

SUPERWORLD

**VILLAINS
AND
VIGILANTES**

CHAMPIONS

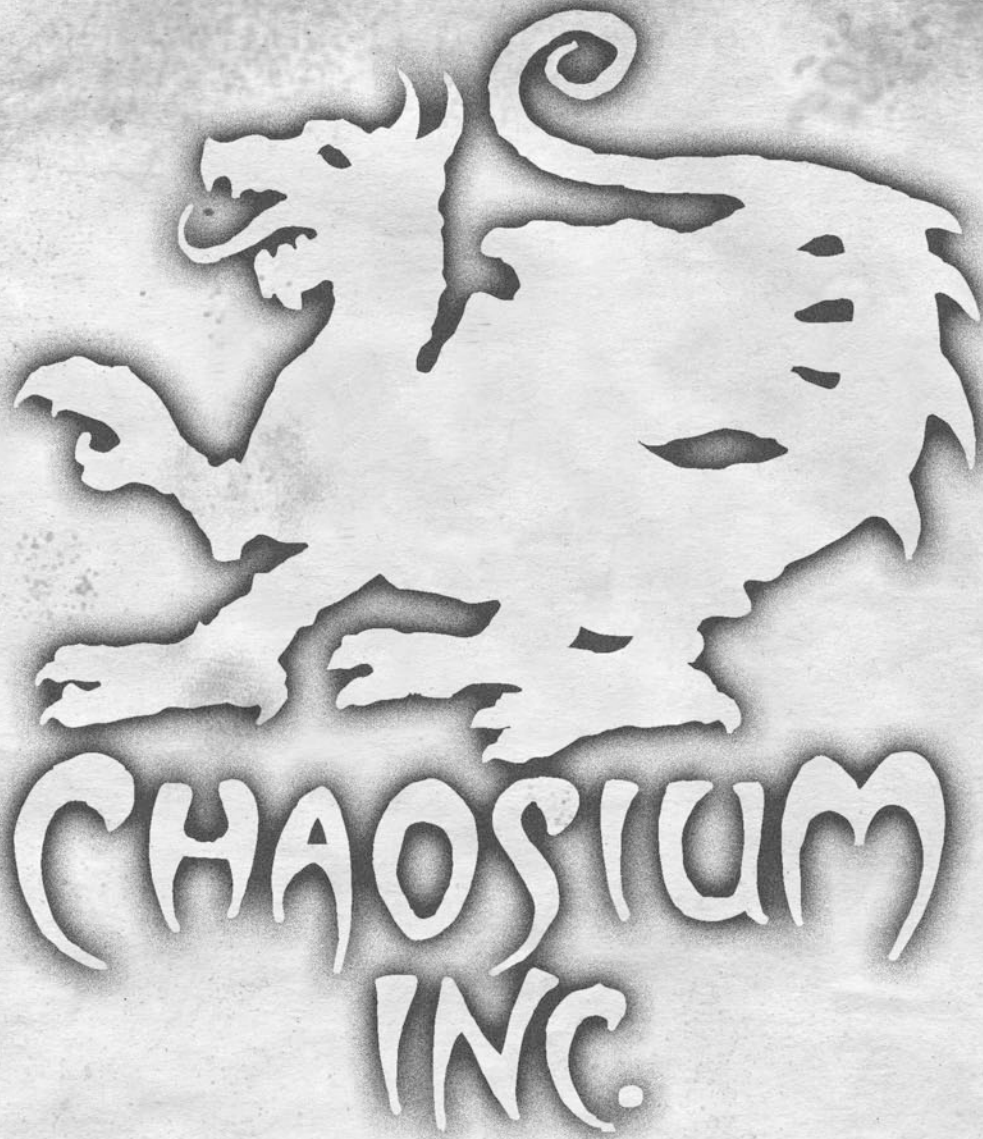
Super-Powered Roleplaying

**Trouble
for**

HAVOC



**Defeat Diabolical Villains in
3 Action-Packed Adventures**



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words by

Yurek Chodak

Donald Harrington

Charles Huber

Steve Perrin

art by

Chris Marrinan



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3 Action-Packed Adventures**



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Maps by Charlie Krank.

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Cover art and interior illustrations by Chris Marrinan.

Editing, production, and layout by Yurek Chodak.

Additional editing and layout by Sherman Kahn.

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Introduction

Welcome to the first anthology scenario pack in the superhero game market. Unlike products from other companies, and Chaosium's own *Bad Medicine for Dr. Drugs*, this book's scenarios are independent in scope, yet with interchangeable dramatic personae in the form of the villain group Havoc. The scenarios can be used as a campaign, or individual episodes.

Different superheroes may be used to play each scenario, or the same ones can face the emergence of the Elokians, the mystery of the Dvorn, and the threat to the Caliente nuclear power plant. Each scenario can be run by different gamemasters for the same players if desired.

The scenarios have been written for use with *Superworld*, but can also be used with either *Champions* or *Villains and Vigilantes* game rules with minor adaptations. Our thanks to Hero Games and Fantasy Games Unlimited, Ray Greer and Jeff Dee in particular, for their contributions to this project.

The opportunity has also been taken to answer several questions asked over the past year by *Superworld* players, and introduce some new interpretations of the rules system. Insatiable desire to tinker with rules has resulted in new variations of the Reduction superpower and the Failure Chance disadvantage, among others.

The Scenarios

The introductory scenario, "Crisis at Caliente," has the heroes avert a major nuclear reactor disaster. It also introduces the players to Havoc, the mercenary villain group whose members participate in all three scenarios.

The later scenarios, "Return of the Elokians" and "Fourth For Bridge?" concern contact with alien races. Both situations are aggravated by the interference of Havoc supervillain teams.

Havoc

Havoc is a loosely-organized supervillain cooperative acting as a referral service for criminal masterminds. Most of the members are superpowered shock troops with no moral need to use their powers for good.

Havoc is operated by a central council which is elected every year by the membership. Lest anyone get delusions of underworld democracy, the voting system depends on the one dollar, one vote rule. The most successful criminals have the most votes. Moreover, money spent to gain a position on the council goes into a central fund which serves to cover legal fees, hospitalization, bribes, and office expenses.

There are many occasions of fraud, nepotism, and feckskimming involved in the running of the operation, but this is expected. Members who pay attention to organization politics get a percentage of the patronage and a position of actual power. Most members are just happy to be part of the group, and care only about perpetrating profitable crimes.

Members of the council are expected to abstain from criminal activity. Members share a percentage of the hiring fee paid by anyone doing business with Havoc. Theoretically this allows the group to maintain an intact administration, but in practice some council members continue their criminal careers hoping they will not get caught. Incarcerated council members are replaced in special elections and forsake all chance of gaining another council seat. Several ex-councilmembers have since regained power by proxy.

The name Havoc is not an acronym, although some members insist that the "c" stands for cooperative. Mostly the name signifies the main service provided by the organization, lots of havoc.

Aside from Havoc members described in the product, many others have been provided in previous publications; the Absorber, Black Maria, Cerebella, Dynaman, Killer Bee, the Mighty Mauler, Piledriver, and Rapidfire are all probable members. If playing the scenarios using the *Champions* rules system, such villains as Dragonfly, Green Dragon, Howler, Icicle, Ogre, Pulsar, and Shrinker are ideal members. If using the *Villains and Vigilantes* system, any member of the Crushers from the "Crisis at Crusader Citadel" scenario would be appropriate. Within this pack certain members are meant to be used with certain scenarios, but the gamemaster may feel free to mix and match the villains within the limits given below for each scenario.

Crisis at Caliente

This scenario uses at least five Havoc members. Lumiere leads the team, while Armageddon, Wild Wind, and Airhammer provide the muscle, with Glacier bringing up the rear. FIRE, the Free Investigatory Research Enterprise, bolsters the teams with gadgets.

Return of the Elokians

King Snake, the lead villain, is far too egomaniacal to ever be part of such a loosely-organized operation as Havoc. He is the central villain of the Elokian scenario. His hirelings, Bugsey and Murielle, are not superpowered and are part of his entourage. They are not members of Havoc. King Snake likes to work with Armageddon and Wild Wind normally, but he will settle for Airhammer and maybe Sneak Thief if the others are unavailable.

Fourth For Bridge?

Lumiere returns here as a well-known criminal and ideal leader for the group. Virtually any of the other criminals, with the exception of King Snake, would be appropriate other members of her crew, although Sneak Thief, Deathgrip, and Airhammer were intended as her fellows. If the playing group for the superheroes is larger than four, the gamemaster might want to add *Armageddon*, *Glacier*, and/or *Wild Wind* to beef up the villains. Similarly, he may have to change their names and attitudes slightly and add them to the Russian superteam.

New Powers and Interpretations for Superworld

Introduction

Included below are new interpretations of several old powers plus a discussion of one new power for *Superworld*. Some of the interpreted powers have different costs, while disadvantages and handicaps have different hero point gains.

Some of this material has appeared in the *Superworld* errata sections in either *Different Worlds 32* or *34*.

Superpowers Book: Powers

Absorption

This power has been consistently popular as players used it to add to hit points, armor, etc. This can be justified if one looks at the comic book stories the game is based on, yet Absorption as it was first described is too common and powerful. Thus the following boxed restrictions and clarifications were added.

Purchase Restriction: This power can only convert damage into energy, or powers and characteristics which use energy at least every melee round, if not every action rank. Thus, it cannot be used to enhance hit points or armor, unless these powers are bought with the disadvantage of costing energy per melee

round to use. A Force Field or Mind Block, each costing energy when it is assailed, counts as using energy per action rank.

Absorption can be used to bring a character's powers over his normal limitations by paying three times the normal number of damage points for the extra level(s) of the power. For instance, a POW 14 character can have Absorption increase his energy projection past 7D6 by paying 9 absorbed damage points per level of projection.

Defense

Defense allows many heroes to weave through hails of bullets without getting scratched. Unfortunately, buying enough Defense to properly simulate this type of hero was prohibitively expensive. The following change makes the ability a bit more accessible for shifty superheroes.

Level: 5%

Purchase Restriction: None

Hero Point Cost per Level: 3

Reduction

Provided below are answers to the most common questions asked about this power:

Q: Why can't a characteristic be reduced below zero, thus delaying the return to positive characteristic points?

A: There is not much of an advantage in reducing the characteristics below zero although a delay would be achieved. Gamemasters who are willing to handle the possible problems should feel free to allow Reduction to take victims to negative characteristic points.

Q: Why can't computed characteristics, which can be enhanced with hero points, be taken down to zero and into negative numbers? The damage is not permanent, and even a reduction of hit points to zero will not kill the target.

A: If the gamemaster assumes that taking the hit points of a target to negative numbers in excess of CON is not fatal, but only places the target in a coma until recovery of the points, then this variant is acceptable.

Q: Why does a force field stop Reduction? And does every force field stop it, or does the type have to be specified?

A: A force field interjects a defensive energy screen between the attacker and the aura of the target, and the Reducing attack cannot get through. This applies to a force field using any energy type. However, after careful consideration, I have decided that Reduction can be bought against all force fields, reducing all the hero points associated with the field until it is gone.

Moreover, using the rewritten purchase restriction below, one can even include force field under the general category of protective powers. A Reduction against Magical Protections can be used to first eliminate a force field, then attack other protections.

Purchase Restriction: The superpower Reduced must be specified when this power is purchased. Energy projections should be specified by either energy type (Electrical Projections) or by source (Magical Energy Projections). Protective powers should be specified by energy type (Electrical Protection), by source (Magical Protective Power), or power (Force Field). However, all points of a force field must be Reduced before the Reduction can attack other powers.

Q: Can Reduction affect an Insubstantial character, or one using Astral Body?

A: Reduction will affect an Insubstantial character unless he is Insubstantial to all three energy types. Reduction will not affect an Astral Body.

Resistance

The resistance defenses have problems in both operation and duplication of actual superpowers seen in the comics. The power, as amended below should be an improvement:

If the damage result of the attack is less than half the points of the resistance, there is no damage to the target. The damage result is reduced by half if that result is greater than half the points of resistance but not more than or equal to twice the points of resistance.

Example: the Indomitable Gargantua has a Resistance of 50. If he is hit by a 30 point blow, he will lose 15 hit points. If he is hit by a 110 point blow, he will lose 60 hit points. If he is hit by a 10 point blow, he will lose no hit points.

This solution allows small damage to be totally ignored. In comparison to armor, resistance starts out roughly equal in value, then becomes less useful the more expensive it is, unless the damage is also very high.

Thus, a 10-point blow will bounce off either armor or resistance of 15, a 14 point blow will do 7 points to the resistance used and nothing to the armor user, and the resistance will continue to be less beneficial until the damage of 31 is reached, when the armor and resistance user would both receive 15 damage points.

Further Clarification

A resistance defense can be bought to protect against all attacks affecting the characteristics or powers of a hero. These attacks include Reduction, Mimic, Paralysis*, Siphon*, Hex*, and Transform*. This defense is used before any POW versus POW rolls or other elements of such attacks. It works against the potency (or hero points in the case of Hex) of such attacks just as it does against points of damage. If the potency is less than half the points of the resistance, it does not work. If it is more than one-half, but less than twice, half the potency gets through to affect the target. If the potency is more than twice the points of resistance to Transformation, then subtract an amount equal to the points of resistance from the potency to determine the effect of the attack. This version of resistance will not work against mental attacks such as Mind Blast, Mental Control, etc.

**New powers undergoing playtest.*

Examples of Damage Reduced by Resistance

Pts Paid	Resistance	Points of Damage Received														
		10	14	17	21	24	28	31	35	38	42	45	49	52	55	59
3	5	5	9	12	16	19	23	26	30	33	37	40	44	47	50	54
6	10	5	7	8	11	14	18	21	25	28	32	35	39	42	45	49
9	15	5	7	8	10	12	14	16	20	23	27	30	34	37	40	44
12	20	5	7	8	10	12	14	15	17	19	22	25	29	32	35	39
15	25	---	7	8	10	12	14	15	17	19	21	22	24	27	30	34
18	30	---	---	8	10	12	14	15	17	19	21	22	24	26	27	29
21	35	---	---	---	10	12	14	15	17	19	21	22	24	26	27	29
24	40	---	---	---	10	12	14	15	17	19	21	22	24	26	27	29
27	45	---	---	---	---	12	14	15	17	19	21	22	24	26	27	29
30	50	---	---	---	---	---	14	15	17	19	21	22	24	26	27	29

New Superpower: Shield

Description: Ability to use a parrying device to block damage from attacks.

Game Effects: Allows targets of an attack to use their Fist parry skill to block all or part of one attack per action rank. Further attacks may be blocked at a cumulative -10% success chance per attack.

Level: 3 points of armor. Each point may be specified to work against any one type of energy.

Purchase Restriction: Energy type protected against must be specified for each point when power is purchased.

Hero Point Cost per Level: 1

Energy Cost: 1

This defense can take the form of an actual shield, metal bracelets, a disc of energy, or even the ability to avoid or deflect part of a blow. Like armor, this protection can eliminate points of damage, with the remainder proceeding to the defender. This power can be used during the same action rank in which the hero makes an attack.

