: Leonard Winston was a top Air Force combat pilot — the one the brass called on to test all the latest designs and classified projects. Brash and outgoing, he was a poor choice for top secret work when it came to security concerns... but he got away with his attitude and lax approach to discipline because there was no one who could fly planes the way he could.

During one particularly tricky test flight, Winston encountered an unexpected stormfront — one that had come seemingly out of nowhere, developing with such speed he couldn't avoid it. Before he knew it he was in the thick of the clouds and battling the bucking winds for his life. Suddenly his whole world came apart in a blinding flare of light, power, and pain.

The Air Force lost Winston on its radar shortly after he entered the clouds, and when even his static-filled radio transmissions ceased and the plane didn't re-appear, it sent out search parties to look for the wreckage. Eventually it found the debris from the plane... but no Winston. Utterly baffled by the situation, the USAF wrote him off as “missing in action and presumed dead.”

But unfortunately for America and the world, he wasn't dead. A few days later an ultra-fast flying supervillain, one of the swiftest ever recorded, committed over a dozen crimes in the Chicago area... in the space of about five seconds. He called himself Vector and wore a costume, but an advanced bank security camera got a good enough shot of him for the authorities to identify him as Leonard Winston. That wasn't enough for either PRIMUS or UNTIL to *catch* him, though — he's too quick for that. Ever since then he's been a major thorn in the side of the law, having committed dozens of crimes and gotten away scot-free, and perhaps dozens more no one knows about because he moves so quickly. Some officials consider him a major threat to world security due to his power level, though he has yet to show an interest in anything beyond ordinary crime.

Personality/Motivation: Vector's always been flamboyant — a showoff and thrillseeker with a justified confidence in his abilities. Becoming a superhuman has only made this tendency worse, particularly when he's around other speedsters; many villains don't like to work with him because they either (a) find his constant boasting and showing off annoying, (b) fear that his unprofessional attitude and conduct will compromise the job, or (c) both.

Since gaining his powers, Vector's also become a lot more self-centered, to the point of abandoning allies who need help because helping them would inconvenience him or expose him to capture. He can act like a normal guy when he has to, and sometimes he even wants to, but when it comes right down to it all he cares about is himself.

But the accident that turned Leonard Winston into Vector did more than just exacerbate existing

personality traits. It also made him edgy and paranoid — fearful that people are spying on him, out to get him, or hiding things from him. For example, it's commonly believed that he got his powers when the experimental plane he was flying was struck by a particularly powerful lightning bolt, and some analyses of data gathered on him remotely tend to support that theory. Vector used to believe it too, but in recent years he's begun to wonder. Could a simple lightning bolt *really* change him that way? And that storm came up on him *really* sudden. Could it have been... aliens? Is he a guinea pig for some experimental alien ray? If so, which aliens was it, and what do they really want with him? Thoughts like this often keep him up at night.

Quote: “Oh, *sure*, I do that and then you hit me from behind. You're going to have to think faster than that to catch the fastest man alive!”

Powers/Tactics: Capable of attaining speeds of nearly 2,000 miles per hour under combat conditions, and up to about 56,000 miles per hour when he wants to *really* move, Vector is one of the fastest beings on the planet — and he knows it. He takes full advantage of his speed in combat by running rings around his foes to show just how good he is. He likes to start with a flashy but not overly effective attack, such as a Multiple Move By powerful enough to Stun but not Knock Out his enemies. He follows that up with a Presence Attack, and if he still encounters resistance he opens up with everything he's got.

Vector burns END at a high rate — even if he does nothing but move every Phase, he spends 60 END a Turn — so keep a careful eye on his END. He often uses a Phase or two every Turn, especially in Segments 9 and 11, to take a Recovery. If he can, he buys the Speedster Tricks in his Power Pool with Reduced END to further cut down on END usage. (See the “Speedster Powers” section of *Champions Powers* for plenty of abilities Vector can buy with his VPP.)

Vector often uses his Flight to mimic Running — he moves along the ground in such a way that it looks like he's using his legs to move. He particularly enjoys using this trick on people he's never encountered before so he can see the looks on their faces when he suddenly soars into the sky.

Campaign Use: Vector is a classic speedster — incredibly fast and agile, highly experienced at using his super-speed in a wide variety of ways. He just flies instead of runs (most of the time). He should pose a challenge for your PCs all by himself (never mind when he's part of a team); if he's not that tough yet, beef him up until he is.

To make Vector more powerful, increase the size of his Variable Power Pool, increase his SPD right up to 12, give him more END or Combat Skill Levels, and/or let him buy some basic Speed Zone powers outside his VPP. To weaken him, reduce his VPP and SPD until he's a tough speedster for your campaign, but not necessarily the toughest.

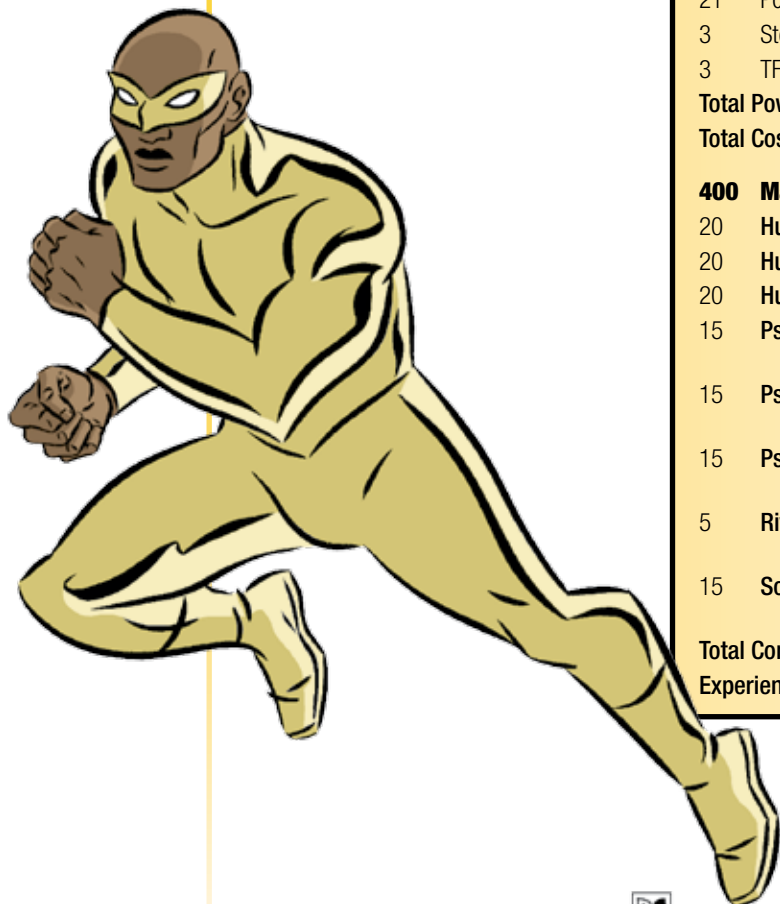


VECTOR

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
36	DEX	52	16-	
25	CON	15	14-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
12	OCV	45		
16	DCV	65		
3	OMCV	0		
3	DMCV	0		
10	SPD	80		Phases: 2, 3, 4, 5, 6, 8, 9, 10, 11, 12
12	PD	10		Total: 12 PD (12 rPD)
12	ED	10		Total: 12 ED (12 rED)
20	REC	16		
120	END	20		
13	BODY	3		
36	STUN	8		

Total Characteristics Cost: 354

Movement:	Running:	12m
	Flight:	60m
	MegaFlight:	Up to 60 km/Phase



Cost	Powers	END
165	Hyper-Flight: Multipower, 165-point reserve	
13f	1) Super-Flight: Flight 60m, x16 Noncombat No Turn Mode (+¼), Usable Underwater (+¼), Reduced Endurance (½ END; +¼)	6
16f	2) Machspeed Flight: Flight 60m MegaScale (1m = 1 km; +1), No Turn Mode (+¼), Usable Underwater (+¼), Reduced Endurance (½ END; +¼)	6
200	Speedster Tricks: Variable Power Pool, 120 Pool + 120 Control Cost Powers Can Be Changed As A Zero-Phase Action (+1); Only For Speedster Tricks (-½)	var
12	Friction Resistance: Resistant (+½) for 12 PD/12 ED	0

Skills

20	+4 with Speedster Tricks Variable Power Pool
16	+2 HTH
3	Acrobatics 16-
3	Breakfall 16-
3	Combat Piloting 16-
3	KS: The Superhuman World 12-
2	KS: The US Air Force 11-
3	KS: World Aircraft 12-
21	Power: Speedster Tricks 25-
3	Stealth 16-
3	TF: Combat Aircraft, Large Planes, Small Planes

Total Powers & Skills Cost: 486

Total Cost: 840

400 Matching Complications (75)

20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: VIPER (Infrequently, Mo Pow, NCI, Capture/Kill)
15	Psychological Complication: Selfish; Looks Out For Number One (Common, Strong)
15	Psychological Complication: Paranoid (Common, Strong)
15	Psychological Complication: Flamboyant Showoff (Common, Strong)
5	Rivalry: Professional (with other speedsters, to prove himself the fastest)
15	Social Complication: Secret Identity (Leonard Winston) (Frequently, Major)

Total Complications Points: 75

Experience Points: 440

Associates, Allies, And Adversaries: Vector rarely mingles with the Superhuman World; he doesn't trust most other villains, and in any event doesn't think he needs their help. Since he began to wonder what really happened to him up in that plane he's become particularly leery of alien villains, or villains who are known to use alien technology.

Appearance: Leonard Winston is a black male who's six feet tall and weighs about 220 pounds with a firm, muscular build. He's bald and clean-shaven. As Vector he wears a skintight bodystocking in dull gold with no gloves. It ends at the neck, in turtleneck-like fashion; to conceal his identity he wears a sort of dull gold domino mask over his eyes. His boots have reinforced soles to withstand the friction he creates when he uses his flying powers to emulate running.

VECTOR FACTS

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

N/R: Vector is a speedster, possibly the fastest in the Champions Universe. In combat he usually limits himself to about 2,000 miles per hour, but if necessary he can attain speeds that experts estimate reach 56,000 mph!

K/R: His real name is Leonard Winston; he used to be an Air Force test pilot. Although he often simply runs along the ground, he can fly.

-2: Vector is a die-hard showoff, always looking to impress people with his powers and skill.

VESPER

Background/History: Gerald Snyder was an anthropology graduate student researching a thesis on how different "primitive" peoples around the world related, socially and religiously, to animals. He was particularly interested in how people perceived and interacted with animals perceived by modern men as dangerous, disgusting, or troublesome (such as sharks, rats, bats, snakes, and some types of insects).

While researching the role of the bat in Mesoamerican culture, Snyder learned that a museum in Philadelphia had a small non-public collection of artifacts related to that topic. He received permission to examine the collection. As he reviewed the artifacts, one in particular captured his attention — a large, beautifully-worked gold amulet or medallion depicting a bat or bat-god. As he examined it carefully, he was amazed to discover that it was actually some sort of locket; it had a concealed compartment no modern man had ever known about! With trembling hands he carefully pried it open. As it opened, there was a puff of dust that made him cough, and then... nothing. Whatever had been inside the locket had long ago crumbled into powder.

Or so he thought. That night his dreams were haunted by nightmare visions of himself as a man-bat hybrid monster, soaring over the city, catching people and eating them. In the morning he was terrified to read reports in the paper of a monster just like the one he'd imagined himself being! When it happened again the next couple of nights, he knew it wasn't just a dream — somehow the amulet had put a curse on him, or the dust was a mystic poison, or something. The point was, apparently he was now some sort of were-bat.

Snyder returned home to Vibora Bay to figure out what to do. He was too scared to turn himself in to the authorities... and after a few weeks of living with the problem he realized he didn't want to. He discovered he enjoyed being a humanoid bat, prowling the night, superior to all the humans he saw. After all, if a few homeless people became his prey, what was so wrong with that?

In time Snyder learned to control his transformations, so now he can become a monster whenever he likes. He thinks of himself as *Vesper*, the were-bat, though he's never used that name in public. He hasn't been seen or caught yet, but that's just a matter of time.

Personality/Motivation: Gerald Snyder used to be an ordinary, law-abiding citizen, but the curse that made him Vesper gave him something of a bat's predatory nature as well as a bat's form. Like a bat he uses stealth and agility to hunt his prey... it's just that he prefers to eat humans instead of insects.

Aside from the instinctual need to feed, Vesper's main driving force is a fear of anything that can hurt him, particularly fire. He stays well away from things that are aflame, and will probably flee from fire-using superhumans unless he's ravenously hungry or trapped.

VESPER FACTS

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

N/R: Vesper is a supervillain who's half-man, half-bat. He can fly, has sharp fangs and claws, and can use sonar to "see" in the dark.

K/R: Vesper also has the ability to summon and control bats.

-1: Vesper's been most active in the Vibora Bay area, but has committed crimes in other cities and regions.

-6: There's a slight mystic "tinge" to Vesper, as if his powers had a mystic source (though they aren't mystical themselves).

-10: His real name is Gerald Snyder; he used to be an anthropology graduate student.



A VESPER

Val Char Cost Roll Notes

30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
22	DEX	24	13-	
22	CON	12	13-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
12	PD	10		Total: 12 PD (4 rPD)
10	ED	8		Total: 10 ED (4 rED)
10	REC	6		
45	END	5		
13	BODY	3		
40	STUN	10		Total Characteristics Cost: 176

Movement:	Running:	12m
	Flight:	24m

Cost Powers

15	Claws: HKA 1d6 (3d6 with STR)	END 1
7	Fangs: HKA ½d6 No STR Bonus (-½)	1
78	Call To The Children Of The Night: Summon up to 1,000 bats built on up to 100 Total Points each Slavishly Loyal (+1), Reduced Endurance (½ END; +¼); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)	9
20	Bat Control: Mind Control 12d6 (Animal class of minds) 6 Bats Only (-2)	

7	Terror Of The Night: +15 PRE Only For Fear-/Intimidation-Based Presence Attacks (-1)	0
4	Tough Hide: Resistant (+½) for 4 PD/4 ED	0
24	Batwings: Flight 24m Usable As Gliding (+¼), Reduced Endurance (½ END; +¼); Restrainable (-½)	1
15	Vesperine Sonar: Active Sonar	0
6	Vesperine Ears: +4 to PER Rolls with Hearing Group	0
12	Vesperine Ears: +4 versus Range Modifier with Hearing Group	0

Skills

4	+2 OCV with Claws
4	+2 with Flight
3	Concealment 12-
2	CK: Vibora Bay 11-
7	Stealth 15-

Total Powers & Skills Cost: 208

Total Cost: 384

400 Matching Complications (75)

20	Enraged: when reduced to 6 BODY or lower (Uncommon), go 14-, recover 11-
20	Enraged: when hurt by fire (Uncommon), go 14-, recover 11-
20	Hunted: the Champions (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: MCPD (Infrequently, Mo Pow, NCI, Capture)
10	Physical Complication: Affected By Mental Powers That Affect Animal Class Of Minds As Well As Human Class (Infrequently, Slightly Impairing)
15	Psychological Complication: Monstrous; Wants To Feed On Humans (Common, Strong)
5	Psychological Complication: Pyrophobia (Uncommon, Moderate)
15	Social Complication: Secret Identity (Gerald Snyder) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

Quote: None. Vesper can barely speak, and prefers not to; usually he just screeches.

Powers/Tactics: This character sheet represents Vesper in his humanoid bat form (his normal human form is a more or less ordinary scholar with a Multiform into this form). As a were-bat he has a bat's hearing and sonar, bat-like claws and fangs, and leathery wings that allow him to fly. He can also mentally summon and command bats. (See HSB 421 for a character sheet for a typical bat.)

Vesper is a stalker and ambusher, not a warrior. He doesn't like prolonged fights, especially when he's outnumbered, and will probably flee if he can't kill or disable his target quickly. He usually favors targets that can't fly, since he can snatch them up into the air and drop them if necessary.

Campaign Use: Vesper is a relatively low-powered villain with plenty of plot potential. Among other things, there's the question of whether he can be "cured" and returned to a normal life — deep down, Gerald Snyder doesn't really like being a were-bat, he's just totally lost control of himself. If a way could be found to re-establish control, Vesper might cease to be a threat. Up to that point, he'd make a good ongoing rival for a hero of similar power.

To make Vesper tougher, increase his Characteristics, particularly CON, BODY, and SPD. To weaken him, remove his Combat Skill Levels with Claws.

Appearance: In his man-bat form, Vesper looks like a cross between a human male and a bat. His head becomes batlike, with a bat's flat nose, sharp fangs, and large, pointed ears. His legs, toes, arms, and fingers elongate, and he has membraneous, leathery wings that stretch from his wrists to his ankles, allowing him to fly. His body is greyish in hue, with short fur all over and longer, darker fur around his waist and groin.

VIBRON

Background/History: He'd had a good time, but at last it was all coming to an end. For all his tricks and guile, there was only one way to stay a step ahead of the Tel'narian Guard anymore — he had to leave this galaxy entirely. An old colleague of his had built the Transport Gate for him and supplied the technicians to run it; it would only work once — and just one way. But in a new home, he'd find new opportunities.

Suddenly the door was blasted off its hinges. "Freeze, *Shamareeth!*" *Tayina Mathet* Hoki yelled, her Thrombalic Blasts at the ready. "I arrest you in the name of the Republic!"

Shamareeth laughed. "Not this time, I think, *Mathet*. I have found a way to escape you and your foolish comrades forever. My only sadness is that I shall never again know the joy of tormenting you with your inability to stop me. Farewell!" With that he turned and headed straight for the archway.

"No!" Hoki shouted, swooping toward him with her Force-Flight. She grabbed him, intending to pull him back from the brink. With a snarl of rage he tried to twist out of her grasp and hit her; he would not be cheated of his final triumph so easily! But he lost his footing on the slick metal floor, and slipped, and suddenly they both plunged through the purple veil.

Colors, thousands of them, colliding in his brain. Sounds, a cacophony of them, shrieking in his ears. Dizziness, disorientation, nausea, pain. Then a tremendous impact, and nothing.

He awoke quickly; the technicians had warned him what to expect, so he'd been prepared. He stood up, looked at the *Mathet* lying there, and smiled. So she'd been dragged along, eh? Well, at least their game could continue without pause. Now it was time to find out more about his new home and the opportunities it offered. With a mocking salute to the still-unconscious Guardswoman, he ran off into the city.

Personality/Motivation: Lh'alsha, Che'na Wumar, known once as Shamareeth — or Vibron, to use the English name given him by the press soon after he first began committing crimes on Earth — is a superpowered criminal from the Andromeda Galaxy. Like many Human supercriminals, he's greedy, self-centered, amoral, and annoying to be around; he seems to think his powers (vibratory abilities gained when a super-weapon he was stealing exploded in his hands) set him above ordinary people.

Although Vibron has killed, and will kill again if he must, he takes little pleasure in it. He finds it a lot more fun to try to outwit or escape the police than to kill them, and with his speed and Vibro-Phasing ability he can lead them on a merry chase indeed. In the past he's even waited at the scene of the crime until the police (or superheroes) got close enough to see and pursue him before he started to run. He also enjoys harassing them in other ways, like vandalizing police cars while the officers are inspecting a crime scene.

VIBRON FACTS

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

N/R: Vibron is a supervillain with vibration powers; he can fire vibratory blasts, vibrate his body to "phase" through walls or avoid attacks, and run at incredible speeds by "skating" on vibratory cushions of air.

K/R: His real name is Lh'alsha, Che'na Wumar; he's an alien — a member of the T-ay'maar species from Andromeda Galaxy.

-1: The supervillain Nebula is a superpowered policewoman from the Andromeda Galaxy who came here at the same time Vibron did, and continues to pursue him.

-4: Vibron loves to outwit and outrun law enforcement and superheroes, so much that he sometimes waits at the scene of one of his crimes for them to arrive before he flees.

A**VIBRON**

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
29	DEX	38	15-	
28	CON	18	15-	
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
10	DCV	35		
3	OMCV	0		
4	DMCV	3		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
10	PD	8		Total: 25 PD (15 rPD)
8	ED	6		Total: 23 ED (15 rED)
10	REC	6		
55	END	7		
12	BODY	2		
40	STUN	10		

Total Characteristics Cost: 234

Movement: Running: 40m



Appearance: A member of the T-ay'maar species of the Andromeda Galaxy, Vibron has an obviously alien body, with a bullet-shaped head, pupilless eyes, grey-green skin, and almost no body hair. He wears a blue-grey bodysuit with a stylized V emblem (added by one of his employers) on the left breast; the suit's sleeves end at his wrists, leaving his hands uncovered. Even when he's at rest, he vibrates slightly, making it difficult to discern his features; when he's actively using his powers he's an almost featureless blur. He doesn't wear a mask.

Cost	Powers	END
60	Vibro-Attacks: Multipower, 60-point reserve	
6f	1) Focused Vibro-Blast: Blast 12d6	6
6f	2) Powerful Vibro-Blast: Blast 8d6 Double Knockback (+½)	6
4f	3) Vibro-Slicing: HKA 3d6 Reduced Endurance (½ END; +¼); No STR Bonus (-½)	2
4f	4) Vibro-Punch: HA +8d6 Reduced Endurance (½ END; +¼); Hand-To-Hand Attack (-¼)	2
3f	5) Vibro-Assault: Blast 6d6 NND (defense is PD Resistant Protection defined as a force-field or the like; +1); No Range (-½), Only Works On Grabbed Targets (-½)	6
45	Vibro-Field: Resistant Protection (15 PD/15 ED)	0
20	Vibro-Dodging: +8 DCV Costs Endurance (-½), Increased Endurance Cost (x2 END; -½)	8
42	Vibro-Gliding: Running +28m (40m total) Reduced Endurance (0 END; +½)	0
32	Vibro-Phasing: Desolidification (affected by sonic, vibratory, or air attacks) Concentration (½ DCV; -¼)	4

Skills

10	+2 with <i>Vibro-Attacks</i> Multipower
3	Breakfall 15-
3	Climbing 15-
1	AK: Andromeda Galaxy 8-
3	Language: English (completely fluent; T-ay'maar is Native)
3	Stealth 15-
3	Streetwise 13-

Total Powers & Skills Cost: 248

Total Cost: 482

400 Matching Complications (75)

25	Hunted: PRIMUS (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: Nebula (Frequently, As Pow, Capture)
10	Physical Complication: Knows Little Of Earth Culture (Frequently, Slightly Impairing)
10	Physical Complication: Utterly Alien Physiology (-10 to all medical and related rolls to heal or help him) (Infrequently, Slightly Impairing)
15	Psychological Complication: Loves To Outwit And Harass Law Enforcement (Common, Strong)
15	Social Complication: Public Identity (Lh'alsha, Che'na Wumar) (Frequently, Major)
20	Vulnerability: 2 x STUN from Milky Way Galaxy Chemicals/Gases/Poisons (Common)

Total Complications Points: 75

Experience Points: 82

Quote: “Time to — as you Humans say — shake things up a bit!”