Each parry attempted subtracts a further 10% from the skill chance to use the power, until the next action rank during which the hero may perform an action.

In any situation where a type of protection is automatically effective or ineffective against a type of attack, such as Poison versus armor or Reduction versus force field, a successful parry roll with Shield counts as armor.

Power Advantages

Energy Field Forming

Two different formations can be used at the same time but the dice of the projection should be split up between them. Thus, if Force Master has a 7D6 energy projection with 7 levels of force field forming and 7 levels of Safety net, he can erect 4 levels of a specific force field while using 3 levels of Safety Net.

An Energy Field Formation – Wall, creates a 1m high by 1m wide by 1cm thick wall. This wall section can be arranged in any way the user chooses.

Power Disadvantages

Burnout Chance

This disadvantage needed the change in level and hero point gain per level shown below. An inequity was present when someone with a 6 point power regained half the points by claiming a 15% burnout chance, and a hero with a 30 point power and the same burnout chance regained only 10% of the points spent.

Level: 1% Burnout Chance

Hero Point Gain per Level: 2% of total cost of power.

Thus a 15% burnout chance for a 30 point power regains 9 hero points ($30 \times 30\% = 9$) for the user. A 15% burnout chance for a 6 point power regains 2 hero points ($6 \times 30\% = 1.8$, rounded up to 2) for the user.

Failure Chance

The same notes apply here as to the burnout chance, but the hero point gain is smaller because a one-time failure is not as disastrous to the hero as the inability to use the power at all for several melee rounds. Note that burnout happens after the power is used, eliminating the hero's future ability to use the power. Failure means that the power did not work on that occasion, but may work when tried during the next action rank. Failure still means that the energy was used.

Level: 1% Failure Chance

Hero Point Gain per Level: 1% of total cost of power.

Vulnerable Devices

In both *Superworld* and *Champions*, characters are designed using the Vulnerable Device power disadvantage (in *Superworld*), or the Limitation of Accessible Focus (in *Champions*). In both cases, the rules are meant to give characters a break by allowing them to use powerful devices vulnerable to destruction (or at least removal from the hero's use).

The resulting superpowers have no adequate hero point cost for them because there are no game system penalties for power bought as vulnerable or accessible. This article attempts to solve this problem for *Superworld*, and thus point out methods of dealing with the problem for *Champions*.

What is Vulnerable/Accessible

To be vulnerable or accessible, a device must be detachable from its user or be capable of receiving damage. Thus, a handgun is a vulnerable device because it can be grabbed away with a Grapple or TK, and it can be damaged by an energy projection or Transmute attack. Similarly, wings are vulnerable because they cannot be used if grabbed and held, even though they may not receive damage.

In *Superworld*, vulnerable devices are classified by how difficult they are to remove from the control of the user. If it takes one semi-action, they are worth the return of 1/2 the points used by them. If it takes a full melee round, they are worth 1/3rd, and an armored suit, which could take as long as 5 minutes, is worth only the return of 1/6th the hero points it took to buy. Similarly, *Champions* uses Accessible and Inaccessible to differentiate between focuses.

Difficulty in removing the device has nothing to do with its vulnerability.

Damaging the Device

Any vulnerable device may be attacked with an energy projection or Transmute attack. The target has a SIZ based on its actual weight or volume, whichever is most appropriate. Force Master's 2kg staff, for instance, is a SIZ 2. Doctor Dread's armored suit is the same SIZ as its user, even if it is made of plastics and space-age micro-circuitry to give it a weight equivalent to SIZ 5.

If the device is hit, it should receive a resistance roll based on the hero points used to buy its main effect. For instance, if a character uses a gun which fires several different 7D6 effects, its resistance to Transmute and damage is 21, no matter how many attacks or other powers it may have. This resistance can be proportionally divided if the transmuter or projector wishes to only

transmute one part of it, such as the arm of an armored suit. If a device has many different functions, the resistance is determined by the most hero points in a protective power, if any. If there are no protective powers, the resistance is based on the highest hero point count for an offensive player.

If the device takes damage points, the points are taken from the total hero points used to build the device. If the device is a source of power such as Force Master's Force Rod, then the damage should be proportionately divided between all the powers bought through the rod.

If the device contains many different powers located in different areas of the object, determine the number of different powers, then randomly pick one power to take the damage. If there are still damage points left after the power is destroyed, then randomly pick another power to absorb the rest of the damage until all damage points are accounted for.

If a device receives more damage than it has total hero points, it is destroyed.

Repair Rates

A damaged vulnerable device can be repaired at the same rate as recovery from permanent hit point damage. This simulates the repair time it takes to fix the damage and the time it takes to find replacement parts.

Some devices are created as impossible-to-replace, one-of-a-kind items. It would be very unkind to alter a hero's concept by destroying a device that cannot be logically recreated. In this case, assume that the loss of hero points is temporary, and as long as the device is retained and brought back to a safe place, something will happen to regenerate it at the rate given above.

Protecting Devices

Additional protection for a vulnerable device can be bought to supplement its normal resistance. The protective power must be bought for each energy type.

Handicaps

Energy Limit

This handicap was originally described as a disadvantage, but was reclassified as a handicap because it affects the entire hero, not just one power.

The following rewrite is also intended to make the hero point gain more equitable.

Level: 1 energy point unavailable.

Example: Lightray needs 6 energy points to Fly, 18 points of energy, but he has an energy limit of 60: thus he will be unable to use 18 points of energy and probably energy points to use his force fields against attacks. To do all of the above at once Lightray would have to expend 78 points of energy, but he has an energy limit of 60 thus he will be unable to use 18 points of Energy and probably will have to cut back his Force Field's ability to block damage if he wants to fly and project energy.

Hero Point Gain per Level: 1

Energy point limit is per hero's action rank. This also means that Lightray, in the example above, cannot use energy for all of his force fields if he used his other

powers in the previous action rank of the melee round, because there will not be enough energy available.

The limit does not apply to two attacks (such as two projections) unless the Combine or Simultaneous Attacks advantage has been bought for the two attacks.

Example Powers Description:

Superpower	Level	Energy	Hero Pts.
Flight: 600m/MR	1	6(MR)	6
Energy Projection: 6D6 Radiation	6	18	18
Force Field: 12K, 12E, 12R	18	18	18
Energy Limit: Only 60E available in one action rank			+18

System Additions

Movement Rates

Normal movement for humans is 24m per melee round. However, this can vary depending on extremes of STR and SIZ.

If the hero's SIZ as weight is more than 20 points higher than his STR, his movement is reduced by 6m per melee round for every exceeding 10 SIZ points or fraction thereof. Thus, if a character has a STR of 12 and a SIZ of 33, his movement rate would be 18 meters a melee round.

MOVEMENT SPEED TABLE

STR-SIZ (as weight)	m/MR	Supermove add	Standing Jump (hor)	Running Jump (hor)
-126	0	+1 m/AR	none	none
- 71	0	+1 m/AR	none	none
- 51	0	+2 m/AR	none	none
- 41	6	+3 m/AR	none	none
- 31	12	+4 m/AR	none	none
- 21	18	+5 m/AR	none	none
-20 to -10	24	+6 m/AR	none	none
-10 to 0	24	+6 m/AR	1 m	1.5 m
0 to 10	24	+6 m/AR	2 m	3 m
10 to 20	24	+6 m/AR	3 m	4.5 m
21 to 30	30	+6 m/AR	4 m	6 m
31 to 40	36	+6 m/AR	5 m	7.50 m
41 to 50	42	+6 m/AR	6 m	9 m
51 to 60	48	+6 m/AR	7 m	10.5 m
etc.	etc.	etc.	etc.	etc.

Vertical jumps: 3/5ths of horizontal jumps.

If his SIZ was 43, his movement would be 12 meters a melee round, and so forth. If his SIZ is 51 or more in excess of STR he will not be able to move at all.

A hero's Supermove power would be similarly affected. At +21 SIZ, he gains 5m per action rank level instead of 6. At +31 SIZ he gains 4m per action rank per level instead of 6, etc. If the SIZ is +71 he gains 1m per action rank, and he will always gain at least this much.

This lack of movement must be balanced against gains in movement per melee round due to SIZ as height. Thus, if a hero has a STR of 35 and a SIZ of 70, with DEX of 15, he has a movement per melee round of 12m because of the excess weight, but he gains 10m per action rank be-

cause of his height. This gives him a cumulative movement of 32m a melee round, or 16m an action rank.

Effects of +20 STR over SIZ

Conversely, if the character's STR is more than 20 higher than his SIZ as weight he gains 6m a melee round for every further +10 STR or fraction thereof over SIZ. Subtract any reduced movement from Micro SIZ for this addition. There is no increased benefit from the Supermove power for having excess STR over SIZ. The above increase is in addition to gains in movement due to SIZ as height. Thus, if the hero cited above has a STR of 70 and a SIZ of 35, he would gain 12m a melee round from his excess STR, and 5m an action rank from his height. This would give him a total 48m of movement a melee round, or 24m an action rank.

INFLUENCE OF SIZ AS HEIGHT ON DEFENSE, GROUND MOVEMENT, REACH

SIZ	Defense		H-to-H			
	Range	H-to-H*	m/AR	Reach	Attack	Visibility
-5	90%	45%	-11 m	—	—	-90%
-4	80%	40%	-10 m	—	—	-80%
-3	70%	35%	-9 m	—	—	-70%
-2	60%	30%	-8 m	—	—	-60%
-1	50%	25%	-7 m	—	—	-50%
0	40%	20%	-6 m	—	—	-40%
1	30%	15%	-5 m	—	—	-30%
2	20%	10%	-4 m	—	—	-20%
3	10%	05%	-3 m	—	—	-10%
4	0%	0%	-2 m	—	—	0%
5	0%	0%	-1 m	—	—	0%
6-20	0%	0%	0 m	—	—	0%
21-30	-05%	-05%	+2 m	+1 m	+05%	+05%
31-40	-10%	-10%	+4 m	+2 m	+10%	+10%
41-50	-15%	-15%	+6 m	+3 m	+15%	+15%
51-60	-20%	-20%	+8 m	+4 m	+20%	+20%
61-70	-25%	-25%	+10 m	+5 m	+25%	+25%
71-80	-30%	-30%	+12 m	+6 m	+30%	+30%
81-90	-35%	-35%	+14 m	+7 m	+35%	+35%
91-100	-40%	-40%	+16 m	+8 m	+40%	+40%
101-110	-45%	-45%	+18 m	+9 m	+45%	+45%
111-120	-50%	-50%	+20 m	+10 m	+50%	+50%
121-126	-55%	-55%	+22 m	+11 m	+55%	+55%

*H-to-H: Hand-to-hand, referring to any attack done at touch range.

Energy Cost for Ground Movement

Normal ground movement (without Supermove) costs 1 energy point for every use in excess of a quartermove in an action rank.

Combat Addition

Lobbing an Energy Projection

Certain projections, such as thrown bombs, arrows, balls of flame or ice, ball lightning, etc., may be lobbed in a parabolic arc at a target hiding behind an object such as a fence, car, or other open-top obstruction.

The chance of hitting with such a projection is normal if the entire target can be seen in some fashion. If the projection is just a chance shot, the chance for hitting is reduced between 5 and 95 percentiles, depending on the target's placement. This determination is up to the game-master. If the shot misses, use the table in the Throw skill description to determine the exact spot the lobbed object landed.

Bouncing a Projection

Any energy projection or similar attack that has not been bought with the Impaling or Full Potency* advantage can target, or simply to surprise the target.

The chance of hitting the target is reduced by 10% for each surface it hits before hitting the target. The damage of the projection is also reduced by 1D6 per surface hit. The projector must have a good idea of the location of the target or the chance of success is reduced a further 50%.

Gamemasters have to rule whether a surface is capable of reflecting a projection, or simply takes the damage from it. For instance, a Gamma radiation projection would go through virtually any surface without bouncing, but a laser would bounce off the flimsiest mirror.

Combining Projections

Any user of an energy projection or similar attack can attempt to combine his attack with another hero. Both attacks must be done on the same action rank and each attacker must receive half his normal successful agility roll (a maximum of $95/2=48$) on D100. If both rolls are successful, each projection must get past the appropriate protective powers, but the damage which gets through is totaled to determine whether the target is stunned and in terms of knockback done.

Spreading a Projection

Any energy projection or similar attack that has not been bought with the Impaling or Full Potency* advantage can be spread by dropping one die, or level, of damage to add 10% to the chance to hit. Thus a 8D6 projection at 50% could be used as a 5D6 projection at 80%

*New advantage currently being playtested.



Crisis at Caliente

This adventure, best suited for three to eight superheroes, introduces the heroes to Havoc, a deadly group of mercenary supervillains serving anyone who seeks world dominion. The superheroes used should have some protection against radiation.

Gamemaster Summary

Some members of Havoc, requiring an energy source for extracurricular activities, believe that a nuclear reactor would be perfect for their needs.

The site under attack, the Caliente Nuclear Testing Laboratories, contains an experimental fast-breeder nuclear reactor. The supervillains want it for its small size and reaction byproducts usable in bomb-building.

After neutralizing the local defenses, the villains plan to disconnect the reactor and teleport it to their secret

base. If their plans are foiled they plan to trigger a meltdown and get away in the confusion.

This scenario's objective is to introduce the players to their opponents, certain members of Havoc. The gamemaster should not let the villains steal the reactor, nor should all the supervillains be captured at this stage.

Treat Glacier as an expendable character; he is not expected to show up in the succeeding scenarios unless needed for balance, or to replace an inept brethren if the wrong villain is captured. If events allow his escape, he has earned his money and can drop out of sight.

Superheroes played in this scenario need not be the same ones used in the following adventures. Introduce the players (not necessarily their characters) to the future supervillain adversaries. Build up the notoriety of the supervillains and establish their methods of scientific vandalism so that the players will later recognize them.

Players' Information

A FORCE (Federal Organization for the Registration and Certification of Exotics) broadcast summons all available superheroes for service. Cresting an unprecedented and cunningly coordinated wave of bank robberies, kidnappings, and other major crimes is a reactor break-in. Superhero help is needed.

The quickly-gathered heroes enter a briefing room already containing a FORCE agent and a robot. As the last superhero enters the room, a beam of light projects from the robot's eyes to fall on a projection screen.

Supercrimes and the MILK MAIDS Network

According to the MacNaulte-Stromberg statistical survey, the percentage of supervillains comprising the criminal element has risen an alarming 31% during the last two years. Considering that supervillains stay behind bars for an average of only 324 days after capture and conviction, a corresponding rise in the crime rate was inevitable. The report doesn't pinpoint the reasons for the higher incidence of supervillains. It emphasizes the need for researching and constructing better superbeing detention facilities.

The high technology industry leaders feel the need for increased security, and for their own preventive measures against the use of superpowers and super-powered gadgets. MILK (Mechanical Intelligence for Leisure and Knowledge) Inc., the foremost experts on artificial intelligence, have so far led the research and development work.