Powers/Tactics: A mutate from the Andromeda Galaxy, Vibron possesses the ability to vibrate his body at super-fast speeds, which gives him many powers. He can shoot blasts of “vibro-energy,” punch someone a hundred times in the blink of an eye, slice through objects or people the same way a sonic saw cuts through wood, or shake someone so quickly and thoroughly that dizziness and nausea cause the victim to pass out. He can also run at high speeds, “vibro-phase” his body through solid objects, or dodge so rapidly it’s virtually impossible to hit him.

Vibron prefers to keep moving during a battle, rarely standing still for more than one Phase. His Vibro-Blasts and Vibro-Assault are favorite attacks; he’ll save his HKA for times when nothing else works, or he needs to damage a nonliving object. He uses his Vibro-Punch in combination with Move Bys mostly. He’ll gladly Abort a Phase to Dodge or Dive For Cover if he can avoid getting hurt.

Campaign Use: Besides being a good general villain for use in a variety of scenarios, Vibron comes with two potential plot seeds. The first is his ongoing “battle” with Nebula, whom many heroes regard as a villain herself because of her harsh attitudes and methods of crimefighting. x

As a stranger to Earth, Vibron is still working his way into the underworld, building a reputation and earning favors by working for other villains, or with temporary villain teams. He’d like to join a permanent team, such as the Ultimates, but hasn’t gotten any invitations yet. But in the meantime, he can make good money through a combination of mercenary work and independent jobs.

If Vibron needs to be more powerful to fit into your campaign, increase his Multipower reserve to 75 or 90 points (and the slots correspondingly), and/or up his defenses and SPD a little, making him weaker usually involves reducing his Multipower reserve and cutting his SPD down to 6.

Vibron isn’t interested in Hunting heroes right now; he’s got to establish himself first. He can pursue such luxuries later on.

Associates, Allies, And Adversaries: Vibron of course has a pre-existing relationship with *Mathet u-Vareeta Hoki*, better known on Earth as Nebula (see page 218) — a highly adversarial one, to be sure, but a relationship nonetheless. He’s been escaping from her, mocking her, and committing crimes right under her nose for nearly two decades at this point and always enjoys yet another opportunity to make her miserable.

Vibron would like to join a permanent team, such as the Ultimates, but hasn’t gotten any invitations yet. Instead he makes his money through a combination of solo jobs, short-term partnerships, and mercenary villainy. He’s done quite a bit of work for VIPER, though he’s learned to avoid ARGENT for fear that they just want to study his alien biology. Enemies he’s made over the years include Frost (who’s snidely insulted him a few times) and Foxbat (whom he *thinks* is insulting him, somehow).

VIXEN

Background/History: Like many little girls, Vicky Randolph grew up idolizing her father. Unlike most little girls, her father was a cat burglar. As she got older, she begged him to teach her the “family trade.” Reluctant at first, but seeing the benefits to having a partner, he finally agreed. Soon the father-and-daughter team was pulling down major scores in American and Europe.

Then they made a mistake: they took a job for VIPER. They knew it was a risk, but the money involved was too good to pass up. After they did the job, the snakes paid up... but in blood, not money. Not wanting to have any loose ends that might cause trouble later, VIPER took Victoria and her father captive and used them to test an experimental teleportation device. VIPER’s scientists predicted there was only a 16.37% chance the subjects would survive. Sure enough, when the agents opened the door to the teleportation chamber, there was nothing left but a pile of organic dust that used to be two living human beings.

Or actually *one* living human being. For some reason, the device hadn’t worked on Victoria’s father, but it had worked on her. With a flash of blue-white light and a split-second of agonizing pain she found herself several miles away. Not being one to look a gift horse in the mouth, she fled and went into hiding. She soon discovered through the underworld grapevine that VIPER thought she, like her father, was dead.

And that wasn’t the only thing she discovered. A few days after her miraculous escape, she learned the teleporter had... altered her somehow. She could walk through walls! It wasn’t easy, and it tired her out quickly, but it was still amazing. And she seemed faster and more dexterous, too. Now she could become the most successful cat burglar ever!

But she decided she had other things to do, too. There was the little matter of revenge. VIPER had kidnapped her and killed her father, so she was determined to destroy the organization. Wanting to keep the secret of her survival from VIPER as long as possible, she created the costumed identity of *Vixen* and embarked on a career of thievery and snake-baiting.

Personality/Motivation: Compared to most of the villains the heroes fight, Vixen is pretty admirable. Sure, she’s greedy, and she doesn’t have much respect for the property of others, but she has no interest in hurting anyone (well, anyone not associated with VIPER, anyway). She’s smart, pleasant to talk to, appreciates the finer things in life, and has an impish wit. From some perspectives her crusade against VIPER might even make her seem like a quasi-hero, but her unreasoning hatred for the organization could easily push her to do things that she’d otherwise never consider, like putting lives at risk.

VIXEN FACTS

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

N/R: Vixen is a highly-skilled cat burglar sometimes known for her impish sense of humor.

K/R: According to reports Vixen has one superpower: she can become intangible for short periods of time.

-2: Vixen knows karate.

-10: Her Secret Identity is Victoria Randolph; her father was a cat burglar and trained her in the profession.

A

VIXEN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
23	DEX	26	14-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
12	EGO	2	11-	
20	PRE	10	13-	PRE Attack: 4d6

6	OCV	15		
7	DCV	20		
3	OMCV	0		
4	DMCV	3		
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)
8	REC	4		
40	END	4		
10	BODY	0		
30	STUN	5		

Total Characteristics Cost: 157

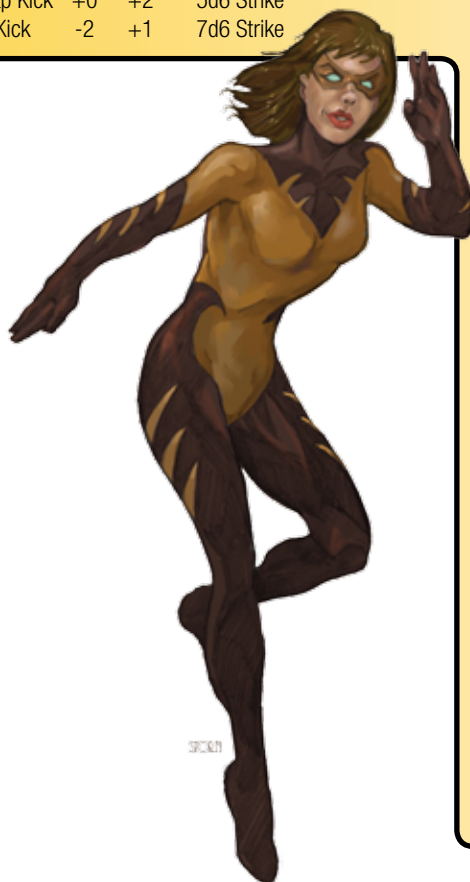
Movement: Running: 18m
Swinging: 30m

Cost Powers

Martial Arts: Karate

Maneuver	OCV	DCV	Notes
4 Atemi Strike	-1	+1	2d6 NND(1)
4 Block	+2	+2	Block, Abort
4 Disarm	-1	+1	Disarm, 25 STR
4 Dodge	+0	+5	Dodge all attacks, Abort
3 Legsweep	+2	-1	4d6; Target Falls
4 Punch/Snap Kick	+0	+2	5d6 Strike
5 Side/Spin Kick	-2	+1	7d6 Strike

END



16	Armored Costume: Resistant Protection (8 PD/8 ED)	0
	OIF (-½)	
6	Fast Runner: Running +6m (18m total)	1
7	Swingline: Swinging 30m	1
	OAF (-1)	
18	Intangibility: Desolidification (affected by magic)	8
	Extra Time (takes a Full Phase to activate, and a Half Phase Action to maintain each Phase it's in use; -¾), Increased Endurance Cost (x2 END; -½)	

Perks

10 **Money:** Wealthy

Skills

24	+2 Overall
3	Acrobatics 14-
3	Acting 13-
3	Breakfall 14-
3	Bribery 14-
3	Charm 13-
3	Climbing 14-
3	Contortionist 14-
3	Conversation 13-
1	Electronics 8-
2	Gambling (Card Games) 12-
3	High Society 13-
2	KS: Art History 11-
2	KS: Gems And Jewelry 11-
2	KS: VIPER 11-
1	Language: French (basic conversation; English is Native)
3	Lockpicking 14-
3	Persuasion 13-
2	PS: Appraisal 11-
2	PS: Thief/Cat Burglar 11-
5	Security Systems 13-
3	Sleight Of Hand 14-
3	Stealth 14-
3	Streetwise 13-
1	Systems Operation 8-
2	WF: Small Arms

Total Powers & Skills Cost: 173

Total Cost: 330

400 Matching Complications (75)

10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
20	Hunted: VIPER (Infrequently, Mo Pow, NCI, Kill)
20	Psychological Complication: Determined To Destroy VIPER (Common, Total)
20	Psychological Complication: Code Versus Killing (Common, Total)
15	Psychological Complication: Greedy (Common, Strong)
15	Social Complication: Secret Identity (Victoria Randolph) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

When dealing with people she likes but doesn't necessarily trust or want to let get too close to her (*i.e.*, the PCs), Vixen tends to adopt a sort of "flirtatious" attitude (at least toward the men). She finds this puts people off-guard and gives her an advantage. When flirting, she often adopts a slight French accent and refers to the people as "cherie."

Quote: "Now, *cherie*, I hope you didn't think even you could catch me that easily."

Powers/Tactics: Compared to an average person, Vixen is quite competent: She's fast, agile, skilled, and knows karate. But she's gotten the idea in her head that being able to become intangible for a few seconds makes her a "superhuman" on par with the likes of the Champions, which just isn't so. In a superbattle she's likely to find herself in over her head pretty quickly if she doesn't watch what she's doing.

Campaign Use: Vixen is intended as a quasi-ally and perhaps even potential romantic interest for your heroes more than a true supervillain. While she is a thief with an overwhelming love of the finer things in life, she's not evil and could definitely be redeemed... with the help of the right hero, of course! Overcoming her desire for revenge against VIPER might be harder, but it would be possible to channel it so that she's not so reckless or unconcerned with the consequences of her schemes against the snakes.

To make Vixen more powerful, remove the Limitations on her Desolidification, and perhaps give her some related powers (such as DCV Combat Skill Levels defined as "blink Desolidification"). To weaken her, reduce her DEX to 20 and SPD to 5, and get rid of her Overall Levels.

Associates, Allies, And Adversaries: Vixen hates VIPER with all her heart and soul and is determined to destroy it. She won't take foolish risks, but she'll do anything else she can to expose VIPER's plots, get its agents arrested, and steal from it.

Vixen usually prefers to pull jobs on her own, but she has teamed with GRAB a time or two and enjoyed it. She'd consider joining the group if they made her an offer... provided they agreed to help her fight VIPER.

Appearance: Victoria Randolph is a white woman, 5'10" tall with an attractive, well-developed figure. Her shoulder-length hair is chestnut brown, her eyes green, and her face pretty enough to have graced the covers of a thousand magazines had she chosen to become a fashion model. As Vixen she wears a reddish-orange (*i.e.*, fox-colored) bodystocking with reddish-brown gloves, boots, and flared domino-style mask.

WHITE RHINO

Background/History: Lucas Kintebe was born into a poor family in Uganda. He began stealing almost as soon as he was old enough to walk, and by the time he was a teenager he was an accomplished thief. It wasn't a very good living, though, and he constantly yearned for something better.

One day he got a tip from a friend about the security guard schedules at a local museum. Thinking this might be his big break, he planned carefully and slipped into the museum at just the right moment. He stole a bagful of the most valuable, easily-carried art objects and treasures he could find, then made his escape.

When he examined his loot, one item — an amulet depicting the legendary white rhino, harbinger of good fortune — really intrigued him. On a lark, he put the amulet on. Without warning it began to tingle, and then it *merged* with his flesh, sinking into his body. He screamed and fell unconscious.

When he awakened, he wasn't human anymore. He looked like some strange cross between a rhino and a man, with thick, knobbly whitish skin covering his body and two horns growing out of his head. One look at himself and he fainted dead away.

This time when he awoke, he was his old, normal self again. After a little bit of concentration, he discovered he could change between one form and the other at will. And in his rhino-man form, he was super-strong! He spent the next week on a crime spree, smashing his way into banks and stores and taking all the money he could get his hands on...

...and then, just as he was planning another job, he got this strange feeling that *something* was wrong in the countryside to the north. Unable to shake the feeling, he headed that way to find out what was going on. He discovered an unscrupulous diamond mining company exploiting its workers and polluting the river. Enraged, he transformed into his White Rhino form (as he now called it), smashed the company's facility into rubble, and gave all the money and raw diamonds he found in the company's safe to the workers.

Since then, the White Rhino's led a sort of double existence. Most of the time he's just a superpowered Lucas Kintebe, with all of his ordinary greed and criminal tendencies. But when a threat to central Africa or her people arises, he feels an irresistible compulsion to use his powers to help out and right the wrong, often playing "Robin Hood" in the process. He's become a hero to many Africans, and a despised criminal to others.

WHITE RHINO FACTS

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

N/R: White Rhino is a super-strong supervillain who looks like a human-rhinoceros cross; his ability to run into things and smash them to bits is one of his signature attacks.

K/R: White Rhino is most active in central Africa, where he often functions less as a villain and more as the region's general protector from any sort of threat, and a kind of "Robin Hood" figure for the locals. In recent years he's also spent a lot of time on Monster Island working for or with Dr. Phillippe Moreau.

-2: White Rhino loves a good fight, but he isn't particularly violent, much less murderous.

-4: White Rhino has worked for VIPER occasionally in central Africa, but seems to be an enemy of DEMON.

-6: There's a mystic "tinge" to White Rhino's powers, and in fact he seems to have some protection against arcane attacks.

-10: His Secret Identity is Lucas Kintebe; he used to be a thief in Uganda.

Personality/Motivation: Gaining superpowers didn't change Lucas Kintebe's personality much. He's greedy and cares nothing for laws or morals; if he wants something valuable, he finds a way to take it. Becoming White Rhino allows him to steal things he never could have before, and he loves that. He usually works by himself, but has no trouble teaming up with other villains or working for a master villain (provided they need some help in Africa — other than trips to Monster Island he generally doesn't travel to other parts of the world). While he doesn't mind a good fight, he's not cruel or murderous, and won't work with people who are overly violent.

But the White Rhino powers come with a solemn, unavoidable obligation to protect the central region of Africa (roughly, south of the Sahara to about the twelfth parallel below the equator). If something threatens the region, its people, or its environment, the mystic source of his powers compels him to investigate and resolve the situation. It doesn't care *how* he resolves it, as long as the threat vanishes. He's tried to resist the compulsion a time or two, but has never succeeded. It's reached the point where he sort of enjoys the accolades he receives for his heroic actions, so he doesn't normally fight the mystic impulse anymore.

Quote: "I *want* that necklace, and you're *not* gonna stop me. Comin' through!"

Powers/Tactics: White Rhino isn't exactly the world's greatest tactician. He has two basic attacks: the Punch; and the Move Through (the latter usually involving his Burst Of Speed ability). Which one he uses typically depends on whether he's in HTH Combat range with his target or not. Sometimes he throws a Grab into the mix as well. A little bit of training with a skilled tactician would expand his range of fighting skills considerably.

White Rhino possesses a few abilities most bricks don't because of his role as the protector of central Africa. He can sense danger to the area (or large numbers of people within it), and has a certain degree of resistance to mystic attacks (and related powers). Most importantly, the fates watch out for him; the GM should make frequent use of his Luck (though the GM should consider removing a die or two of Luck when White Rhino's outside of his home territory). Furthermore, he has a good reputation among many central Africans and can often count on their help and support.

A few years ago White Rhino contacted Dr. Phillippe Moreau to see if the infamous underworld scientist could augment his powers somehow. Moreau studied him intensively and finally devised a series of treatments that have significantly increased White Rhino's strength. However, since the source of White Rhino's powers is mystical, Dr. Moreau's scientific methods aren't entirely compatible. The treatments have to be renewed each week or White Rhino slowly but surely diminishes to his standard 50 STR.

Campaign Use: White Rhino presents an interesting contrast around which the GM can spin stories. By inclination he's a thief and robber, more than willing to use his super-strength for personal gain. But he's also central Africa's protector. What happens when his two Psychological Complications come into conflict? Is it possible to appeal to his better nature and turn him into a true hero?

To make White Rhino tougher, give him some "brick trick" powers and other abilities — or, to make him more distinctive, give him more mystic powers related to his role as protector of central Africa but which don't necessarily have anything to do with being super-strong (for example, the ability to summon and control rhinos). To weaken him, reduce his defenses and other Characteristics a little.

White Rhino won't Hunt characters normally; there's no profit in it. However, if someone repeatedly or persistently threatens central Africa, he may find himself compelled to pursue and destroy the wrongdoer.

Associates, Allies, and Adversaries: For the past couple years White Rhino's been closely associated with Dr. Phillippe Moreau (see CV1). As discussed above, he went to Dr. Moreau for some help with his powers, and has ended up often working as Moreau's bodyguard and general superpowered helper as a way of paying for the treatments. It's been a profitable relationship for both of them and is likely to continue in the near future.

Aside from visits to Monster Island, White Rhino stays almost exclusively in central Africa, which limits the villains he can associate with. He's helped VIPER with a scheme or two that haven't been particularly exploitative of the region or her people. On the other hand, his Danger Sense warns him against working for or with DEMON; in fact he usually tries to destroy DEMON's plots and resources in central Africa when he can. Similarly, he has an uncomfortable feeling about Joseph Otanga — not enough of a one to move against him, but sufficient to keep him from working for the man.

Appearance: In his superhuman form, White Rhino resembles a cross between man and rhino: he stands on two massively-muscled legs and has two equally muscular arms, but his face is rhino-like and he has two horns (a large one in front, and a smaller one behind, like those of a rhino) projecting from his forehead. His skin is thick and knobbly like a rhino's, but it's got a distinctively pale, almost white, coloration (hence his name). He wears a sort of breechcloth-like garment around his waist, but no other clothes.

As Lucas Kintebe, White Rhino is a fairly handsome African black male of average height and a relatively muscular build (but not noticeably so). He wears the nicest clothing he can find and afford; his transformation from human into rhino-human form has an unfortunate tendency to tear apart whatever he's wearing at the time.

A WHITE RHINO

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 12.5 tons; 10d6 HTH damage [5]
22	DEX	24	13-	
35	CON	25	16-	
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		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
30	PD	28		Total: 30 PD (30 rPD)
30	ED	28		Total: 30 PD (30 rPD)
17	REC	13		
70	END	10		
20	BODY	10		
62	STUN	21		

Total Characteristics Cost: 285

Movement: Running: 24m
Leaping: 10m

Cost Powers

15	Moreau-Enhanced Strength: +15 STR Limited Power (needs weekly treatments from Dr. Moreau or STR fades at the rate of 5 points per week; -0)	1
20	Horns: HA +6d6 Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-¼), Only Works With Move Throughs (-1)	0
15	Toughness: Hardened (+¼) for 30 PD/30 ED	0
37	Toughness: Resistant (+½) for 30 PD/30 ED Hardened (+¼)	0
24	Rhino Resilience: Knockback Resistance -24m	0
10	Mystic Protection: Mental Defense (10 points)	0
10	Mystic Protection: Power Defense (10 points)	0
19	Mystic Protection: Life Support (Self-Contained Breathing; Safe Environment: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum)	0
12	Rhino's Speed: Running +12m (24m total)	1
4	Burst Of Speed: Running +16m (40m total); Increased Endurance Cost (x7 END; -3)	14
3	Strong Leaper: Leaping +6m (10m forward, 5m upward)	1
30	Luck Of The White Rhino: Luck 6d6	0

Perks

20	Contacts: Well-Connected and 17 points' worth throughout Central Africa
2	Positive Reputation: protector of Central Africa and friend to its people (among some inhabitants of Central Africa) 11-, +2/+2d6

Talents

40	Protector Of Central Africa: Danger Sense (general area [central Africa], any danger, sense) 14-
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END

Skills

1	24	+3 HTH
4		+2 OCV with Move Through
3		Climbing 13-
5		AK: Central Africa 14-
2		KS: African History 11-
2		KS: Central African Flora And Fauna 11-
1		Language: English (basic conversation; Swahili is Native)
9		Power: Brick Tricks 16- (DEX-Based)
3		Streetwise 13-
3		Trading 13-

Total Powers & Skills Cost: 317

Total Cost: 602

400 Matching Complications (75)

15	Enraged: if takes BODY damage (or 30+ STUN in a single blow) (Uncommon), go 11-, recover 11-
20	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: VIPER (Infrequently, Mo Pow, NCI, Kill)
20	Psychological Complication: Must Protect Central Africa (Common, Total)
15	Psychological Complication: Greedy (Common, Strong)
15	Social Complication: Secret Identity (Lucas Kintebe) (Frequently, Major)