Working with FORCE-sponsored scientists, MILK Inc. created special robots called MAIDS (Mechanical Anti-Infiltration Detector Systems) to monitor sites likely to draw supervillain attack.

The latest of the MILK MAIDS, the AVS-5, contains an array of supersensory powers, such as the ability to see invisible entities and astral bodies, and the ability to see through walls. It features a force field against projected kinetic superpowers, a communications link with the FORCE computer, and a tamperproof security response unit that teleports the valuable robot from the site in case of a successful breach of the site's defenses.

The Robot's Report

The image projected by the robot shows the interior of a huge circular building inside of which is a smaller walled structure that contains the reactor. Both the interior and exterior walls are constructed of heavily-reinforced concrete. The reactor, a roughly rectangular block 2 meters tall by 1.5 meters wide and 2.5 meters long, contains the reactor core plus intermediate exchanger and primary pump inside a double-envelope vessel surrounded by a pre-stressed concrete jacket. The fuel and control rods, as well as the primary and secondary cooling systems, connect through the top of the reactor. The cooling systems consist of 10cm-diameter pipes while electrical controls and

monitors are carried by a third pipe. The whole reactor is lowered to its underground housing by a lift.

Robotic arms and other automated control systems change fuel rods, adjust cooling systems, operate control rods, and perform other maintenance functions. The fuel elements, when changed, are delivered by a suspended conveyor belt above the reactor.

The hues in the picture change constantly as infrared and x-ray sensors are operated. One sensor type sees through the walls to the landscaped ground outside covered by several inches of freshly-fallen snow.

After a scan of the outer reactor room and the interior of the reactor housing, the projected view moves along a concrete corridor and turns right, through sliding metal doors, to the control room. Inside, technicians dressed in lab coats can be seen monitoring meters and control panels.

Suddenly a glimmering shape takes form in a corner of the control room. As the door-like shape solidifies, a searing light blinds the technicians. The viewers are spared blindness as the image is screened by a light filter. The view of the room is quickly shut out by the sliding door, as the camera-operator exits. The last image from the room shows figures emerging through the shimmering gate.

As part of the image switches to view into the control room, the other part — a split-screen-image panel — shows a metallic arm disconnecting the operating machinery to the metal door. The observers, if familiar with the villains, will recognize Lumiere and Armageddon securing the door.

The viewers' attention returns to the reactor room as an explosion is heard from the corridor. While the villains futilely attempt to damage the robot with their kinetic powers, the image screen is obscured by the shimmering light of the robot's teleport. The shimmering subsides and the image on the screen becomes that of the room the heroes are in at present.

Briefing

The heroes have no time to waste. They should be prepared to receive radiation damage; it is important to save as much of the experimental equipment as possible, and retrieve the reactor from the villains. Capturing the invaders is strictly low priority. A reactor meltdown would cause incredible destruction, and must be averted at all costs.

The heroes to be involved in recovering the reactor will be teleported to the site by the robot. If there are any problems with the reactor the heroes should enlist the help of the lab technicians from the control room. Radiation suits for ordinary mortals are also found in that room.

Showdown

The superheroes arrive within the round shell of the reactor building, outside the structure housing the reactor. The ceiling is eight meters above the floor. The only exits out of the room are a blast door behind a half-meter thick concrete buffer wall and the invaders' teleport gate, now

hidden inside the reactor housing structure. As the heroes appear in the room they are set upon by the villains, who have been waiting for their appearance.

The villain guards, consisting of Armageddon, Wild Wind, Lumiere, and Airhammer, will use their best attacks to overcome the heroes. (In *Superworld* terms Wild Wind uses her rapidfire-Wildfire attack (x4), Armageddon closes and boosts his cable attack, Airhammer boosts her airhammer blast, while Lumiere boosts her radiation dazzle.) If seven or eight heroes are attacking, add Deathgrip, who will boost his strength for his first blow. Glacier continues to work on the reactor within the housing structure. There are several huge holes through the walls of this room, allowing Glacier to keep an eye on the action and providing enough room for projection attacks.

By the time the heroes arrive, the reactor and cooling system, raised from its housing, has almost been disconnected from its mount. Water sprinklers outside the reactor housing room are spraying water in all directions. Sprinklers within the room are all frozen solid. Piles of ice and clouds of billowing steam partly obscure the reactor. Alarms shriek their warnings of impending doom while bright pulsating lights half-blind those present.

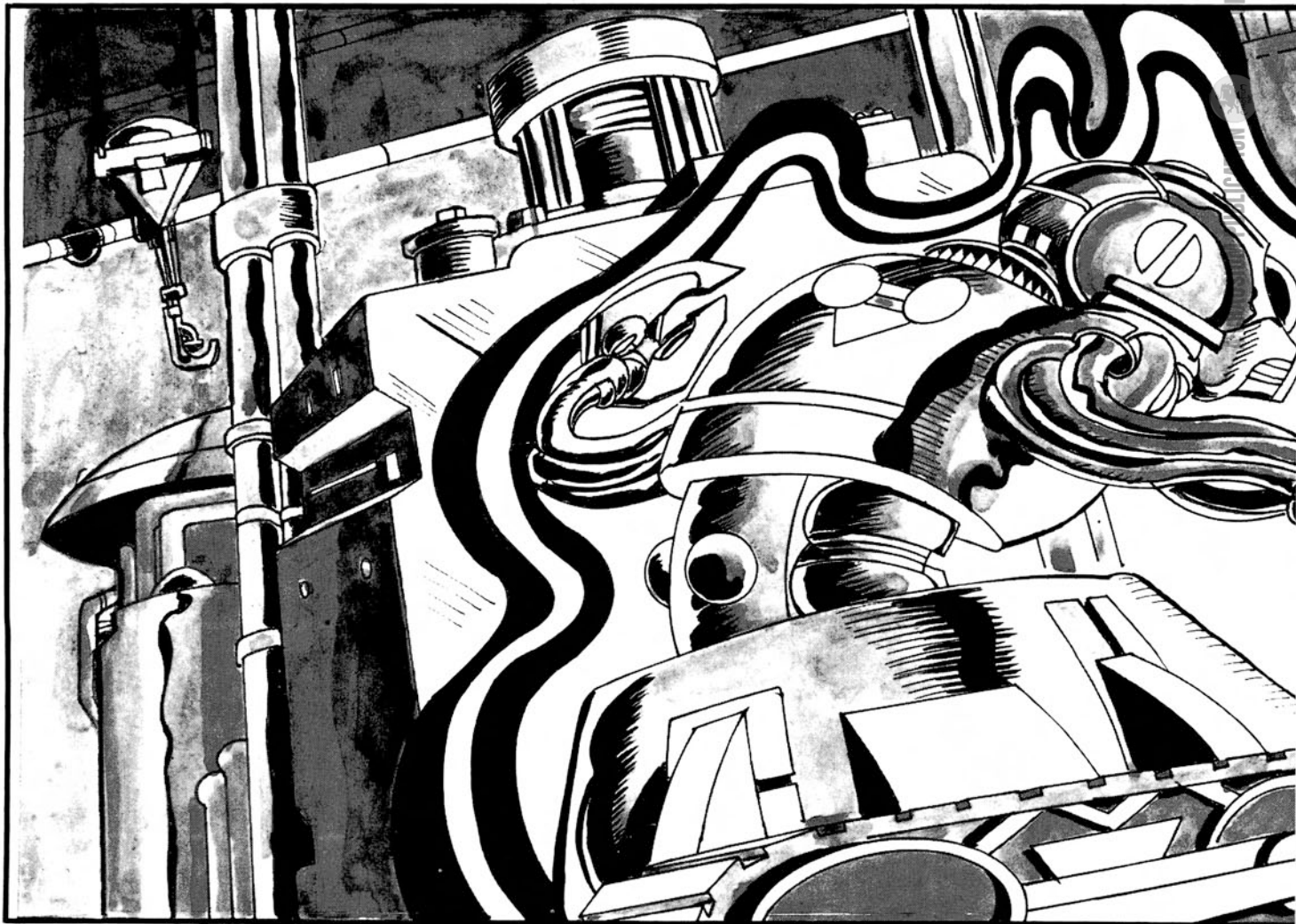
Glacier, the ice-wielding supervillain, has rigged his own cooling system for the reactor, producing a constant

column of steam as tendrils of ice slowly surround the metallic shell.

All the villains, in addition to their own protection, are provided with non-reusable 15-point radiation force fields with 300-point batteries and 10-point mental resistance (lasts only 48 hours). (*Champions* – 15 ED force field with 16 charges, plus 10-point Ego Defense focus; *Villains & Vigilantes* – 10 points invulnerability to radiation with a battery allowing 10 uses, plus a Willpower device that cuts chance of success with mental attacks in half.) These devices are purchased from FIRE (see original *Superworld* rules) for this mission.

If the supervillains are unsuccessful in overpowering all the heroes in the first round, Glacier disconnects his improvised reactor cooling system and threatens the heroes by shaking his icicled fist, bellowing loudly, and by lifting the three-ton reactor over his head with his icy telekinesis. He will set the reactor back down in its mount after a hasty word from one of the villains. If Lumiere is busy or unavailable, Glacier pulls out the rods. Glacier has been taught what to do beforehand, but he is clumsy and each control rod removed stands a 15% chance of being damaged.

At the start of the third round in which the reactor is not cooled by Glacier's ice, it begins emitting radiation.



This lasts until the rods are reinserted and the cooling system is reconnected. The damage caused by the radiation increases at the rate of 2D6 per round. On action rank 30 of the first round treat this as a 1D6 attack against everyone in the room. On action rank 10, the radiation causes 2D6 damage to everyone around. Next round, on action rank 30 this becomes a 3D6 radiation attack, and on action rank 10 it becomes a 4D6 attack.

This radiation damage consists of both heat and hard radiation and affects all the combatants present, as well as the coolant pipes, the mount, and floor under the reactor. The pipes have 5 points of armor, 7 points of resistance and a SIZ of 2 in any given one-meter length. The mount provides 5 points of radiation armor, is worth 20 points of shielding (treat as resistance), has a segment SIZ of 20 and a full SIZ of 34. The floor also has 20 points of resistance and is worth 50 segment SIZ points. It does not begin to take damage until the mount is breached or the reactor has been torn from the mount. Once the reactor is past the floor the meltdown proceeds unimpeded.

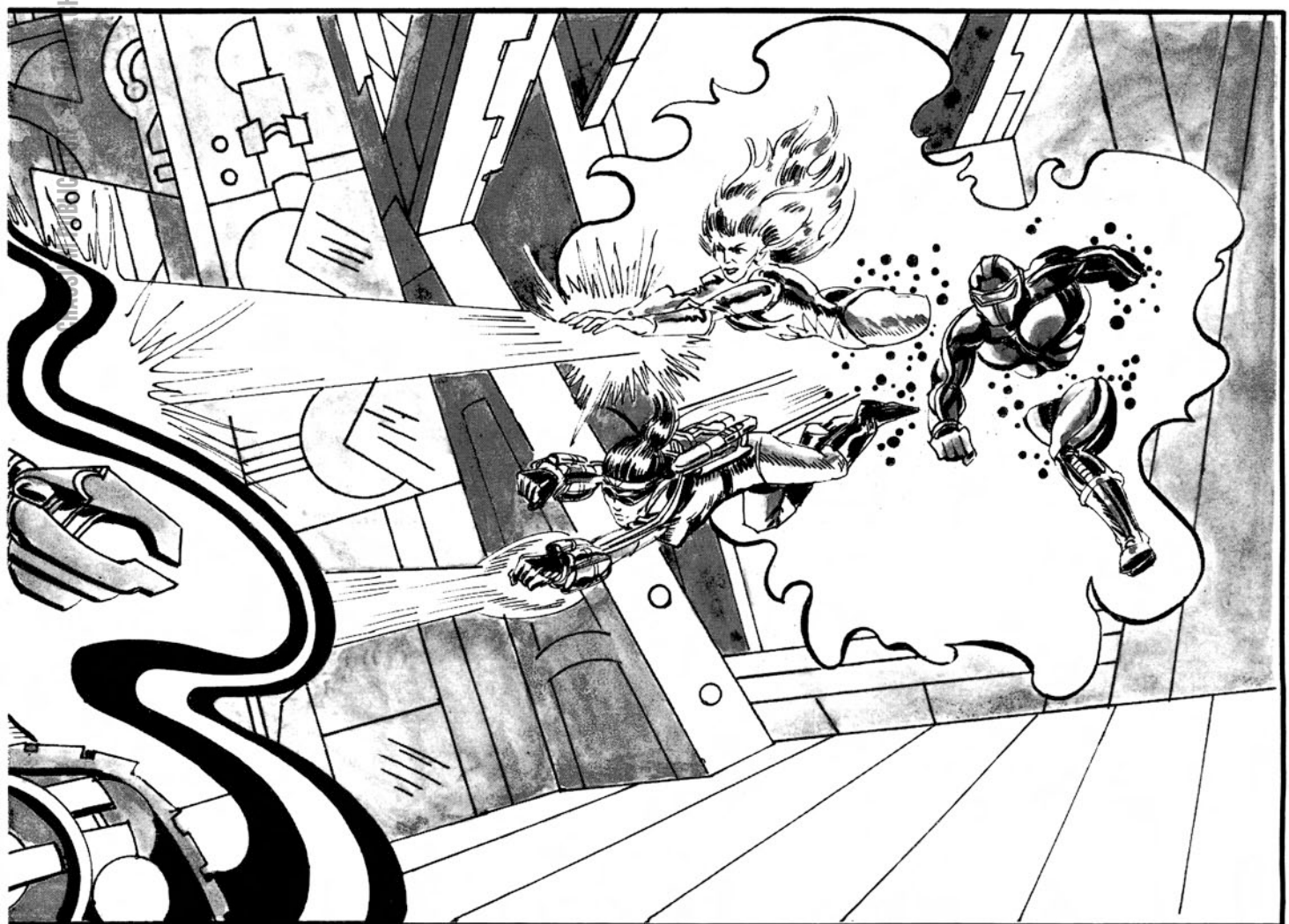
The villains are willing to fight for a time period of three rounds if they are winning. Once the reactor begins to emit harmful radiation they will flee through their teleport gate. (Glacier stays behind to hold the heroes up

while his compatriots leave. He is confident in his ability to escape later.)