Total Complications Points: 75

Experience Points: 202

A**WILDEYE**

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
25	DEX	30	14-	
22	CON	12	13-	
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6
9	OCV	30		
8	DCV	25		
3	OMCV	0		
4	DMCV	3		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
12	PD	10		Total: 12 PD (3 rPD)
10	ED	8		Total: 10 ED (3 rED)
8	REC	4		
45	END	5		
15	BODY	5		
50	STUN	15		Total Characteristics Cost: 213

Movement: Running: 22m
Leaping: 16m



Cost	Powers	END
15	Fingernail Claws: HKA 1d6 (2d6+1 with STR)	1
7	Sharp Teeth: HKA ½d6 No STR Bonus (-½)	1
5	Bared Fangs And Menacing Growl: +10 PRE Only For Fear-/Intimidation-Based Presence Attacks (-1)	0
3	Toughness: Resistant (+½) for 3 PD/3 ED	0
10	Wildrun: Running +10m (22m total)	1
6	Wildleap: Leaping +12m (16m forward, 8m upward)	1
12	Bestial Senses: +4 to PER Rolls with all Sense Groups	0
5	Night's Eyes: Nightvision	0
5	Bestial Scents: Tracking for Normal Smell	0

Talents

4 **Environmental Movement:** Supreme Balance

Skills

32 +4 HTH
3 Acrobatics 14-
3 Breakfall 14-
3 Climbing 14-
3 Stealth 14-
3 Streetwise 13-

Total Powers & Skills Cost: 119

Total Cost: 332

400 Matching Complications (75)

10 **Distinctive Features:** Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20 **Enraged:** if insulted, deeply annoyed, or badly frustrated (Common), go 11-, recover 11-
20 **Psychological Complication:** Casual Killer (Very Common, Strong)
15 **Social Complication:** Public Identity (Wilson Dempsey) (Frequently, Major)

Total Complications Points: 65

Experience Points: 0

WILDEYE

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

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

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

Slowly but surely Wildeye worked his way up the underworld ladder until he was a genuine supervillain working with other costumed criminals. A lot of villains didn't much like him, but it didn't matter as long as he was good enough to keep getting work. Then one of his rivals — he's never learned who — sold him out to the cops, and he ended up in Stronghold. But thanks to the 2009 Menton-sparked breakout, he's back on the streets.

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

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

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

Campaign Use: To make Wildeye tougher, give him Martial Arts for his claws. You could also expand the scope of his abilities a bit, perhaps giving him some Regeneration or the ability to summon and control animals. To weaken him, reduce his STR to 15, DEX to 21, CON to 20, and SPD to 5.

Associates, Allies, And Adversaries: Wildeye's appearance and mannerisms, combined with his murderousness, disturb most villains enough that they don't want to work with him — which suits him just fine, since he's something of a loner by inclination. Sometimes Merc-Force 1 or VIPER need his sort of muscle and give him a call. The only villain he really thinks of as a friend is Fenris; they've worked together on several occasions.

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

WILDEYE FACTS

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

N/R: Wildeye is a supervillain with animal powers — his fingernails are claw-like, his teeth are small fangs, his senses as good as those of a beast, his reflexes as swift as a cheetah's.

K/R: His real name is Wilson Dempsey; he's a mutant and a ruthless killer.

-2: Wildeye has very little self-control; if annoyed, frustrated, or insulted, he's likely to lash out, often with lethal force.

WITCHFINDER

Background/History: One night, little Jeremy Blaine's comfortable, middle-class childhood came crashing down. He and his parents were caught in Takofanes's debut march across the United States. The Archlich slew Jeremy's parents and reanimated them as part of his army of the dead. Perhaps he didn't see Jeremy cowering behind a dumpster; perhaps he simply didn't need a small boy zombie. Jeremy didn't appreciate the favor.

Jeremy grew up in foster care. He became a top student and star athlete in high school, but he turned down all the offers he received from college recruiters. On his eighteenth birthday, he inherited his parents' modest savings and used the money for a 5-year trip around the world. He visited private libraries and esoteric sages, martial arts trainers and weaponsmiths. At the end he was ready to begin his life's work.

That meeting with Takofanes taught Jeremy that devils walked the night, and the worst of all were the devils in human form who treated with the Dark Powers. He lost his parents to black magic, but he could stop the magicians from claiming any more victims... by killing them all first.

Personality/Motivation: Witchfinder cannot forgive himself for living while his parents died, and his irrational guilt fuels his hatred of all sorcerers and supernatural creatures. He wants to purge all magic from the world — kill the wizards, burn their books and sanctums, and destroy their artifacts — or die in the attempt. He sees all other supernatural creatures as pawns of the mystics, and tries to destroy them as well. The Witchfinder may spare a few magic items if they help him kill mystics, but he plans to destroy them too, once the last sorcerer is dead. If one mystic escapes a few of his ambushes, the Witchfinder might become so obsessed with that particular character that he would use any magic — even make his own pact with a supernatural being — just to kill his nemesis.

Quote: ““Thou shalt not suffer a witch to live” — so you can suffer and die!”

A

WITCHFINDER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
21	DEX	22	13-	
20	CON	10	13-	
18	INT	8	13-	PER Roll 13-
18	EGO	8	13-	
18	PRE	8	13-	PRE Attack: 3½d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
9	PD	7		Total: 19 PD (10 rPD)
9	ED	7		Total: 19 ED (10 rED)
10	REC	6		
40	END	4		
13	BODY	3		
34	STUN	7		Total Characteristics Cost: 179

Movement:	Running:	18m
	Swinging:	18m

Cost	Powers	END
47	Weapons Harness: Multipower, 70-point reserve OIF (weapon harness; -½)	
3f	1) Rifle With Teflon Bullets: RKA 2½d6 Armor Piercing (+¼), +1 Increased STUN Multiplier (+¼); OAF (-1), Beam (-¼), 16 Charges (-0)	[16]
3f	2) SMG: RKA 2d6 Autofire (5 shots; +½), +1 Increased STUN Multiplier (+¼), 4 Clips of 30 Charges each (+½); OAF (-1), Beam (-¼)	[30]
2f	3) Combat Shotgun: RKA 2½d6 +2 Increased STUN Multiplier (+½); OAF (-1), Reduced By Range (-¼), 2 Clips of 6 Charges each (-½)	[6]
2f	4) Gas Grenades: Blast 5d6 NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (1m Radius; +¼), Personal Immunity (+¼); OAF (-1), 4 Charges (-1)	[4]
2f	5) Flash/Bang Grenades: Sight and Hearing Groups Flash 8d6 Area Of Effect (20m Radius Explosion; +½); OAF (-1), 4 Charges (-1)	[4]
2f	6) Incendiary Grenades: RKA 1½d6 Area Of Effect (1m Radius; +¼), Constant (+½), Penetrating (+½); OAF (-1), 2 Continuing Charges lasting 1 Minute each (stopped by smothering; -¾)	[2cc]
2f	7) Thunderstrips: Blast 8d6 Area Of Effect (18m Radius Explosion; +½), Indirect (slide under doors or through small gaps; +¼); OAF (-1), Limited Range (up to 8m, depending on whether it's thrown or slid; -¼), 2 Charges (-1½)	[2]
1f	8) Plastic Explosive: RKA 3½d6 Trigger (countdown timer; +¼); OAF (-1), Extra Time (1 Turn; -1¼), No Range (-½), 4 Charges (-1)	[4]

1f	9) Smoke Pellets: Darkness to Sight Group 4m radius [2cc] OAF (-1), Range Based On Strength (-¼), 2 Continuing Charges lasting 2 Phases each (-1¼)	
1f	10) Holy Water Grenades: Change Environment (fill area with holy water) [12] Area Of Effect (4m Radius; +¼); OAF (-1), Range Based On Strength (-¼), 12 Charges (-¼)	
1f	11) Silver Dagger: HKA 1d6+1 (2½d6 with STR) 2 OAF (-1)	
Martial Arts: Jujutsu		
	Maneuver	OCV DCV Notes
4	Choke Hold	-2 +0 20 STR Grab, 2d6 NND(2)
4	Disarm	-1 +1 30 STR Disarm
5	Joint Break	-2 +0 HKA ½d6 (2d6 with STR)
3	Slam	+0 +1 4d6 + v/10; Target Falls
20	Armored Costume: Resistant Protection (10 PD/10 ED) 0 OIF (-½)	
5	Visor Shielding: Sight Group Flash Defense (10 points) 0 OAF (-1)	
10	Trained Will: Mental Defense (10 points) 0	
3	Mystic Bracers: Power Defense (5 points) 0 OIF (-½)	
10	Mystic Bracers: Deflection 2 OIF (-½), Only Works Against Limited Type Of Attack (magic; -½)	
2	Fleet Of Foot: Running +6m (18m total) 1	
4	Swingline: Swinging 18m 1 OAF (-1)	
2	Visor Light Enhancement: Nightvision 0 OAF (-1)	
2	Visor Thermal Imaging: Infrared Perception (Sight Group) 0 OAF (-1)	
3	Visor Magnification: +4 versus Range Modifier for Sight Group 0 OAF (-1)	
9	Mystic Bracers: Detect Magic 13- (Sight Group), Discriminatory, Telescopic (+2 versus Range Modifier) 0 OIF (-½)	
Talents		
3	Lightsleep	
Skills		
20	+2 with All Combat	
6	Range Skill Levels: +2 versus Range Modifier with All Attacks	
12	+6 OCV with Deflection	
3	Acrobatics 13-	
3	Breakfall 13-	
3	Bugging 13-	
3	Climbing 13-	
3	Demolitions 13-	
3	Electronics 13-	

WITCHFINDER FACTS

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

M/R: Witchfinder is a “vigilante” who targets mystics and supernatural creatures, using high-powered weaponry and training to kill them.

K/R: His weaponry includes special holy water grenades for use against the undead and demons, and he can load or coat his bullet with substances inimical to other supernatural beings.

-2: The Witchfinder knows jujutsu.

-10: His Secret Identity is Jeremy Blaine; his parents were killed by Takofanes.

3	Interrogation 13-
3	Lockpicking 13-
3	Mechanics 13-
3	Paramedic 13-
3	Security Systems 13-
3	Sleight Of Hand 13-
3	Stealth 13-
2	Weaponsmith (Firearms) 13-
3	Scholar
1	1) KS: Layman's Arcane And Occult Lore 11-
1	2) KS: Monsters In Human Shape 11-
1	3) KS: The Mystic World 11-
2	4) KS: Supernatural Creatures 13-
2	5) KS: Western Occultism 13-
Total Powers & Skills Cost: 245	
Total Cost: 424	
400 Matching Complications (75)	
5	Distinctive Features: Mystic Aura tainted by bracers (Not Concealable, Noticed and Recognizable, Detectable Only With Unusual Senses)
10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
20	Hunted: FBI (Infrequently, Mo Pow, NCI, Capture)
20	Hunted: DEMON (Infrequently, Mo Pow, NCI, Kill)
25	Psychological Complication: Utter Hatred Of The Supernatural (Very Common, Total)
15	Psychological Complication: Ruthless (Very Common, Moderate)
15	Social Complication: Secret Identity (Jeremy Blaine) (Frequently, Major)
Total Complications Points: 75	
Experience Points: 24	

Powers/Tactics: Witchfinder is a hyper-competent man with a lot of paramilitary hardware: guns, grenades, explosives, and similar ironmongery. He has a weapon that can kill, or at least hurt, just about anything supernatural. He even carries special holy water grenades to use on vampires and demons. If the Witchfinder believes a creature suffers a special weakness (such as silver for werewolves or salt for zombies), he creates special ammunition loaded or coated with that substance. He can also create traps, from letter bombs to sunlight-channeling fiber optic cables.

The Witchfinder owns a pair of ornate bracers that parry spells, glow to point the direction of magic, and grant him limited defense against some mystical forces. He doesn't know that Mephistophiles arranged for him to find the bracers and can turn them off whenever he wants. The Witchfinder won't get a chance to kill Mephisto's most favored servants — just their competition.



The Witchfinder never openly challenges the mystics or creatures he hunts. He stalks them, learning their habits so he can find an opportunity to attack with complete surprise. He may settle for shooting a sorcerer through the head from a rooftop, but he prefers to leave a messy corpse as a warning about what other people can expect if they meddle with the Black Arts. If his target doesn't die quickly, he flees to try again later.

Campaign Use: The Witchfinder talks a lot about the menace of magic, but he's quite a menace himself. He's no heroic but misguided monster-hunter; he's a maniac who burns down New Age bookstores with the customers locked inside, just to "make a statement." Mystical PCs not only need to protect themselves from the Witchfinder, they need to protect everyone near them, or anyone who simply shows an interest in the supernatural.

If the Witchfinder isn't powerful enough to threaten the characters, give him better weapons or Targeting Skill Levels so he can reliably shoot victims in the head or vitals. He may also need Extra DCs with his Jujutsu and higher DEX and defenses. If the Witchfinder is too lethal, remove his Combat Skill Levels — but remember, the whole point with this character is to challenge the PCs with a foe who strikes without warning and from a distance.

The Witchfinder Hunts *every* supernatural creature or mystic. If mystical PCs attract his attention, he tries to kill them. If they survive his first attack, he tries to kill them again, and again, until he thinks he's succeeded or the heroes catch him.

Associates, Allies, And Adversaries: Witchfinder can only relate to people who can share his crusade. For example, Nebula or Thunderbird might team up with him to stop mystic villains, though he probably wouldn't return the favor by helping them with mundane criminals.

Naturally, nearly all mystics and supernaturals hate, and often fear, Witchfinder. DEMON is only the most prominent group that wants the Witchfinder dead because of his attacks on it. The Demonologist in particular would like to see him removed from this mortal coil; the Witchfinder stands squarely in the way of the progress of the Dark Renaissance.

Appearance: The Witchfinder is a wiry man of middle height in his late thirties. He has crewcut brown hair, grey eyes, and a brooding expression. He wears a big game hunter-style ammunition vest and belt hung with grenades and tool pouches, over a camo-patterned flak suit. He also wears a military helmet with high-tech goggles. His forearms bear teardrop-shaped bracers enameled with three sigils and a twisty border.

ZEPHYR

Background/History: Angela Charles comes from a family that never exactly embraced wholesome American values. Her great-grandfather was an outlaw in the Old West, her grandfather a boot-legger working for the Irish mob in Boston during Prohibition, and her father a con artist, burglar, and smuggler. He started to bring Angela along on his burglary jobs when she was only eight years old — a child can fit through windows too small for a grown man — and used her in his grifting schemes, too. It was an interesting education, and a lot more fun than school.

When Angela found out she was a mutant, with the power to control the air, her father knew they had it made. They didn't have to bother scaling walls anymore; she could fly them both up to the roof, where there were always fewer security systems to bypass. They could carry more loot. And if they had to make a quick getaway, it's hard to beat being able to fly at hundreds of miles per hour.

Everything was going perfectly — until they walked into a police ambush. When they tried to get away, the police opened fire. Angela's powers protected her, but she didn't act quickly enough to get in front of her father, and he was hit several times. She rushed him to an underworld doctor, but it was too late. He died on the makeshift operating table. Filled with cold fury, Angela flew to the precinct house and demolished it with tornadoes and wind-blasts. Then she soared off into the night to begin her own criminal career.

Since then Zephyr's become a well-known member of the supervillain community with a certain degree of quirky popularity due to her good looks. More importantly to her, as the years have passed not only has her control of air and wind strengthened, but to her surprise she's developed a small amount of control over two of the other classical elements: earth and fire. She's worked hard to improve those abilities and develop new ones, though they've yet to come close to matching her air powers. She figures it's only a matter of time before she manifests a water power as well. She's done her best to keep these new abilities secret; her new powers are not public knowledge.

Personality/Motivation: Zephyr's never known a normal existence; she's been a criminal all her life. The idea of earning a living in the usual way, by getting a job and working in an office from eight to five, makes absolutely no sense to her — why work when you can take what you want? Crime comes as naturally to her as ordinary work does to most people.



Her absolute contempt and hatred for cops, superheroes, and anyone else in authority only makes matters worse. Anytime she gets to outwit, evade, or beat up policemen, she takes it, laughing the whole time. Though she'd never kill any of them (that causes a lot more trouble than it's worth), she'll gladly hurt them, put them in embarrassing positions, or interfere with their work. She won't obey or cooperate with any law enforcement officer unless forced to.

Quote: "You'd have better luck trying to chain a tornado than capture me!"

Powers/Tactics: Zephyr is a mutant with the ability to interact with her environment and manipulate it. At present, her abilities mostly involve the control of air and wind, though she has a few fire and earth powers and is likely to develop more. I theory her powers could extend to affecting the ground, plants, water, and just about any other natural substance or phenomenon.

Zephyr has learned how to alter the flow of air in her immediate vicinity to achieve many different effects. She can fly at over 500 miles per hour, create mini-tornadoes and more focused wind-blasts, suck all the air out of someone's lungs, or use the wind to pick up and move objects. In combat, she prefers to use her Wind Blast or Wind Gust, though if she runs into END use problems she'll switch to attacks that aren't so strenuous. If she knows an opponent can take it, she may pick him up with her Telekinesis, carry him along at a high rate of speed with her Flight, and then let him go so he slams into something hard.

B

ZEPHYR

Val Char Cost Roll Notes

15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
30	DEX	40	15-	
23	CON	13	14-	
15	INT	5	12-	PER Roll 12-
14	EGO	4	12-	
20	PRE	10	13-	PRE Attack: 4d6
10	OCV	35		
10	DCV	35		
3	OMCV	0		
3	DMCV	0		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
8	PD	6		Total: 28 PD (20 rPD)
12	ED	10		Total: 32 ED (20 rED)
10	REC	6		
60	END	8		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 222

Movement:	Running:	12m
	Flight:	60m
	Tunneling:	4m

Cost Powers

105	Wind Attacks: Multipower, 105-point reserve	END
10f	1) Wind Blast: Blast 12d6	4
	Double Knockback (+½), Reduced Endurance (½ END; +¼)	
7f	2) Wind Gust: Blast 12d6	10
	Area Of Effect (30m Cone; +¾); No Range (-½)	
9f	3) Tornado Blast: Blast 12d6	9
	Area Of Effect (8m Radius; +½); Random Knockback (-0)	
9f	4) Out Of Air: Blast 6d6	0
	NND (defense is LS [Self-Contained Breathing]; +1), Constant (+½), Reduced Endurance (0 END; +½)	
9f	5) Wind Manipulation: Telekinesis (40 STR)	0
	Reduced Endurance (0 END; +½)	
10f	6) Fire Starvation: Dispel Fire 16d6	10
	Expanded Effect + Variable Effect (any one Fire/Heat power at a time; +1)	

37	Fire Attacks: Multipower, 37-point reserve	
1f	1) Pyrokinesis: Telekinesis (20 "STR")	3
	Only Works On Fire (-1)	
4f	2) Fire Blast: RKA 2d6	4
	Armor Piercing (+¼)	
50	Earth Powers: Multipower, 50-point reserve	
3f	1) Boulder Flinging: Blast 8d6	5
	Area Of Effect (1m Radius; +¼); OIF (requires boulders of opportunity; -½)	
3f	2) Lithokinesis: Tunneling 4m through PD 8 materials, Fill In	3
48	Air Shield: Resistant Protection (20 PD/20 ED)	3
	Costs Half Endurance (-¼)	
6	Air Shield: Life Support (Self-Contained Breathing)	1
	Costs Half Endurance (-¼), Linked (to Resistant Protection; -½)	
140	Air Travel: Flight 60m, x8 Noncombat	0
	Rapid Noncombat Movement (+¼), Combat Acceleration/Deceleration (+¼), Reduced Endurance (0 END; +½)	
37	Sense Air-Currents: Spatial Awareness (no Sense Group), Increased Arc Of Perception (360 Degrees)	0

Skills

10	+2 with <i>Wind Attacks</i> Multipower
6	+3 with Flight
3	Acrobatics 15-
3	Breakfall 15-
3	Climbing 15-
3	KS: Con Games 12-
2	KS: The Superhuman World 11-
3	Lockpicking 15-
3	SS: Meteorology 12-
3	Security Systems 12-
3	Stealth 15-
3	Streetwise 13-

Total Powers & Skills Cost: 533**Total Cost: 755****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)
20	Psychological Complication: Code Versus Killing (Common, Total)
20	Psychological Complication: Hatred Of The Police And Other Authority Figures (Common, Total)
15	Social Complication: Public Identity (Angela Charles) (Frequently, Major)

Total Complications Points: 75**Experience Points: 355**

Campaign Use: Zephyr makes a good addition to many teams of villains; her powers combine versatility with a good offensive “punch.”

If Zephyr needs to be more powerful to stand up to your PCs, expand her power over fire, earth, and other aspects of the environment. In theory, she could eventually become incredibly powerful — as powerful as Firewing or Gravitator in terms of raw points, and with a much more flexible suite of powers than either of them. If she’s already too strong, rein in her *Wind Attacks* Multipower — reduce the Active Points in each by about 25-33%.

Associates, Allies, And Adversaries: Zephyr’s happy to work with other villains who share her general attitude about the use of lethal force, particularly if they also share her love of beating up cops and superheroes. She’s less likely to team up with violent or murderous criminals, but has done so in the past and undoubtedly will again. Many of her team-ups have been with other women (such as Photon and Shrinker) or villains who have similar powers (like Stormfront).

Kinematik has spoken to Zephyr about joining his pro-mutant crusade, but she has no real political/social conscience and could care less about his “message.” If she keeps ignoring him eventually he’ll label her a “race traitor” and put her on his list of enemies.

Appearance: Zephyr is a woman of remarkable beauty; she could easily become a model, or an actress, if she wanted to. Her long platinum blonde hair, blue eyes, flawless skin, and attractive figure aren’t soon forgotten by those who see her. As Zephyr, she wears a sky-blue costume with the alchemical symbol for air on it dark blue. She doesn’t wear a mask.