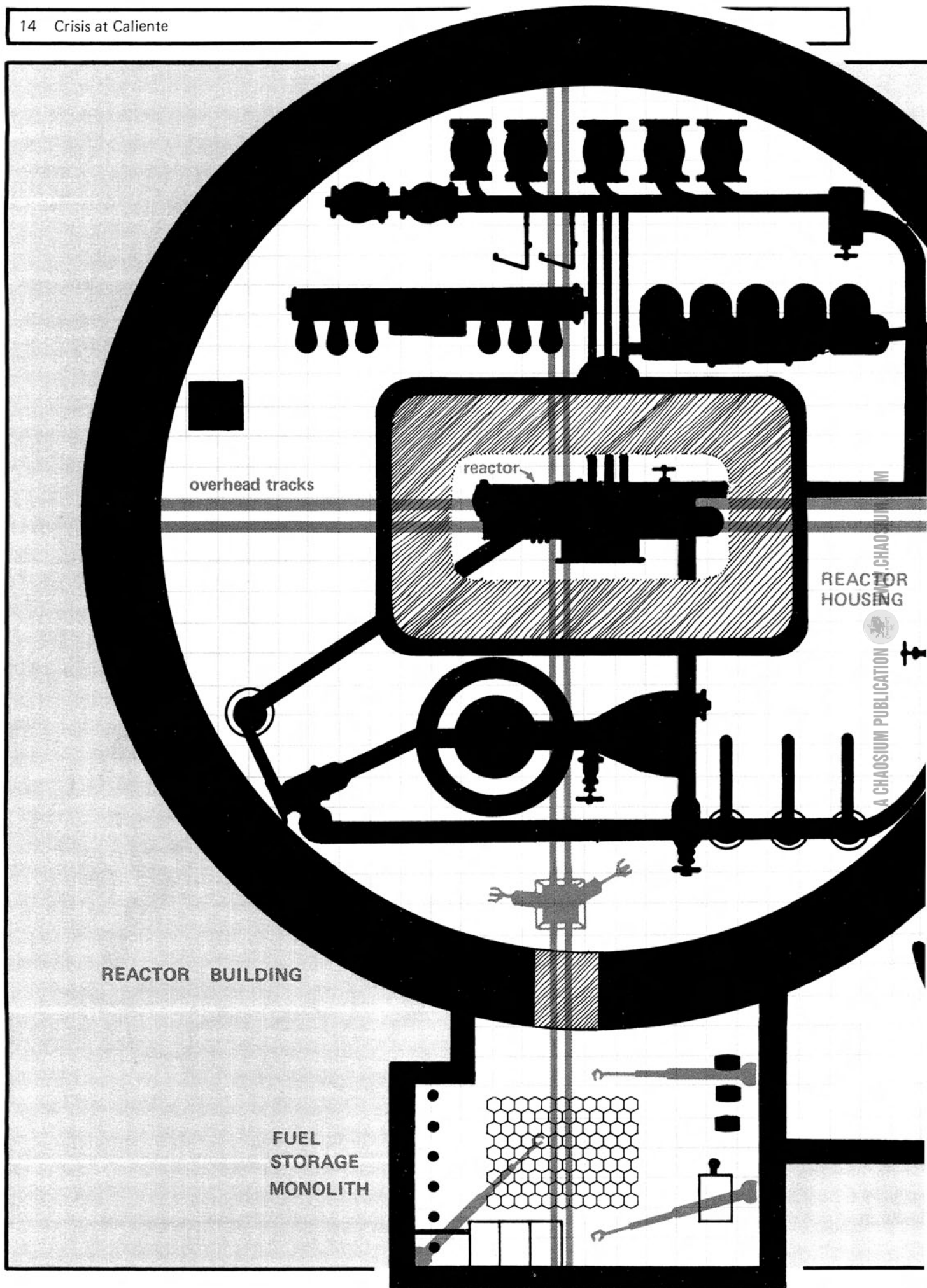
The teleport gate is set to transport each user to a special holding location at the Havoc base. One alternate location, likely to receive Glacier if he can escape, or the reactor if it is shifted during meltdown, is a spot ten meters above Lake Michigan. The teleport shuts off after transporting the reactor, plus five persons (or however many villains there are).

If the heroes follow, they find themselves in the middle of a maze of flimsy walls inside a deserted barn.

Lumiere, while preparing the reactor for transportation to the criminal base, took care to disconnect all pipes and attachments, including the sodium-bearing coolant pipes. If either a hero or villain wants to use the sodium as a weapon he can open the valves on the pipe or rip them off. Airhammer in particular would not mind using the sodium pipe as a weapon. The super-heated sodium explodes on contact with water (or ice), causing 7D6 damage in a one-meter radius. Treat it as attacks on action ranks 25, 15, and 5. The pipes are clumsy to control, allowing only a 30% chance to direct as an attack, provided the user has a STR of 12 or greater. If the pipes are breached or broken and no one holds the end or controls the direction of the flow, have all the combatants' players



The MILK MAID robot encountering supervillains Lumiere, Airhammer, and Armageddon while on guard at the Caliente nuclear reactor.



overhead tracks

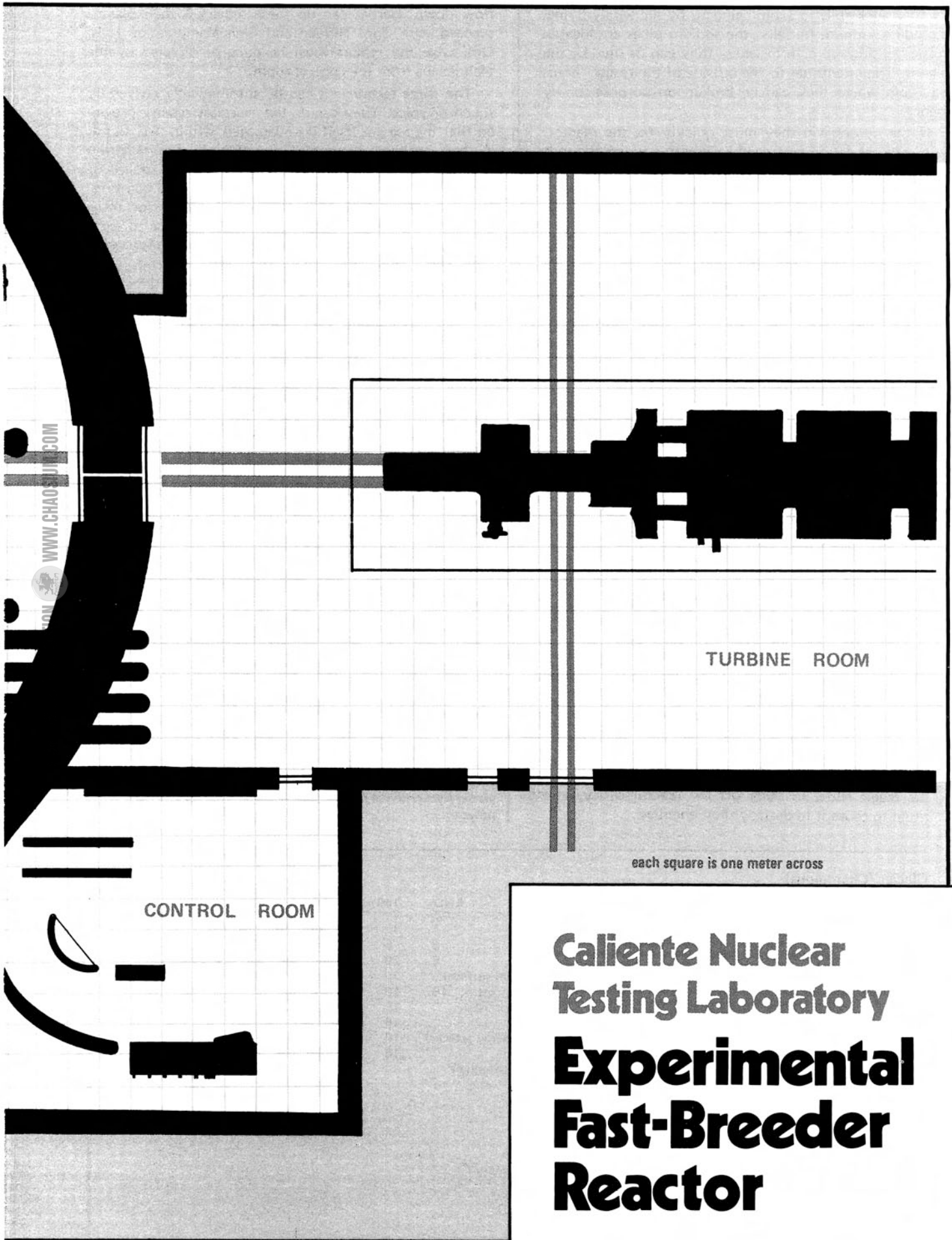
reactor

REACTOR HOUSING

REACTOR BUILDING

FUEL STORAGE MONOLITH

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CONTROL ROOM

TURBINE ROOM

each square is one meter across

**Caliente Nuclear
Testing Laboratory
Experimental
Fast-Breeder
Reactor**

try their luck rolls to avoid being hit by the wildly-flying, exploding sodium. Initially, the sodium pipes are located in the housing room from where they can be used by the villains. They continue to the outside of the reactor housing room where they can be broken on purpose, or by chance.

If the heroes win they must quickly fix the reactor. Two rods per action rank can be reinserted unless the rods are damaged. No more than two heroes have room to work on the reactor at a time. Repairing a damaged rod takes one full action. Reinsertions or repairs require a successful Fine Manipulation roll. A missed roll extends the time by another full action while a fumble causes the component to become unsalvageable. Reattaching the undamaged coolant pipes takes two full actions per set of pipes. There are two sets. Damaged pipes can be fixed by replacing the pipe at the wall entry after shutting the

flow down. Heroes can do these repairs if their players succeed with Spot Hidden and Fine Manipulation rolls. Otherwise the repairs must be done or directed by the technicians from the control room.

The three technicians can be automatically revived by touch or voice. They can do the necessary repairs, provided that the reactor itself is undamaged, within two rounds if they are not overcome by radiation. The radiation armor available for the technicians is worth 7 points of protection (*Champions* = 7 points ED, V&V = 5 points invulnerability to radiation) but is only good for three rounds of radiation. The technicians will refuse to enter the reactor room after the second round of active radiation. They can reinsert any undamaged control rods by remote control. Once revived, they can also direct the heroes' repairs from the control room. If they judge the reactor beyond repair, they'll hastily leave the building.

SUPERVILLAIN (MEMBER OF HAVOC)

Glacier

When the Neanderthal hunter fell into the glacier crevasse he was sure to be dead. But instead he quick-froze, living in a meditative state for centuries until thawed out by FIRE scientists investigating freezing phenomena in the search for cold-producing weapons.

The FIRE scientists discovered the Neanderthal's affinity for the ice he was imprisoned in so long, and indoctrinated the simple hunter into joining the tribe of Havoc. In return, Havoc owes FIRE a favor, and Glacier is now a valiant warrior for the Havoc tribe, ready to lay down his life for his friends and use his own magic in concord with theirs to accomplish their aims.

For this mission, he has been trained to perform both the magic ritual to carry off the reactor safely, and the ritual to cause it to destroy their enemies.

Glacier (Villains and Vigilantes)

SIDE: Evil SEX: Male
LEVEL: 2 EXPERIENCE:

POWERS:
2x EFFECT ICE POWERS: Does 2D12 damage, PR = 5.
2x TELEKINESIS: With 3 ton capability and no offensive ability.

HEIGHTENED SPEED: +350"
HEIGHTENED AGILITY: +15
HEIGHTENED ENDURANCE: +10
LACKS KNOWLEDGE OF CIVILIZED WORLD.
OCCASIONAL BAD LUCK: Roll 15 or less on D20 to avoid it in situations in which it might appear.

Weight: 154 lbs Basic Hits: 3
Strength: 15 (1.4) Endurance: 24 (3)
Agility: 30 (3.1) Intelligence: 10
Charisma: 10 Reactions from Good: -
Hit Points: 39 Evil: -
Healing Rate: 2.1 Damage Modifier: +4
Accuracy: +5 Power: 79
Carrying Capacity: 445 Basic HTH Damage: 1D6
Detect Hidden: 8% Detect Danger: 12%

Movement Rate: 419"
ORIGIN AND BACKGROUND: Neanderthal thawed out of a glacier by a criminal organization and found to have ice control powers.

Glacier (Champions)

VAL	CHA	Cost	Pts	Powers	END	100 + Disadvantage
15	STR	5		EC Ice Glacier Control		15 1.5x Stun from heat attacks
20	DEX	30	100	16D6 Ice Blast at ½ END	8	5 1D6 Unluck
24	CON	28	50	80 STR TK at ½ END	8	20 Cannot understand 20th century
10	BODY	0	33	25" Flight at 0 END (+½ must touch flat surface)		20 No normal life
10	INT	0	33	24 PD, 24 ED hardened armor (+½ loses pts = 16 body which must be replaced by spending 1 END for 3 points)	16	10 -2 DEX roll
32	EGO	44		Reflection on 25 (+½ only radiation energy attacks)		15 -2 INT roll
10	PRE	0		Infrared Vision		15 Cannot leap
10	COM	0	33	*only if temperature is at 70 degrees Fahrenheit or less (otherwise = 8)		10 Public ID
3	PD	0	5			216 Villain Bonus
5	ED	0				
5	SPD	20				
30*	REC	29				
52	END	2				
44	STUN	14				

OCV = 7 CHA Cost 172
DCV = 7 Power Cost 254
ECV = 11 Total 426
PHA = 3, 5, 8, 10, 12 Disad 426

Glacier (Superworld)

STR 18	Characteristics 99
CON 14+10=24	Disadvantages 40
SIZ 12	Handicaps 62
INT 12	Experience 9
POW 18+6=24	Used 210
DEX 15+10=25	Available 00
APP 10	Experience Roll 95+

ACTION RANKS: 25/15/5
 MOVE (m/AR): Run 8; Slide 200/40
 LUCK: 65%

SUPERPOWERS	Level	Energy	Hero Pts.
SuperCharacteristics: CON/POW/DEX	26	0	38
Extra Hit Points: +22	11	0	11
Energy Supply: +120	12	0	12
Recharge: +10	10	0	10
[D] Only in temperatures under 70° F (1/3)			+ 3
Armor: 20K, 12E, 18R (ice)	50	50(A)	50
Reflection Advantage: 18 points radiation	18	18	18
[D] Missing Effect: lose 1 pt for each item taken			+16
[D] Takes Energy to Activate (1/6)			+ 8
Infraction: 100m range	1	0	2
Flight: 600m/MR	1	6(MR)	6
[D] Only touching ground (1/3)			+ 2
[D] Vulnerable Device: armor (1/6)			+ 1
Energy Projection: 12D6 kinetic ice (Special Effect; use as TK)	12	12	36
Reduced Energy use for Projection	24	0	24

Other Villain Statistics

Armageddon's stats are on pages 22-23, Wild Wind's info is on pages 23-25, Lumiere is contained on pages 60-61, while Airhammer is on pages 66-67.

Skill Increase: +15% Ice Projection	3	0	3
[D] Vulnerable Device: Armor (1/6)			+10
Added Damage: +1/die from heat-based attacks			+ 6
Bad Luck: -30% Luck Roll			+10
Clumsiness: -15% Agility Roll			+ 5
Imperceptive: -30% Idea Roll			+10
Permanent Powers: No normal life possible			+10
Psychosocial Problem: Doesn't understand civilization			+10
Skill Limit: -25% Drive, -25% Swim, -45% Jump			+11

DAMAGE BONUS: 1D6

WEAPON	Attack	Damage	Parry	Range	Energy
Ice Projection	77%	12D6	-	30m	12
Ice TK	82%	12D6	-	30m	12
Reflect Rad	85%	18 points	-	30m	18

PROTECTION: Armor 20K, 12E, 18R, Reflect 18R

HIT POINTS: 40

ENERGY: Personal (recharge 5) 168

SKILLS: Drive 0%, Jump 0%, Meditation 100%, Swim 0%.

SPECIAL NOTES: Neanderthal thawed out from a glacier who is constantly forming ice around himself into a glacier shape. Looks like a large lump of ice until you see the shape within.



Glacier is cooling down the reactor for transportation to base.

Aftermath

If the superheroes cannot defeat Glacier, are overcome by the radiation, or do not succeed in their repairs, the reactor melts down to the bedrock below. The radioactive gas cloud released must be dealt with. The reactor building becomes a melted radioactive ruin, and the site and surrounding areas stay radioactive for a very long time.

Although evacuation of the immediate area has already been carried out by the local authorities, the radioactive gasses and other fallout are likely to cause some deaths in the residential areas nearby.

Trapped in the Meltdown

Any technicians, superheroes, or villains trapped in the meltdown have a chance of surviving the disaster. The roll for the technicians is POWx1. A successful roll can also allow the lucky technician to become a mutated superhero if the gamemaster wishes. Heroes or villains unable to exit the reactor building before meltdown must make a normal luck roll to somehow survive. A rolled result of POWx1 or less means that the superbeing is somehow altered by the extreme conditions of the meltdown. New superpowers, disadvantages, and handicaps are gained and old ones are lost, at the discretion of the gamemaster.

Return of the Elokians

This adventure is for 3 to 6 beginning superheroes. If fewer than four heroes are available, the gamemaster should balance the scenario by reducing the number of villains or by cutting back on their abilities to hit and the amount of damage they can cause. Within the adventure the players can use Elokian characters to augment the party strength.

If there are more than six superheroes in play, the gamemaster should reinforce King Snake's gang with other Havoc members included in this book.

Plot Summary

King Snake, the nefarious blackmailer and scientist-gone-wrong, has spent the last month at the Mount Adams Geological Research Station in the guise of researcher Trevor Manling. Trevor is compiling a map of the exact locations of stress faults in and around major midwestern United States cities. King Snake's latest project, an earthquake device, guarantees him millions through extortion.

One day, through a stroke of luck, Trevor Manling encountered a well-muscled humanoid with large eyes, short stature, and unusually pale skin wandering in the neighboring hills. The Elokian, suffering from a fever, was easily waylaid and hypnotically questioned by Trevor. Before his death the captive revealed knowledge about an underground cave and city, its stationary sun and alien artifacts. Although Trevor could not find the entry to the Elokians' cave, he knows its approximate location through his geological research.

Now Trevor plans to use his earthquake device to shake open an entry to the underground complex. He is hopeful that the Elokians' energy source is great enough to power his final device, bypassing the makeshift generator running his prototype.

The Elokians are an old, slowly-dying people. Their ancestors, once normal human beings, underwent an encounter with an alien. Ensuing genetic alterations forced

the Elokians' ancestors to adapt to a subterranean lifestyle. Although the alien eventually managed to leave Earth, parts of his crash-landed ship still remain behind, serving as objects of worship and aids of survival.

The superheroes become involved in this scenario due to a call from local authorities. King Snake, a supervillain plaguing the area, has predicted that an earthquake will strike the town that same day. The heroes are asked to do anything possible to capture King Snake, prevent the quake if possible, and provide help if the earthquake occurs. No motive for the act is given, although the villain is known for his extortion and mass hostage-taking schemes.

The Players' heroes will already be in town when they find themselves in the middle of the earthquake. The heroes will be approached by an officer asking urgently for their help. The officer explains that a garbled call from the Mount Adams Geological Research Station indicated some sort of trouble at the facility. The call, cut off in mid-sentence, requested immediate help. The heroes are asked to investigate in case supervillains are involved.

Actually, the trouble was caused by a small group of Elokians who were headed towards the main exit to the surface, an outlet cave at the foot of Mount Adams. The connecting shaft travels directly beneath the Mount Adams Geological Research Station. King Snake's earthquake collapsed the tunnel and cut them off from the exit cave. The earthquake also opened up a passageway leading from the Elokians' shaft directly into the interior of the research station.

Antos Leif, the Elokian group's leader, a bit dazed by the earthquake and predisposed to think the worst of the surface people, leaped to the assumption that the humans were attempting to cut off the Elokians from the surface. Charging ahead, he and his followers stormed the research station and took a few of the scientists hostage. Leaving a small group of Elokians behind to safeguard his getaway, Antos returned to the underground city with his prisoners.

Once the superheroes arrive at the research station, they will have to outsmart, outfight, or peacefully come to terms with the remaining Elokian force. They must then follow the trail of the hostages to the underground city. Here the heroes must rescue the hostages, learn of the Elokians' plight, and understand the motivations behind the seemingly senseless attack. Meanwhile, King Snake will arrive in the underground city in search of the power source he needs.

This adventure setting can be used for more than the following scenario. The underground city and its inhabitants and resources can easily serve as a foil or pivot point for future adventures. Individuals or groups could help defend the Elokians from new threats and menaces, or even face the return of the Shining Spirit. New heroes may spring from the Elokian ranks, and the underground caverns could provide unusual animals for sidekicks. Elokian builders (a special breed of Elokians) could help heroes create devices or machinery, and rememberers (another special type) can answer questions and offer advice. The underground city can offer a refuge, home-away-from-home, or hideout as needed.

Before beginning play, the gamemaster should read through the whole scenario at least once.

The Villains:

SUPERVILLAIN (INDEPENDENT)

King Snake

King Snake, alias Trevor Manling, once was an intelligent if egotistical research student. It had seemed to him that all his life, he had to listen to other people; he had to do what lesser minds told him; he had to stand back while others took credit for the work he made possible; in short he had no power over his own destiny. Easily able to find research work due to his computer skills, he found himself working at the New Mexico Reptile and Small Animal Research foundation. Here, his twisted intelligence found comradery among the reptilian brains of his subjects, and, in the dark of night, he prepared hellish serums taken from the blood of irradiated snakes, and injected them into his own body. These serums changed Trevor Manling forever.

Trevor now became able to change himself into a giant snake (no change in SIZ points). While in his snake form, he possesses the powers of Burrowing and Wallwalking. When he is in human form, in his green and yellow costume of malleable molecules, he uses a weapon he calls the Serpent's Tooth, an electrical energy projector. This device, SIZ 2, resistance 20, is worn on his left wrist. It requires one action rank to remove or put on. He holds it, and his compressed costume, in his mouth while in snake form. In either shape, he is very fast and dextrous, making it hard for anyone to hit him.

Out of costume, Trevor is 1.9 meters tall, weighs 84 kilograms, and has brown hair and grey eyes. When the light hits them correctly, however, one can detect a distinct trace of yellow in his eyes. He is overwhelmingly egotistical and likes to prove his superiority over everyone. He enjoys holding whole cities hostage. After finding out that his prototype earthquake device, and the technician hired to run it, were destroyed in a tunnel collapse, he will become fanatical in his attempts to gain control of the power source of the underground city.

Trevor has contracted a couple of Havoc members to assist him with his destructive plans. Armageddon and Wild Wind are intrigued with Trevor's extortion plans. He has also hired two operatives, a husband and wife team named Bugsey and Murielle Wheeler. All of these people are in constant radio contact with King Snake and will follow him to the underground city at a safe distance behind the player's heroes.

King Snake (Superworld)

STR 15	Characteristics 95
CON 13+13=26	Disadvantages 69
SIZ 12	Handicaps 33
INT 16	Experience 13
POW 12+2=14	Used 215
DEX 16+16=32	Available 0
APP 11	Experience Roll 95+

ACTION RANKS: 32/22/12/2

MOVE (m/AR): Run 18m; Burrow 6m

SUPERPOWERS

	Level	Energy	Hero Pts.
SuperCharacteristics: CON/POW/DEX	31	---	35
Extra Hit Points: +10	5	---	5
Defense: 30%	18	---	18
Supermove: +12 per Action Rank	2	2	2
Hypnosis: 21 Potency	7	21	21
[D] Failure Chance 25% (must catch eye)			+ 5

Shapechange: Man and Snake	1	10(A)	10
Armor: 15K, 13E, 11R	39	---	39
[D] Only in Snake Form (1/3)			+13
Wallwalking: up to 15 SIZ points	3	---	3
[D] Only in Snake Form (1/3)			+ 1
Burrowing: 6m through soil	3	3	3
[D] Only in Snake Form (1/3)			+ 1
Armor: 5K, 5E, 5R	15	---	15
[D] Only in Human Form (1/3)			+ 5
[D] Vulnerable Device - Costume (1/3)			+ 5
Energy Projection: 7D6 Electrical	7	21	21
(Special Effect - Can do Stun attack)		21	
Energy for Projection: 210 point battery	21	---	21
[D] Projector Vulnerable Device (1/2)			+21
[D] Only usable in Human Form (1/3)			+14
[D] Only 10 shots			+ 4
Skills: +45% with Projection,	9	---	9
+80% Acrobatics, +40% Climb	13	---	13
Bad Habit: Must brag about his accomplishments			+ 5
Bad Luck: -39% Luck Roll			+13
Personal Problem: Enemy - Police			+ 5
Personal Problem: Enemy - Local Heroes			+ 5
Psychological Problem: Overconfident			+ 5
Psychosocial Problem: Egotistical			+ 5

DAMAGE BONUS: 1D6

WEAPON	Attack	Damage	Parry	Range	Energy
Projection	95%	7D6	---	30m	21 from battery

PROTECTION: Armor 15K, 13E, 11R (Snake); Armor 5K, 5E, 5R (Human); Defense 30%

HIT POINTS: 29

ENERGY: Personal (recharge 3) 25; Battery 210

SKILLS: Acrobatics 93%, Climb 95%, Computer Science 95%, Electronics 95%.

King Snake (Villains and Vigilantes)SIDE: Evil
LEVEL: 6
SEX: Male
EXPERIENCE: 26000**POWERS:**

HEIGHTENED ENDURANCE: +13

HEIGHTENED AGILITY: +32

HEIGHTENED DEFENSE: -4 to be hit

INVULNERABILITY DEVICE (Costume)*: 10

MIND CONTROL (Hypnosis): 50" range, PR = 20 per success. See V&V rules, page 15.

SPECIAL WEAPON*: "Serpent's Tooth": Attacks as Lightning Control or Paralysis Ray, 15" range doing 2D8 damage when set on electrical blast. 10 shots per recharge.

TRANSFORMATION: Type 3 Shapeshifter, changes to giant snake. When in Snake form the powers marked "*" are lost, but the following are gained:

INVULNERABILITY: 25

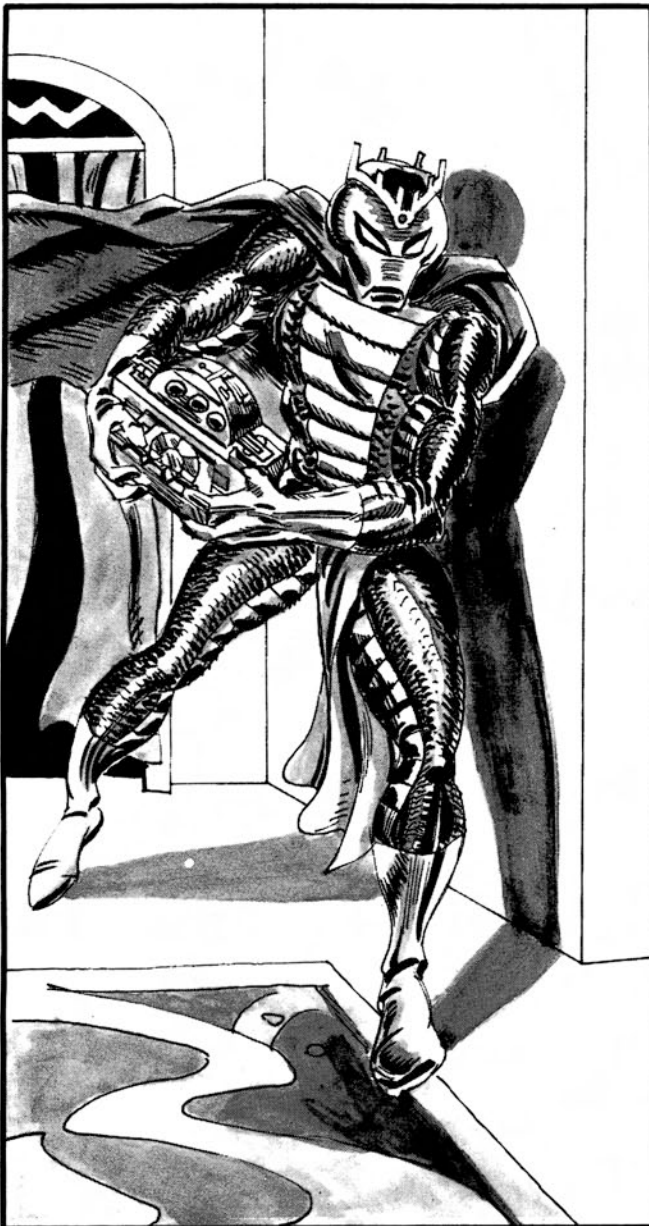
BODY POWER: Wallwalking, supports up to 255 lbs.

BODY POWER: Burrowing, can move up to 4"/turn through soft earth.

PSYCHOSIS: Typical villainous megalomaniac, often brags when he should be fighting, overconfident.

Weight: 205 lbs	Basic Hits: 5
Strength: 15	Endurance: 26
Agility: 32	Intelligence: 16
Charisma: 16	Reactions from Good: -2
Hit Points: 79	Evil: +2
Healing Rate: 3.5	Damage Modifier: +5
Accuracy: +5	Power: 89
Carrying Capacity: 613 lbs	Basic HTH Damage: 1D8
Detect Hidden: 12%	Detect Danger: 16%

Movement Rate: 73' ground/wallwalking, 4"/turn burrowing

ORIGIN AND BACKGROUND: American, Research/Tech-
nology and Computer skills.

King Snake escaping with the Elokians' power source.