ZEPHYR FACTS

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

N/R: Zephyr is a supervillainess with powers of air and wind control. She has a deep-seated hatred for cops, guards, superheroes, public officials, and other authority figures.

K/R: Her real name is Angela Charles; her father (and many relatives before him) was a criminal who taught her the “family trade” before her mutant powers emerged. He was killed by the police during a botched robbery.

-8: In addition to her air powers, Zephyr also has some minor control over fire and earth, too.

ZIGZAG

Background/History: Harvey Pepper was a chemical technician working for Regor, Inc., a subsidiary of Fordham ChemTech that manufactured plastics. Unfortunately, he was often a lot more interested in flirting with his female co-workers than in getting his job done, and he didn’t always pay as much attention to his work as he should have. One day, while he was chatting with Miranda from Sales, he accidentally mixed together two chemicals he shouldn’t have. The resulting explosion wasn’t strong enough to seriously hurt him, but it doused him with both chemicals and knock him flat on his back. Even worse, it weakened the supports holding up a nearby vat of semi-liquid plastic compound. The vat broke free, spilling the plastic all over Harvey.

Harvey was rushed to the hospital, where he soon seemed to make a full recovery. But a few weeks later, when he was at home and trying to grab something on the other side of the kitchen table, his arm actually elongated! He was so surprised he fainted dead away, waking up a few minutes later to find that his entire body had changed to some sort of stretched-out, plasticine form. It took him a little while and a lot of concentration, but he gradually forced his body back into its normal shape and consistency.



A

ZIGZAG

Val Char Cost Roll Notes

15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
12	EGO	2	11-	
18	PRE	8	13-	PRE Attack: 3½d6

7 OCV 20

7 DCV 20

3 OMCV 0

4 DMCV 3

5 SPD 30 *Phases: 3, 5, 8, 10, 12*12 PD 10 *Total: 12 PD (0 rPD)*9 ED 7 *Total: 9 ED (0 rED)*

10 REC 6

40 END 4

10 BODY 0

36 STUN 8 **Total Characteristics Cost: 156****Movement:** Running: 20m**Cost Powers**50 **Stretchable Body:** Stretching 20m,
x16 body dimensions
Reduced Endurance (½ END; +¼)75 **Elastic Body Weaponry:** Multipower, 75-point reserve2f **1) Wraparound:** Entangle 5d6, 5 PD/5 ED
Backlash (+½); Feedback (ZigZag takes all damage done to Entangle by anyone other than victim; -1), Lockout (can only Entangle one person, and while Entangling them cannot use any other Multipower slot; -½), No Range (-½)2f **2) Engulf:** Entangle 6d6, 6 PD/6 ED, Stops Sight Group
Feedback (Zigzag takes all damage done to Entangle by anyone other than victim; -1), Lockout (can only Entangle one person, and while Entangling them cannot use any other Multipower slot; -½), No Range (-½)2f **3) Big Spiky Fist:** HA +3d6
Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-¼)3f **4) Spiky Body:** RKA 1½d6
Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (½ END; +¼); No Range (-½)**END**

2

7

7

0

2

13 **Velocity Damage:** HA +4d6 2

Always Direct (only works if ZigZag Stretches in a straight line to the target; -¼), Hand-To-Hand Attack (-¼)

34 **Bounced Attack:** Reflection (60 Active Points' worth) 6

Any Target (+½); Only Versus Physical Projectiles (-¼), Requires A DEX Roll (-½)

30 **Resilient Body:** Physical Damage Reduction, Resistant, 50% 4

Costs Endurance (-½)

plus: Energy Damage Reduction, Resistant, 25%
Costs Endurance (-½)16 **Flow Through Barriers:** Desolidification (affected by any attack) 4

Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1)

8 **Stretch-Running:** Running +8m (20m total) 1**Perks**

10 Money: Wealthy

Skills

9 Climbing 16-

2 KS: The Superhuman World 11-

9 Power: Stretching Tricks 16-

1 SS: Biology 8-

2 SS: Chemistry 11-

3 Stealth 13-

Total Powers & Skills Cost: 271**Total Cost: 427****400 Matching Complications (75)**25 **Hunted:** Champions (Frequently, Mo Pow, NCI, Capture)20 **Hunted:** VIPER (Infrequently, Mo Pow, NCI, Capture)20 **Psychological Complication:** Code Versus Killing
(Common, Total)15 **Psychological Complication:** Loves To Trick, Fool, And
Belittle Others (Common, Strong)15 **Social Complication:** Secret Identity (Harvey Pepper)
(Frequently, Major)10 **Vulnerability:** 2 x STUN from Ice/Cold attacks
(Uncommon)10 **Vulnerability:** 2 x BODY from Poisons (Uncommon)**Total Complications Points: 75****Experience Points: 27**

Over the long weekend, a little experimentation taught him how to control his body's new property of malleability. He could squeeze underneath closed doors, reach out and grab objects sixty feet away, and do lots of other things. With powers like this, who needed those jerks at the plant? Now he could make some *real* money!

Personality/Motivation: Harvey Pepper has never exactly taken life very seriously, and being transformed into ZigZag has only made his lackadaisical attitude worse. He'd much rather joke around, play pranks on people, and mock other peoples' efforts than actually do anything constructive. Only his desire to become rich has gotten him involved in supercrime at all. In combat he usually keeps up a non-stop routine of (often crude) jibes and insults, which sometimes prompts his foes to hit him with high-powered attacks just to shut him up.

Quote: "Hey, Duh-fender! Better not bring your girlfriends around to fight, or they'll dump you for a real man — me!"

Powers/Tactics: ZigZag has the power to stretch and contort his entire body, which allows him to do many things. Besides the abilities mentioned above, he can make his hand into a big, spike-covered fist to smash heroes with, cover his entire body with spikes so that it's not safe to grab him, or wrap enemies up in his own body (though the latter power sometimes exposes him to injury, so he's careful about when he uses it). Because he's so flexible, it's hard to hurt him; he can even "bounce" physical projectiles back at the person who threw them (or even at some other target, if he angles himself just right).

ZigZag's most effective attacks are his Entangles, so he usually tries to support villains he teams up with by "wrapping up" a gadgeteer, martial artist, or someone else who probably can't break free easily. Then he'll use his Stretching to trip other opponents and the like.

ZIGZAG FACTS

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

N/R: ZigZag is a supervillain with stretching powers. He's also known for mocking and jibing at heroes as he fights them.

K/R: ZigZag's most common attack is to wrap up a foe in his body so the target can't move, then stretch out his arms to punch or trip other enemies.

-6: ZigZag's bizarre metabolism is particularly susceptible to poisons.

-8: Ice/Cold attacks cause ZigZag intense pain.

-10: His Secret Identity is Harvey Pepper; he used to be a chemical technician.

Campaign Use: ZigZag is a mercenary villain who'll likely earn your PCs' wrath because of his non-stop insults and wisecracks. He's not really dangerous, and in fact doesn't really want to hurt anyone at all, but he can't resist stealing things and mocking people (even people bigger and tougher than himself). He might make a good ally or member of GRAB, assuming the current members could learn to put up with him.

There are lots of possibilities if you want to make ZigZag tougher. Given the special effects of his powers, he could easily develop other abilities (see the "Stretching Powers" section of *Champions Powers* for lots of possibilities); alternately, he might improve some of the abilities he has now, or increase the Multipower reserve and change the slots to Multis so he can punch people while Entangling other people (that would require getting rid of the *Lockout* Limitation as well). If you need to weaken him instead, get rid of his Desolidification and Missile Deflection/Reflection, and reduce his Multipower to a 60 Active Point reserve and slots.

Associates, Allies, And Adversaries: ZigZag hires out his services to other villains, though he prefers only to work with villains who aren't especially violent. He's worked with groups like GRAB, Merc-Force 1, and the Ultimates in the past. On the other hand, VIPER hates ZigZag and won't hire him anymore; in fact, it is looking to rid the world of him permanently. His wisecracks and flippant remarks have angered one too many Nest Leaders and Dragon Branch members.

ZigZag thinks that Black Diamond of GRAB is the hottest-looking villainess on the scene today and would definitely like to "get to know her better."

Appearance: ZigZag is a black man with short dark hair and a matching short beard around his chin and lips. In his normal form, he stands 5'11" tall, but at most times he uses his powers to distort his shape in some way, making it somewhat disturbing to look at him. His costume features a strange pattern of two-tone blue.

ZORRAN THE ARTIFICER FACTS

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

N/R: Zorran the Artificer is a powerful super-mage. In addition to his spells, he wields two potent mystic weapons: an Arcane Furnace Staff; and a Philosopher's Stone that lets him transmute matter at will.

K/R: Zorran is a renegade Lemurian; he doesn't seem to have taken sides in the current Lemurian civil war.

-1: As his sobriquet indicates, Zorran is skilled at creating Lemurian magiconstructs, golems, and similar weapons.

-4: Zorran's demonic mask shields him from being blinded by bright flashes of light and similar attacks.

-8: Exposure to silver causes Zorran intense pain.

-10: Zorran's "Philosopher's Stone" is actually a fragment of the *Mandragalore*, the ancient Lemurian super-weapon. He's not aware of this, though.

ZORRAN THE ARTIFICER

Background/History: Millennia ago, when the land of Lemuria sank beneath the waves, almost all the Lemurians drowned. The only survivors were the Mole Men, the Lemurians' brutish servants who were used to living underground, and a few families of Lemurian nobility. Over the centuries, those noble families bred and interbred, maintaining the Lemurian traditions and preserving Lemurian lore as best they could. With no ruler able to control them, they plotted and schemed, each trying to acquire greater power for itself at the expense of its fellows.

Shortly after World War II, a daughter of one of the ancient and powerful noble houses gave birth to a son. Naming him Zorran, she schooled him in all the Lemurian arts, including magic. The boy proved to have great talent for sorcerous pursuits, and soon was able to work magics greater than those of wizards many decades his senior. As Zorran aged into adulthood, he developed a particular affinity for the sorcerous engines, automata, constructs, furnaces, and machines so distinctive of Lemurian magic, earning the nickname "the Artificer."

One day, while exploring certain distant regions of Lemuria where no man had gone since the Sinking, Zorran chanced upon a small cavern, or chamber, that was once a wizard's workroom. There he found a treasure beyond price — a fragment of Philosopher's Stone, that most puissant of magical talismans, a thing the debased Lemurian sorcery of his day had long ago lost the secret of making. Taking care to conceal it from his rivals and enemies, he took it back to his laboratories to study. He soon learned he could use it to work wondrous transformations. With a gesture and a thought, he could make the Stone turn a person into a statue, or a chair into a platter of food, or solid rock into ephemeral air. With a weapon like this, his family would reign supreme in Lemuria!

Unfortunately, he underestimated the strength and wisdom of his foes. When they saw the threat he and his house posed, they banded together to oppose him, and after several months of struggle defeated him utterly. Unwilling to keep such a dangerous viper in their midst, but equally unwilling to slay one of noble blood, the other houses chose the only course open to them: exile.