King Snake (Champions)

VAL	CHA	Cost	Pts	Powers	END	100 + Disadvantages
15	STR	5	6	+3" Running	1	20 Overconfidant
30	DEX	60	10	Shape Shift (into Man or Snake only)	5	20 Egotistical
26	CON	32	23	7D6 Mind Control, 14 or less	7	15 3D6 Unluck
10	BODY	0	33*	Armor 15PD, 15ED	0	10 Brags and is long winded
16	INT	6	7*	Clinging	2	25 Hunted by police 11 or less
14	EGO	8	7*	Tunneling 1", Def 2	2	35 Hunted by superheroes 11 or less
10	PRE	0	17†	Armor 6PD, 9ED	0	75 Villain Bonus
10	COM	0	20†	10D6 Energy Blast, Stun only, OAF Projector,	0	
7	PD	4		8xEND battery		
7	ED	2	10	Acrobatics 13 or less		
8	SPD	40	5	Climbing 12 or less		
8	REC	0	5	Computer programming 12 or less		
52	END	0		* in snake form only		
31	STUN	0		† in human form only		

OCV = 10
 DCV = 10
 ECV = 5
 PHA = 2, 3, 5, 6, 8, 9, 11, 12

CHA Cost 157
 Power Cost 143
 Total 300
 Disad 300

SUPERVILLAIN (MEMBER OF HAVOC)

Armageddon

John Helsing is not a research scientist like Trevor Manling. Instead he is a victim. As a poor student trying to make some extra money, he volunteered for various experiments. One of these involved testing environmental suits for use on alien planets. A bizarre accident in the testing facilities caused thousands of volts of electricity to pass through John and the suit.

The environmental suit and the heavy steel cables used as restraining devices were grafted to John's body. Since he cannot remove it, all pretense of a normal life is denied him and he is highly claustrophobic. On the other hand, the suit is well armored, has an exoskeleton which gives John great strength and dexterity, contains an independent air supply, and is equipped with jet engines.

The research scientists paid dearly for the accident when John trashed the laboratory. Now he desires revenge on the whole world for his imprisonment within his suit. King Snake's idea of holding whole cities for ransom strikes Armageddon as good a place as any to start. However, he would prefer Havoc to assign him to work for someone else, with more opportunities for direct personal scale destruction.

Armageddon, knocking on a door.



Armageddon (Champions)

VAL	CHA	Cost	Pts	Powers	END	100 + Disadvantages
30	STR	20	20	Life Support	0	20
20	DEX	30	50	Armor 15PD, 15ED	0	25
18	CON	16	24	12" Flight	2	15
15	BODY	10	33	+50 STR w/Hand to Hand only	10	30
10	INT	0	20	4 Lev in Hand to Hand combat		
10	EGO	0	5	Climbing 15 or less		25
10	PRE	0				35
10	COM	0				25
12	PD	6				
10	ED	6				10
8	SPD	50	CHA Cost	164	OCV = 7	31
8	REC	0	Power Cost	152	DCV = 7	
68	END	16	Total	316	ECV = 3	
49	STUN	10	Disad	316	PHA = 2, 3, 5, 6, 8, 9, 11, 12	

Armageddon (Villains and Vigilantes)

SIDE: Evil SEX: Male
 LEVEL: 2 EXPERIENCE: 4000

POWERS:
 HEIGHTENED STRENGTH DEVICE: +24
 HEIGHTENED ENDURANCE DEVICE: +5
 HEIGHTENED AGILITY DEVICE: +16
 LIFE SUPPORT DEVICE
 BIONICS: Metal skin gives personal structural rating of 8.
 NATURAL WEAPONRY: Cables grafted to body, HTH +3 to hit, +6 damage. Special ability: can save vs. Agility on 1D20 to intercept incoming impact attacks, giving 9 points Invulnerability if successful.
 FLIGHT DEVICE: Top speed = 360"/turn, or 82 mph.
 PHOBIA: Claustrophobic, save vs. IQ on 1D20 when boxed in or go berserk.

Weight: 305 lbs Basic Hits: 7
 Strength: 41 Endurance: 18
 Agility: 32 Intelligence: 13
 Charisma: 15 Reactions from Good: -2
 Hit Points: 158 Evil: +2
 Healing Rate: 3.5 Damage Modifier: +4
 Accuracy: +5 Power: 104
 Carrying Capacity: 10785 lbs Basic HTH Damage: 2D10
 Detect Hidden: 10% Detect Danger: 14%

Movement Rate: 91" ground, 360" flying
 ORIGIN AND BACKGROUND: American, no skill background

Armageddon (Superworld)

STR	17+24=41	Characteristics	101
CON	13+5=18	Disadvantages	6
SIZ	18	Handicaps	65
INT	13	Experience	2
POW	12	Used	174
DEX	16+16=32	Available	174
APP	12	Experience Roll	87+

ACTION RANKS: 32/22/12/2
 MOVE (m/AR): Run 6m; Fly 150m/30m

SUPERPOWERS	Level	Energy	Hero Pts.
SuperCharacteristics: STR/CON/DEX	29	--	29
Extra Hit Points: +30	15	--	15
Energy Supply: +250 Personal	25	--	25
Adaptability: Underwater, Gas, Acidic Atmosphere	3	9(A)	9
Armor: 14K, 14E, 14R	42	--	42
Flight: 600m per melee round	1	9(MR)	9
Energy Projection: 6D6 kinetic (cables)	6	18	18
(Special Effect — usable for 18K armor vs. HTH)		18	
[D] No range for Projection (1/3)			+ 6

Skills Increase: +30% Fist, +30% Kick 12 --- 12
 +35% with Projection 7 --- 6
 Bad Luck: -39% Luck Roll +13
 Clumsiness: -15% Agility Roll + 5
 Imperceptive: -51% Idea Roll +17
 Permanent Power: Makes normal life impossible +10
 Phobia: Claustrophobia + 5
 Psychological Problem: Revenge Motivated + 5
 Psychological Problem: Berserks when enclosed +10

DAMAGE BONUS: 4D6

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	83%	1D3+4D6	85%	--	12
Grapple	60%	variable	60%	--	12
Kick	63%	5D6	--	--	12
Cables	89%	6D6+4D6	89%	--	30+45

PROTECTION: Armor 14K, 14E, 14R; Cables (90% chance) 18K

ENERGY: Personal (recharge 3) 275
 SKILLS: Climb 70%, Spot Hidden 45%

SUPERVILLAIN (MEMBER OF HAVOC)**Wild Wind**

Sue Coffee was an undergraduate student in Anthropology when she heard of Richard Lamedog, an Indian shaman who lived in the nearby mountains. He was reputed to be able to make people one with the forces of nature. Sue was very interested in "oneness" — as in, "all for number one!" She sought out the shaman in search for personal power.



Wildwind practicing her new-gained powers.

He taught her well. After a number of arcane and mystic rituals, she could control the powers of the wind. In gratitude, she did not kill the shaman, but merely imprisoned him in a cave. She visits him from time to time to extort more knowledge. He is too feeble to offer much resistance to her elemental powers.

Sue can generate gusts of wind which act like physical blows of kinetic energy, and uses the Rapidfire power to send out a number of such gusts at once. She is very fast and can use the wind to fly through the air. Twirling in place like a whirlwind solidifies the air around her, acting as a force field.

Sue appears to be a cross between a cheerleader and a Hollywood cowgirl in her costume. She is very vain, easily insulted, and paranoid enough to assume that almost any comment is some sort of insult. With the gain of her powers, she now calls herself Wild Wind.

Wild Wind (Superworld)

STR 16	Characteristics 93
CON 13+7=20	Disadvantages 31
SIZ 11	Handicaps 43
INT 12	Experience 0
POW 13	Used 167
DEX 15+10=25	Available 0
APP 13	Experience Roll 83+

ACTION RANKS: 25/15/5

MOVE: (m/AR): Run 8 (32 with Superpeed); Fly 80/400
(320/1600 with Superspeed)

SUPERPOWERS

	Level	Energy	Hero Pts.
SuperCharacteristics: CON/DEX	17	---	17
Extra Hit Points: +16	8	---	8
Energy Supply: +240	24	---	24
Flight: 1200m per melee round	2	5(MR)	10
[D] Not in vacuum (1/6)			+ 2
Superspeed: four times normal speed	2	20(A)	20
[D] Not in vacuum or underwater (1/3)			+ 7
Force Field: 20K, 20E, 20R	30	30(A)	30
[D] Not in vacuum (1/6)			+ 5
Adaptability: Underwater, Gas	2	6	6
[D] E Cost per Action Rank (1/3)			+ 2
[D] Only if Force Field on (1/6)			+ 1
Energy Projection: Kinetic Whirlwind			
7D6	7	21	21
(Special Effect - 7D6 TK for lift, only)		21	
Rapidfire for Whirlwind	7	---	21
[D] Not in vacuum or underwater (1/3)			+14
Skills: +20% to Whirlwind	4	---	4
Clumsiness: -51% to Agility roll			+17
Imperceptive: -48% to Idea roll			+16
Psychological Problem: Megalomania			+ 5
Psychosocial Problem: Very Vain			+ 5

DAMAGE BONUS: 1D6

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	80%	1D3+1D6	80%	---	3
Grapple	45%	variable	45%	---	3
Whirlwind	90%	7D6	---	30m	21 per shot

PROTECTION: Force Field 20K, 20E, 20R

HIT POINTS: 32

ENERGY: Personal (recharge 3) 266

SKILLS: Move Quietly 70%

Wild Wind (Villains and Vigilantes)

SIDE: Evil

SEX: Female

LEVEL: 1

EXPERIENCE: 1000

POWERS:

BODY POWER: Double all movement rates.

WIND CONTROL (as 2x Telekinesis): TK capacity = 340 lbs. Maximum blast damage = 1D6. See Telekinesis rules, V&V page 17.

FLIGHT: Doubled with Body Power (see above), top speed = 680 mph or 2992" per turn. PR = 1/hour.

ADAPTATION: PR = 1 per hour or per use as a defense.

PSIONICS: Wind/TK blast usable as an automatic weapon; see autofire rules, V&V pages 24-25.

HEIGHTENED AGILITY: +10

Weight: 151 lbs

Basic Hits: 4

Strength: 17

Endurance: 20

Agility: 25

Intelligence: 12

Charisma: 17

Reactions from Good: -2

Hit Points: 34

Evil: +2

Healing Rate: 2

Damage Modifier: +3

Accuracy: +4

Power: 74

Carrying Capacity: 522 lbs

Basic HTH Damage: 1D8

Detect Hidden: 10%

Detect Danger: 14%

Movement Rate: 124" ground, 2992" flying

ORIGIN AND BACKGROUND: American, student.

Wild Wind (Champions)

VAL	CHA	Cost	Pts	Powers	END	100 + Disadvantages
15	STR	5	20*	12" Flight	2	20 Megalomaniac
20	DEX	30	33*†	+24" Flight	5	20 Very Vain
20	CON	20	32*	Force Field 20PD, 20ED	8	10 Paranoid
10	BODY	0	12*	15 point Life Support	0	10 Vindictive, vicious
10	INT	0	50*†	10D6 Energy blast, Physical, Selective fire	15	25 Hunted by police 11 or less
10	EGO	0	37	¼ END cost on EB	0	35 Hunted by superheroes 11 or less
10	PRE	0	17*	STR 35 TK (lift only)	7	15 Unusual looks 14 or less cowgirl
12	COM	1	15	3 Lev with wind powers	108	Villain Bonus
10	PD	7	5	Stealth 12 or less		
11	ED	7		*not in vaccum		
6	SPD	30		†not underwater		
7	REC	0				
80	END	20				
30	STUN	2				

OCV = 7
 DCV = 7
 ECV = 3
 PHA = 2, 4, 6, 8, 10, 12

CHA Cost 122
 Power Cost 221
 Total 343
 Disad 343

VILLAIN HIRELINGS**Bugsey and Murielle**

Bugsey and Murielle Wheeler watched too many gangster movies in their youth. They like to dress like Bonnie and Clyde, but never have made more of themselves than being cheap guns for hire. They are only in it for the money and not inclined to fight to the bitter end. They are getting on in years and are starting to think of the future.

Murielle Wheeler (Champions)

VAL	CHA	Cost	Pts	Powers	END	50 + Disadvantages
10	STR	0	23	Armor 15PD, 6ED, OIF Vest	0	20 Hunted by police 8 or less
15	DEX	15	20	2D6 Killing EB, AP, 12 Charges OAF Big Pistol	0	5 Unusual looks 8 or less criminal
16	CON	12	10	5D6 EB, 1 hex rad., 2 Charges OAF Molotov	0	5 Protective of Bugsey
8	BODY	-4		Cocktail		20 Villain Bonus
8	INT	-2	10	Martial Arts, STR 10		
10	EGO	0	5	Stealth 12 or less		
10	PRE	0				
14	COM	2				
4	PD	2				
5	ED	2				
3	SPD	5				
5	REC	0				
32	END	0				
21	STUN	0				

OCV = 5
 DCV = 5
 ECV = 4
 PHA = 4, 8, 12

CHA Cost 32
 Power Cost 68
 Total 100
 Disad 100

Bugsey Wheeler (Champions)

VAL	CHA	Cost	Pts	Powers	END	50 + Disadvantages
15	STR	5	23	Armor 15PD, 6ED, OIF Vest	0	20 Hunted by police
15	DEX	15	33	2D6 Killing EB, AP, Selective Fire, 32 Charge	0	10 Unusual looks 11 or less criminal
18	CON	16		clip, OAF Tommy Gun		10 Must follow orders
10	BODY	0	10	5D6 EB, 1 Hex rad., 2 Charges OAF Molotov	0	19 Villain Bonus
8	INT	-4		Cocktails		
10	EGO	0	5	Stealth 12 or less		
8	PRE	-2				
8	COM	-1				
5	PD	2				
6	ED	2				
3	SPD	5				
7	REC	0				
36	END	0				
27	STUN	0				

OCV = 5
 DCV = 5
 ECV = 3
 PHA = 4, 8, 12

CHA Cost 38
 Power Cost 71
 Total 109
 Disad 109

Bugsey Wheeler (Superworld)

STR 15	Characteristics	84
CON 17	Disadvantages	0
SIZ 12	Handicaps	0
INT 8	Experience	0
POW 10	Used	84
DEX 14	Available	0
APP 8	Experience Roll	42

ACTION RANKS: 14/4
 MOVE (m/AR): Run 12m

SUPERPOWERS	Level	Energy	Hero Pts.
Armor: Bulletproof vest - 16K, 3E, 3R	22	---	22
Energy Projection: Tommygun 2D6+4K	3	8	8
20% Impaling chance for bullets	3	3	3
Rapidfire for Impaling bullets	1	---	11
Energy Supply for 20 shots (Special Effect - more clips available)	22	---	22

Energy Projection: Molotov Cocktail 3D6	3	9	9
2m radius for Cocktail	3	3	3
2 Action Rank Duration	3	3	3
Energy for 2 uses - 30 E points	3	---	3

DAMAGE BONUS: 1D6

WEAPON	Attack	Damage	Parry	Range	Energy
Tommygun*	55%	2D6+4(I)	---	30m	28
Fist	65%	1D3+1D6	65%	---	---
Kick	45%	1D6+1D6	---	---	---

PROTECTION: Armor Vest - 16K, 3E, 3R
 HIT POINTS: 15
 ENERGY: Personal (recharge 3) 27
 SKILLS: Move Quietly 63%, Spot Hidden 50%
 *SPECIAL NOTES: Tommygun -5% each extra shot fired.
 Base 11% chance for impale, -1% each extra shot.



Bugsey and Murielle Wheeler,
 King Snake's hired operatives.