With his Philosopher's Stone in hand, and mighty mystic powers at his beck and call, Zorran now walks the wider world. His heart seethes with anger at the Lemurians. He has vowed to defeat them, whatever it takes, and to humble them before him. And after he conquers Lemuria, Earth shall be next.

Unfortunately for Zorran, there's more to his story than even he knows. First, he is unaware of the fact that his "Philosopher's Stone" is actually something far more powerful: it's a fragment of the fuel core of the *Mandragalore*, a super-weapon the ancient Lemurians devised to destroy Arcadia, but which misfired and sunk Lemuria instead.

He's already augmented the power of his Stone by fusing another piece of the Mandragalore to it — the "Abracadabra Wand" of the Silver Age supervillain called Presto Change-O. (If he ever learns about Alchemica [see page 6], he'll try to obtain her Stone and fuse it to his as well.) Second, and worse, he doesn't realize that the now-beleagured King Arvad of Lemuria knows what the Philosopher's Stone is. Arvad orchestrated Zorran's "exile" so that he would search for and find more fuel core fragments. Arvad has had seeking-spells placed on Zorran so he knows where the super-mage is at all times, and has tampered with his mind so that Zorran cannot harm him. Zorran knows that Arvad is up to *something* as far as he's concerned, which is why he hasn't declared his support for the King in the Lemurian civil war even though he's far more sympathetic to Arvad's views than Khusor's — he doesn't like the idea of going back to being a reptile (see CU 102).

Personality/Motivation: Zorran isn't a psychologically complex villain. He wants power, and he wants it now. He's interested in both political power (over Lemurians and Humans) and mystical power; he's not picky. He views himself as a sort of heir to the power of the ancient Lemurian kings, and he's determined to have their throne for himself, too.

When roleplaying Zorran, try to get his air of "noble condescension" across to the players. The way he sees it, no one else is as good as he, and others should be grateful for any attention he pays them or help he provides. This attitude has not exactly endeared him to other villains with whom he's worked, much less the heroes he's fought. Getting him to "humble" himself and admit that he's done something wrong, or to forgive an insult, is all but impossible.

Quote: "Fool! If you dare to oppose me, my magic will strike you down where you stand."

Powers/Tactics: Zorran the Artificer is a Lemurian sorcerer of great mystic power. In addition to the many spells he knows, he possesses two powerful magical artifacts. The first is a fragment of Philosopher's Stone, with which he can literally transmute anything into anything else. The second is his Arcane Furnace Staff, which provides him with a variety of mystical powers. Furthermore, as his title indicates, he's also skilled at building Lemurian magical constructs and furnaces. His *Inventor* and *Mechanics* Skills are used for that work; he knows nothing about electronics, internal combustion engines, or the like.

In combat, Zorran prefers to take the high ground, either by flying or by teleporting to a location above the battlefield. Then he can use his Stone or spells to strike down his enemies. He's also learned how to use his Desolidification, Invisibility, and Images to get into position to make a Surprise Move (or to escape). If he knows he's about to enter battle, he'll use Speed Of The Zephyrim to raise his DEX first.

Zorran tailors his combat magic to suit his foe. Against bricks, he'll use Suppress STR; against martial artists and speedsters, Mental Powers (no one can outrun or dodge the energies of the mind!); against energy projectors, gadgeteers, and other characters he usually employs straightforward attacks like his Bolt Of Power or Gout Of Mageflame.

To keep themselves safe from Zorran, his Lemurian enemies cursed him with a Susceptibility to silver. He dare not get too close to that metal, much less touch it, or he'll suffer agonizing pain. He intends to find a way to break the curse (*i.e.*, buy off the Complication), but so far all he's been able to do is weaken it.

Campaign Use: Zorran the Artificer works well as a second-tier "master villain" for mystic-oriented scenarios where you don't want to bring in demonic evil (such as Dark Seraph) or the likes of Takofanes and his undead armies. He's the perfect evil wizard for plots involving naked greed, grabs for power, and the like, rather than attempts to exterminate humanity. To help him fill this role, you may need to give him other powers, such as the ability to Summon servants from beyond, or Lemurian magical engines and devices. A Variable Power Pool for Lemurian magiconstructs would cover a lot of these bases.

The best way to make Zorran more powerful is to give him some of the aforementioned magical engines and devices. A magical furnace to provide END for his spells when he's near it, a talisman of protection, or a few Lemurian golems could significantly increase his power. If he's already too strong, remove some of his *Arts Arcane* Multipower slots and reduce his SPD to 5.

Associates, Allies, And Adversaries: Zorran has hired, partnered with, or worked for many different villains over the years, though he tends to favor other mystics and super-mages. Harpy and Morningstar have both been good employees or partners; on the other hand, his personality clashes with Esper, and he thinks Pulsar is an idiot. He has a healthy degree of respect for Dark Seraph, the Demonologist, Black Paladin, and Talisman, which they seem to share. He thinks most of the Vandaleurs and Sylvestris are ignorant poseurs, though he doesn't say so publicly for fear of attracting unwanted attention from the few members of those families who aren't. He's avoided having anything to do with DEMON since the truth about it became known to the Mystic World, and usually snubs the Circle Of The Scarlet Moon as too weak and hidebound.



FRAIM

Appearance: Like other Lemurian nobles, Zorran is tall and handsome, superficially resembling Humans but with a distinctive pale color to his skin and hair (which he keeps relatively short). He wears wizard's robes of purple, with a gold sash and gold high-collared cloak. He conceals the upper half of his face with an iron mask in the shape of a ram's-horned demon's head.

Zorran often carries his Arcane Furnace Staff, an enchanted item of great power referred to in some ancient Lemurian chronicles. The shaft of the staff looks like three strands of dark iron braided together, and at its top there's an octagonal cylinder standing upright. From the top of the cylinder the staff belches forth a sulfurous smoke, and sometimes a tiny burst of oddly-colored flame.

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ZORRAN THE ARTIFICER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [2]
22	DEX	24	13-	
25	CON	15	14-	
25	INT	15	14-	PER Roll 14-
24	EGO	14	14-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
7	DCV	20		
8	OMCV	15		
8	DMCV	15		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
8	PD	6		Total: 28 PD (20 rPD)
12	ED	10		Total: 32 ED (20 rED)
10	REC	6		
70	END	10		
15	BODY	5		
40	STUN	10		Total Characteristics Cost: 245

Movement:	Running:	12m
	Flight:	40m
	Teleportation:	40m

Cost	Powers	END
75	Philosopher's Stone: Multipower, 150-point reserve All OAF (-1)	
7f	1) Transmutation: Severe Transform 5d6 (anything into anything; heals back when touched by this or another Philosopher's Stone) Improved Result Group (anything; +1); OAF (-1), 12 Charges (-¼)	[12]
3f	2) Burst Of Raw Power: Blast 20d6 OAF (-1), 2 Charges (-1½)	[2]

52	Arcane Furnace Staff: Multipower, 105-point reserve All OAF (-1)	
10v	1) Belching Smoke: Darkness to Sight Group 12m radius Personal Immunity (+¼), Reduced Endurance (0 END; +½); OAF (-1)	0
10v	2) Arcane Shield: Barrier 8 PD/8 ED, 8 BODY (up to 12m long, 4m high, and ½m thick), Non-Anchored, Dismissable Reduced Endurance (0 END; +½); OAF (-1)	0
9v	3) Gout Of Mageflame: RKA 3d6 Armor Piercing (+¼), +3 Increased STUN Multiplier (+¾); OAF (-1)	9
8v	4) Arcane Pulse: Blast 8d6 Area Of Effect (16m Radius; +¾), NND (defense is Power Defense; +½), Personal Immunity (+¼); OAF (-1), No Range (-½)	10
9v	5) Lemurian Shackles: Entangle 6d6, 6 PD/6 ED Reduced Endurance (0 END; +½); OAF (-1)	0
8v	6) Flare Of Bright Flame: Sight Group Flash 10d6 Area Of Effect (16m Radius; +¾), NND (defense is Power Defense; +0), Personal Immunity (+¼); OAF (-1), No Range (-½)	10
100	Arts Arcane: Multipower, 100-point reserve	
12v	1) Bolt Of Power: Blast 12d6	6
12v	2) The Livid Lightnings Of The Loyal Larethian: RKA 2d6 Armor Piercing (+¼), +2 Increased STUN Multiplier (+½), Reduced Endurance (½ END; +¼)	2
12v	3) Iskari's Invoked Iridescence: Sight and Hearing Group Flash 7d6 Reduced Endurance (0 END; +½)	0
12v	4) Iskari's Invoked Imaginings: Sight, Hearing, Touch, and Smell/Taste Images, -3 to PER Rolls Area Of Effect (16m Radius; +¾)	6
12v	5) Spell Of Somnolence: Mental Blast 6d6	6
12v	6) Mind-Shackles: Mind Control 12d6	6
6v	7) Speed Of The Zephirim: Aid DEX 5d6	3
8v	8) Zorran's Withering Weakness: Suppress STR 6d6 Costs Endurance (to maintain; -½)	6
12v	9) Wizard-Hand: Telekinesis (40 STR)	6
4f	10) Iskari's Mantle Of Concealment: Invisibility to Sight Group, No Fringe Reduced Endurance (0 END; +½)	0
6f	11) Ascension Of The Ætheric Form: Desolidification (affected by magic attacks) Reduced Endurance (0 END; +½)	0
7v	12) A Simple Spell Of Protection: Life Support: Total	0
12v	13) Winds Of The Zephirim: Flight 40m Reduced Endurance (0 END; +½)	0
12v	14) The Mageroad: Teleportation 40m Reduced Endurance (0 END; +½)	0

60	Mantle Of Mastery: Resistant Protection (20 PD/20 ED)	0
15	Shield Of The Mind: Mental Defense (15 points)	0
15	Shield Of The Soul: Power Defense (15 points)	0
10	Demon's-Head Mask: Sight Group Flash Defense (15 points)	0
	OIF (-½)	

Perks

5	Fringe Benefit: Member of the Lemurian High Nobility
10	Money: Wealthy

Talents

35	Danger Sense (general area, any danger) 14-
5	Eidetic Memory

Skills

24	+3 with Ranged Attacks
3	High Society 14-
3	Inventor (see text) 14-
3	AK: Lemuria 14-
3	Mechanics (see text) 14-
3	Persuasion 14-
3	Power: Mystic Powers 14-
2	PS: Lemurian Sorcerer 11-
2	PS: Noble 11-
3	Stealth 13-
3	Scholar
2	1) KS: Arcane And Occult Lore 14-
2	2) KS: Demons 14-
2	3) KS: Lemurian History & Culture 14-
2	4) KS: Lemurian Magic
2	5) KS: The Mystic World 14-
1	6) KS: The Superhuman World 11-

Total Powers & Skills Cost: 648**Total Cost: 893****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)
10	Hunted: Lemurian nobility (Infrequently, Mo Pow, Limited Geographical Area, Kill)
20	Psychological Complication: Determined To Conquer Lemuria And The World (Common, Total)
15	Psychological Complication: Noble Arrogance (Common, Strong)
20	Susceptibility: to silver, 1d6 damage per Phase (Common)

Total Complications Points: 75**Experience Points: 493**

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