Murielle Wheeler (Superworld)

STR 12	Characteristics	84
CON 16	Disadvantages	0
SIZ 8	Handicaps	0
INT 10	Experience	0
POW 14	Used	84
DEX 13	Available	0
APP 13	Experience Roll	42+

ACTION RANKS: 13/3
 MOVE (m/AR): Run 12m

SUPERPOWERS	Level	Energy	Hero Pts.
Armor: Bulletproof vest - 16K, 3E, 3R	22	---	22
Martial Arts	1	---	20
Energy Projection: Heavy Pistol 2D6+4K	3	8	8
20% Impale chance for Pistol	3	3	3
Energy for 10 shots: 110E (Special Effect - extra clips available)	11	---	11
Energy Projection: Molotov Cocktail 3D6	3	9	9
2m Radius for Cocktail	3	3	3
2 Action Rank Duration	3	3	3
Energy for 2 uses - 30 E points	3	---	3
Skill: +10% with pistol	2	---	2

DAMAGE BONUS: None

WEAPON	Attack	Damage	Parry	Range	Energy
Pistol*	95%	1D10+2	---	30m	8
Fist	80%	1D3+1D6	80%	---	---
Kick	50%	2D6	---	---	---
Grapple	50%	variable	50%	---	---

PROTECTION: Armor vest - 16K, 3E, 3R (Martial Parry 1D6,
 Martial Defense 10%)
 HIT POINTS: 12
 ENERGY: Personal (recharge 3) 30
 SKILLS: Move Quietly 63%, Spot Hidden 34%
 *SPECIAL NOTES: Base 19% chance of impale with pistol

Bugsey Wheeler (Villains and Vigilantes)

SIDE: Evil
 LEVEL: 1
 SEX: Male
 EXPERIENCE: 600

POWERS: none

EQUIPMENT:

Bulletproof Vest: as 16-point Invulnerability except it changes damage from Hit Point to Power damage, and a successful special attack can shoot an unprotected area.
 Tommygun: 84" range, 1D10 damage/bullet (automatic weapon), base +3 to hit. 20 rounds per clip.
 Molotov Cocktails (2): as Hand Grenade, range = throw.

Weight: 205 lbs
 Strength: 15
 Agility: 14
 Charisma: 9
 Hit Points: 15
 Healing Rate: 2
 Accuracy: +1
 Carrying Capacity: 521 lbs
 Detect Hidden: 6%
 Movement Rate: 46" ground
 ORIGIN AND BACKGROUND: American, Crime skill.

Murielle Wheeler (Villains and Vigilantes)

SIDE: Evil
 LEVEL: 1
 SEX: Female
 EXPERIENCE: 700

POWERS:

NATURAL WEAPONRY: HTH +1 to hit/+2 damage
 HEIGHTENED DEFENSE: -4 to be hit
 HEIGHTENED EXPERTISE: Pistols, +4 to hit

EQUIPMENT:

Bulletproof Vest: See Bugsey.
 Pistol: 78" range, 10 shots/clip, 1D10 damage, +2 to hit.
 Molotov Cocktails: See Bugsey.

Weight: 135 lbs
 Strength: 12
 Agility: 13
 Charisma: 9
 Hit Points: 9
 Healing Rate: 1.2
 Accuracy: +1
 Carrying Capacity: 225 lbs
 Detect Hidden: 8%
 Movement Rate: 41" ground
 ORIGIN AND BACKGROUND: See Bugsey.

Basic Hits: 5
 Endurance: 17
 Intelligence: 8
 Reactions from Good: -
 Evil: -
 Damage Modifier: -
 Power: 54
 Basic HTH Damage: 1D8
 Detect Danger: 11%

Basic Hits: 3
 Endurance: 16
 Intelligence: 10
 Reactions from Good: -
 Evil: -
 Damage Modifier: +1
 Power: 51
 Basic HTH Damage: 1D4
 Detect Danger: 12%

has tried to destroy it. All the people had much fear and fell to the ground as dead people would. Everyone was troubled during the long night and sought consolation from the shaman.

"Everyone was greatly relieved when Wate rose the next day. However, the fire continued to burn on the mountain, and many were still in fear. Thus it was that chief Alanga and the bravest people of the tribe resolved to give heart back to the people. The warriors purified themselves by burning sweetgrass, and by breathing Inohe, the steamy breath of the rocks. The shaman blessed each one with a medicine pouch of protection from evil spirits. They set out for the mountain and climbed to the peak. There they discovered a scene of great destruction and, in the midst of it, a strange dwelling, the likes of which they had never seen before. They were greatly astonished to see a Shining Spirit arise from the wreckage and walk towards them. They knew not what to do when the Spirit touched them with fire causing their legs to shake and no longer obey them.

"Thus came the time of the Great Change..."

The legend goes on to tell how the Shining Spirit walked among the tribe and laid its burning hands upon them. Those so touched were changed. Half the people in the tribe soon became physically distinct from the other members. These people were the first of the four major sub-groups of the Elokians: the Tama, or Healers, the Eloma or Workers, the Elotoma or Builders, and the Nadahote or Rememberers. The rest of the tribe also changed, but these changes were not so obvious. It was at this time that the tribe members began to refer to themselves as Elokians, the Changed Ones.

The Shining Spirit then set the tribe to work; the Workers to burrowing and mining, the Builders to constructing strange machines in the newly hollowed-out caverns, the Rememberers to studying the patterns of the lights on the machines in the Spirit House, and the Healers to keeping all the tribe in good health. The remaining members maintained the tribe through planting and hunting, while spending more time underground with their altered brothers and sisters, and the godlike visitor.

Much later another Spirit House came from the sky and carried away the Shining Spirit on a column of smoke and fire. The Elokians continued to dig, build, and create. They expanded their underground kingdom. And the Rememberers were filled with a strange fire of knowledge.

Shoshora, the city, is built in a large underground cavern near Mount Adams. It gets light and warmth from an artificial sun created by the Elokian Builders. This sun is powered by an artifact from the ship of the Shining Spirit, the power source for the ship's engines. It is this artifact that Trevor Manling desires. More detailed descriptions of the cavern and city are given in the appropriate sections of the text.

Description

Most of the Elokians are very active psychically and have greater POW than do standard humans. Those who are not

Elokian History and Description

The ancestors of the Elokians called themselves Tagasha, "the People." They were a tribe of primitive men who migrated from Siberia, across the Bering land straits, and onto the North American continent. They lived as hunter/gatherers until they settled in the area around the heroes' current-day home town. Here they might have stayed, and perhaps ended up as one more victim of modern man's progress, were it not for the remarkable twist of fate that brought them the Visitation.

The tale of the Visitation is the earliest of the current Elokian legends. It goes in part like this:

"In the first moon of the Leaves' Falling, during the days of chief Alanga, came a great and terrible event. A large ball of fire appeared in the night sky and plummeted to the ground, landing with a horrible noise on Yosinda mountain. A fire appeared and burnt there furiously. At first, many in the tribe thought that Wate, the sun, has fallen from the sky. Others said that perhaps Tundan, the Stone God, was angry at the spirit of Yosinda mountain and so

members of the four major sub-groups will display their mental powers in a variety of ways – telekineses, telepathy, etc. Each of the four sub-groups has its own distinct powers.

The Elokian population is composed of sub-groups as listed below. The percentages listed represent the distribution of the sub-groups in the population as a whole. The percentage roll is to determine type of Elokians met in a random encounter.

Elokian Sub-Group Distribution

Percentage	Percentile Roll	Type of Elokian	Number in Total Pop.
50%	01-05	Non-grouped Elokian	130
10%	51-60	Healer	26
20%	61-80	Worker	53
15%	81-95	Builder	39
5%	96-100	Rememberer	13
		Total	261

Each group has different characteristics as well. Use the following table when creating new Elokians of any type:

Elokian Characteristics

Type	STR	CON	SIZ	INT	POW	DEX	APP
Non-grouped	2D6+1	3D6	2D6+1	3D6	4D6	3D6	3D6
Healer	2D6+1	4D6	2D6+1	3D6	4D6	3D6	3D6
Worker	3D6+6	4D6	2D6+1	2D6	4D6	3D6	2D6
Builder	2D6+1	3D6	2D6+1	3D6	2D6	4D6	3D6
Rememberer	2D6+1	2D6	2D6	4D6	4D6	3D6	3D6

Non-Grouped Elokians

In physical appearance, the non-grouped Elokians are small and slender, about 1.5 meters tall on the average. They are dark-haired and dark-eyed with high prominent cheekbones. The many centuries of subterranean existence under an artificial sun have left their skins quite light in color, making them appear very pale when seen in direct sunlight (which is much stronger than the light of their underground sun).

There is a 25% chance that non-grouped Elokians will have 1D6 levels of SuperPOW. They will also have at least one of the following powers (roll 1D10):

- | | |
|-------------------------|------------------|
| 1 – Astral Body | 6 – Mind Block |
| 2 – Force Field | 7 – Mind Control |
| 3 – Hypnosis | 8 – Mind Search |
| 4 – Illusion Projection | 9 – Telekinesis |
| 5 – Mind Blast | 10 – Telepathy |

Of course, many Elokians have more than one of these powers, but it is rare for any of them to manifest a power that is not on this list.

Non-grouped Elokians have standard levels in all of the usual skills except Navigate and Streetwise, which they have at zero skill level. They may improve both these skills in the normal way once they leave their underground environment.

The older members of the non-grouped Elokians prefer to wear traditional tunics, robes, kilts, and gowns while the younger generation is fond of trousers and outfits similar to jump-suits. Both groups prefer bright colors in clothing and wear some jewelry. This jewelry, as well as the sculpture and murals found in the underground city, tends to be abstract and non-representational, although realistic art does exist as well. Both Prok a'Leif, the current ruler of the Elokians, and her son, Antos Leif, are members of the non-grouped Elokians.

Healers

Healers are physically similar to the non-grouped Elokians, except for their hair, which is always pure white. Their function is to keep the tribe in the best possible physical condition. They are loosely organized in a Healer's Guild, a social organization without hierarchy of rank. Healers are on duty at all times. Though they have no specific uniform, they tend by habit to dress in shades of green. They do have a symbol, a silver open hand, which many Healers wear in the form of a pin or necklace.

Healers always possess some amount of the following superpowers: Emotion Control, Empathy, Heal, and Regeneration. Their skills are the same as non-grouped Elokians, except for First Aid; their knowledge of the body and its structure gives them a base chance of 50%, and they may use the skill up to three times per patient per recovery period.

Workers

Compared to the other Elokians, Workers are heavily muscled. Their eyes are much larger and of lighter color than others of the tribe. Workers are the physical laborers of the tribe – they mostly dig, mine, and tunnel. They are usually the guards and fighters of the tribe. They are territorial, and capable of great ferocity in defending what they perceive to be theirs. Workers usually wear little clothing and almost no jewelry. Being single-minded, they care little for conversation topics other than those discussing the quality of rock and rates of tunneling per man-hour. An individual capable of seeing beyond these limitations occasionally appears among them.

A Worker will always have some amount of the following superpowers: Burrowing, Catseye, Locate, and SuperSTR. Their skill levels are the same as the non-grouped Elokians.

Builders

Builders appear to be physically similar to non-grouped Elokians, though they tend to be more slender. They are organized in a guild known as the Friendship of Builders and Inventors, and the guild head is chosen annually in a competition to produce the most ingenious mechanical device. For matters of state and ceremony, they will wear black robes embroidered with red gear wheels. Otherwise, they dress as do the non-grouped Elokians. Builders are not psychically oriented like the rest of their tribe – they prefer to tinker in the physical sciences, in which they are remarkably knowledgeable. The Builders created the rail transport vehicles and the light spear.

Some of the Builders are quite mystical in their attitude towards the Shining Spirit and any artifacts of its visit. They easily recognize the artifacts as constructions,

not manifestations, but there is a feeling that hidden somewhere within them are the keys to understanding the universe in a deeper way. The Builders feel that the Shining Spirit left these clues for them to understand and so improve themselves. Use of the words priest or temple are only approximations of the concepts involved. It is probably best to think of them in Buddhist terms. The high priest of the temple of the ship's engines is always a member of the Builder sub-group.

Builders usually have only the Gimmick superpower. They are just like the non-grouped Elokians where skills are concerned, with the following exceptions: their base chance for Invent starts at 25%; since they share knowledge with each other, they usually have one of the following sciences at 90% and another one at 30% (roll 1D8 to randomize).

1 – Organic Chemistry	5 – Engineering
2 – Inorganic Chemistry	6 – Hydraulics
3 – Mechanical Physics	7 – Electronics
4 – Particle Physics	8 – Communicaitons Sciences

Rememberers

Rememberers are quite different in appearance from other Elokians. They have small bodies and outsized heads, with large, almost luminescent eyes. They move slowly and deliberately. Rememberers are in full telepathic contact with all other Rememberers within 60 meters. They dress in blue robes and have an intricate, constantly-changing social stucture which seems unintelligible to outsiders. The Rememberers function as librarires, computers, and historians to the Elokians. They dislike physical travel and are rarely seen outside the city limits.

Besides their inter-group telepathy, the Remembers possess amounts of the following superpowers – Mind Search, Retrocognition, and SuperINT. Their skills are the same as the non-grouped Elokians.

As part of their fuction they also have the ability to answer questions. Each Rememberer represents a 5% chance to answer a question correctly; if three Rememberers are in telepathic contact, they should have a 15% chance of providing a correct answer. The greatest chance of answering correctly is 80% – when more than sixteen Rememberers are in psychic contact, their concerns drift away from the mundane and become involved in matters incomprehensible to outsiders. The answer to questions may be deliberately obscure. One question may be asked of a particular group of Rememberers per game day.

General Notes

There is no friction between the different groups of the Elokians. Love may blossom between members of different groups, and it is not unusual to see such mixed couples. However, such matings are only 5% fertile. Children are rare (only 20%) even for members of the same sub-group. In fact, the Elokians have a very small population; only 261 people are left. Though they are long-lived (150 years on the average), the race itself is dying. Both the Healers and Rememberers are aware of the problem, but are unequipped to deal with it. If the inter-group sterility problem could be solved, then the tribe could produce enough children to grow again. However, none of the Elokians are skilled enough in

Genetics or Biology to understand the problem well enough to develop possible remedies. If the gamemaster wishes, this could be an opportunity for a highly intelligent hero to do a very good deed and earn the gratitude (and resources) of the Elokians for the future.

This population problem is a legacy of the Shining Spirit. As long as the Elokians were psionically active (i.e., working for the Spirit), their breeding was deliberately inhibited by the genetic changes. This was done so they would not be distracted by family responsibilities from their duties to the Spirit. A minimal chance of having children was allowed solely to keep the tribe alive long enough for the Shining Spirit's purposes to be achieved. Any human character, super or otherwise, who does not have psionically-based powers could wed an Elokian with a 50% chance of producing offspring. Such children stand a 25% chance of inheriting psionic potential from their Elokian parent. Otherwise, they will be psychically deaf. A human character with psionic powers who married an Elokians stands only a 5% chance of having children.

A character skilled in genetics or biology could possibly create a potion or treatment that would temporarily dampen psionic powers long enough for a couple to conceive. One psionically tuned-out parent would result in a 50% chance for offspring, while both using the treatment would achieve a 95% chance. Besides assuring the survival of the Elokians, this would undoubtedly lead to a breakdown in the genetic barriers between sub-groups, ultimately creating a new single-group cross-breed Elokian race.

The Elokians have a general awareness of the United States and even some of its basic history, but their information about the rest of the world ranges from minimal to nonexistent. They gather information via Astral Projection and some Telepathic eavesdropping, also through meetings between human campers, hikers, etc., and Elokian Surface Sickness victims. Memory of the meeting is always psionically removed from the human's minds. The Elokians have a fair command of English, which can be telepathically augmented to express difficult concepts, but they prefer to speak their own language among themselves.

Elokians are fond of sculpture, jewelry and fine art. They also enjoy drama and the theater. Many Elokians have spent a year or two on the stage. About half of their plays deal with philosophical issues. Their idea of humor is low-key and very different from ours. (They consider a pie in the face to be assault and battery.) Rememberers are especially fond of plays and never miss a new show. There is also music in the Elokians' world, but is is mostly vocal in nature and inclined more to group participation than to the artistic solo. These include Songs of Mourning and Rejoicing that are sung by the tribe at marriages and funerals.

The Elokians grow their own curiously colored vegetables and other plants under an artificial sun, and hunt deer and other animals in the great cavern around the underground city. The Elokians use their mental control of the wild animals to carry on breeding and conservation projects that would be impossible for non-superpowered naturalists on the surface world. Most of the animals are more pets than wild. The predatory ones are controlled by feedings of meat from old animals and are allowed to hunt every month or so only to keep in shape. The animals



provide a source of entertainment for the young Workers, who go out to hunt them supervised by an animal controller and a healer so that neither predator nor prey is seriously damaged by the encounter.

The Elokians have no real enemies, so their armaments are mostly limited to the primitive weapons mentioned above, and, in important cases, the Light Spears. Outside of the Healers and Rememberers who are virtually incapable of violent action, all Elokians are capable of fighting, if necessary. Their one advanced weapon, the Light Spear, is a meter-long tube of metal flared at one end. It actually does look like a plain spear, but in reality projects a laser-like energy beam from the flared end. It does one to six dice of damage, has a range of 80 meters, and a base chance of 30%. These weapons are not ordinarily carried around in the city streets but are usually stored in the administrative building (see number 2 on the map of the underground city).

The Elokians enjoy wrestling, racing, and other tests of skill. They are at a skill level equivalent of 35% base chance with simple bows, spears, and knives, through contests of marksmanship and skill. They love to gamble and wager on the outcome of these contests, usually on a barter basis ("Ha, I bet my fine new robe that you cannot even hit the target!") It is rare that any bad feelings arise from these competitions.

Surface Sickness is the term given to a longing to see the outer world again. A person so afflicted might even stop eating and waste away in a desire to be free of the underground caverns. There is a 5% chance for an Elokian to suffer an episode of this nature at any time (roll once per Elokian per game week, when appropriate).

If an Elokian can spend a number of hours equal to his CON characteristic on the surface, the Sickness will abate. For some, however, subterranean living has become unbearable. These individuals may choose to live on the surface as hermits or act as guards to the tunnel openings in current use. The latter will allow them continued contact with their people while remaining on the surface. Such cases are rare, however, occurring in only 1 out of 100 Elokians struck by Surface Sickness. Currently, there are no surface-dwelling Elokians known.

In very rare circumstances, an Elokian may try to live in the populated surface world. However, their genetic history and distinctive appearance combine to make them feel alienated from any people but their own. Such individuals usually live in the seamier parts of human society, hiding among the outcasts or culturally disadvantaged, where their differences may go unnoted by authorities. Such Elokians may choose at their own discretion to undergo amnesia induced by a special process of the Rememberers, removing all memories of their underground existence. Their powers will remain, although they may no longer be aware of them.

The Elokians are governed by a hereditary leader (currently the woman Prok a' Leif who will be followed by her son, Antos). This leader is supported by a council of representatives of each of the four sub-groups. The genetic changes that caused the Elokians to feel more protective and loyal to each other make strong government unnecessary and Elokians tend to be very independent. Most feel such a strong tribal affiliation that they do not wish to harm it in any way. Of course, there is

room for interpretation of these feelings. For example, Antos is quite suspicious and almost paranoid of non-tribal members, seeing them all as threats to the tribe. This causes him to take actions that distress his mother and other Elokians, even though his motivation for the actions has the same root as their more peaceful behavior.

Antos is not alone with his suspicions. A few others tend to feel the same way, although the majority do not share his opinions. Currently, the Elokians are divided into two political camps: the Returnists and Those-Who-Wait. The Returnists feel that due to the dwindling numbers of the tribe and the frequent outbursts of Surface Sickness, the Elokians should return to the surface world and forcefully claim part of it as their own. Those-Who-Wait feel that the Shining Spirit led them underground for a purpose, and though that purpose is obscure, the mechanisms for the tribe's survival are to be found below the surface. Antos Leif is an ardent Returnist while his mother leans towards the camp of Those-Who-Wait.

Currently, Those-Who-Wait are the majority party. The interaction with the surface dwellers is likely to influence the political choices of the tribe in the future. Brutal treatment will strengthen the Returnist party, and friendliness will strengthen Those-Who-Wait.

Start of Play

The superheroes become involved in the scenario when a message reaches the heroes' assignment liaison. The heroes' help is requested concerning a supervillain extortionist. This society-reject, called King Snake, probably because of his elusive nature and burrowing powers, has threatened a neighboring town with an earthquake for no apparent reason. How he came to possess the power or ability to create earthquakes is not known. A local geologist believes that King Snake may have found a way to predict earthquakes, but being able to cause them is entirely out of the question.

The earthquake is predicted to strike the same day the heroes receive the message. The heroes are asked to capture King Snake, regardless of the quake's occurrence. If the earthquake strikes as predicted, the heroes' help may be needed in possible rescues. No motive or extortion attempt was connected to King Snake's prediction. The whole incident seems to be a flagrant publicity gimmick, staged to bring King Snake's act widespread media coverage.

If the heroes arrange to fly to the town they will have some time to explore. The only useful information they obtain will be from the local newspaper called *Screaming Eagle Daily*.

If the heroes arrive later, they'll be too late to explore the town before the earthquake strikes. If the gamemaster wishes to have some fun with the heroes, he can place them inside a building during the quake. Most of the town's residents have already been evacuated to open areas, while the police and various security agents patrol the streets. The ground begins to shake and buildings start to sway. While walls collapse and windows break, the superheroes have several chances to rescue hurt persons and save others from injury. Soon they are interrupted by a police officer asking urgently for their help. The officer will explain that a garbled call from the Mount Adams Geological Research Station indicated some sort of

Albert H. D. Hrumpf's
Screaming Eagle Daily



65th Year No. 199 Thursday, August 30, 1984 The Greatest Midwestern Daily!! 25 Cents 222-3456



TEMBLOR THREAT ON CITY

VILLAIN THREATENS CITY WITH QUAKE!!!

Proclaiming that the existence of the city and its citizens is about to end, King Snake the extortionist predicted that an earthquake would level all buildings, above ground and under, by the end of this day. Without revealing whether the source of the earthquake is natural or man-made, or naming a motive, King Snake predicted that he will be heard from again soon.

The note, received yesterday evening an hour before press time by *Screaming Eagle* national news reporter Maryan Shearer, was declared authentic by police chief Joe Lawtry.

In a previous interview with the *Eagle*, Clyde Tyler, the director of the Mount Adams Geological Research Station, has said that his city is very vulnerable to movements in the earth's crust. "Though we have never experienced any adverse situations, the potential for catastrophe exists."

All citizens are urged to evacuate their premises in an orderly fashion with the help of local authorities. Security patrols will be held in the city to prevent crime and looting. Enclosed below is a list of evacuation areas. Please go to the site nearest you.

King Snake, a.k.a. the "Computer Villain" for his use of computers to commit crimes, is best remembered for the aborted hostage-holding event that took place here last month in Kyle's department store. Overriding the store's computerized security system, King Snake locked all the doors and barred all the windows, holding over 200 people hostage for a period of 18 hours. He demanded two million dollars in ransom. Thanks to the skills of the City Police's computer experts, King Snake's strangle-hold on the store's locks was broken and officers gained access to the building through the basement.

King Snake, eluding capture in a helicopter, has not been seen since that time. (Continued, page 2)

HOSTAGE CRIME HITS LIBERTYTOWN

Neighboring Libertytown is recovering from a major bank robbery today that saw seven people held hostage for over two hours. The robbery occurred at closing time yesterday at Famers Consolidated Bank, the major financial institution for this ordinarily quiet farming community to the south. The hostages are now all safe, but \$100,000 is still missing. Sheriff Marvin Anderson has been in contact with our Police Department to discuss the handling of the Kyle Store crisis last month. More details will be released from the Sheriff's Department as they become available.

CHAMPION GIANT TURNIP

Mrs Fern Burffle of Whelk County astonished everyone yesterday, winning the Whelk County Fair blue ribbon for her 42-pound turnip. "We grow 'em big on the farm," quipped the bright-eyed octogenarian.

BAFFLING DISAPPEARANCE OF INDIAN WISE-MAN

Elder Richard Lamedog, known as "Brother to the Wind" by the Anizi tribe, is still missing, two weeks after he was due to return from a sojourn in the mountains. "He often goes to the mountains," said George Bluepine, spokesperson for the Anizi, "sometimes to meditate, sometimes to meet with his apprentices. He has never been late before and we are worried, for he is old and there are many who do not respect our ways or our old people." Bluepine is asking for government assistance in the form of aerial surveys of the hills south of Mount Adams.

**INVINCIBLE
SMOGMONSTER
DEVOURS LOS ANGELES!!**

See page 2 for details.

TV SIGNAL ILLEGALLY DISRUPTED

Channel Seven was off the air for 15 minutes last night, when the frequency was illegally overridden by notorious supervillain Doctor Dread. Police communications experts felt that mobile equipment was used as they were unable to get a fix on the jamming site. Dread used the time to deliver a rambling monologue, parts of which are excerpted below. Authorities for the station were said to be considering the purchase of jamming and screening equipment for their transmitter towers.

Doctor Dread's comments (in part) were:

"Every time I look at the so-called news on television all I see is drivel about King Snake doing this, or that. King Snake is obviously trying to become somebody important. Well, you may have been lucky a couple of times, Snake, but that doesn't make you special! I'll meet you any time, anywhere. I hate fools like you. The only things I hate more are scientists and their stupid experiments. I hate puny little researchers scrambling for their grants. I hate them all! Hate, hate, hate!..."

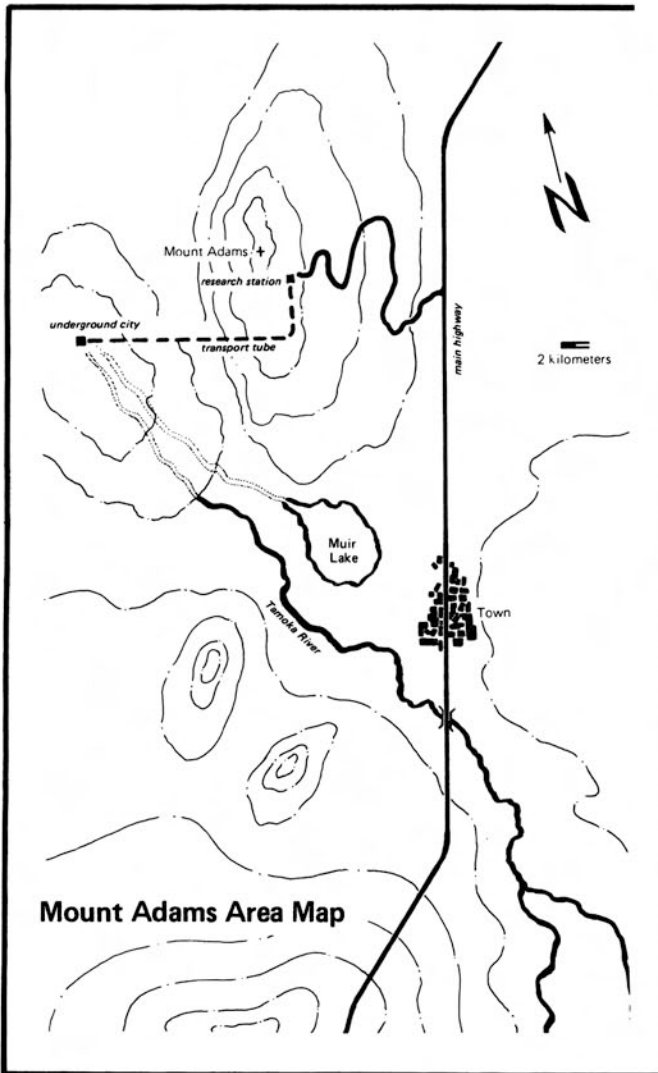
The implications of Doctor Dread's comments were still being analyzed at press time.

MOUNT ADAMS TO BECOME WILDERNESS PRESERVE

Spokesmen for the Federal Department of the Interior stated today that it is likely that Mount Adams will be designated a federal preserve. "It has no resources, and little tourist possibilities, however," claims Jim Bigges, Region 12 Bureau Chief. "As a matter of fact, there really is hardly any way we can exploit this land."

There will be a public meeting at the Whelk County High School gymnasium on Friday at 8:00 to discuss possible uses for the area. The Golden Tea Rose Society will serve coffee and cookies at the meeting.

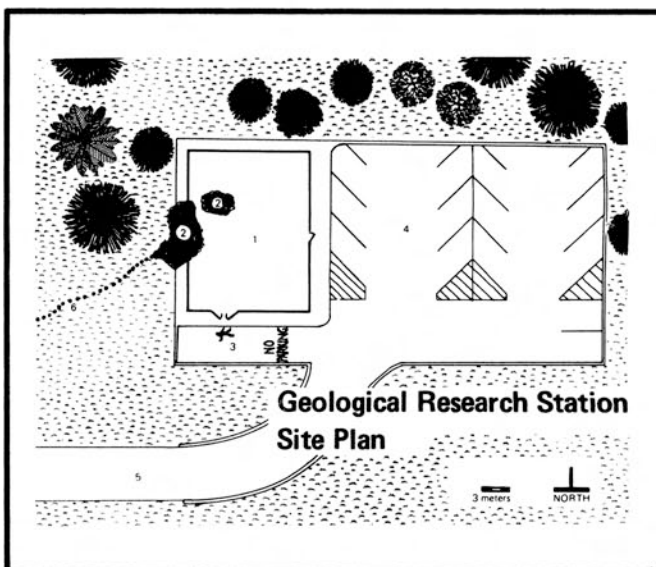
trouble at the facility. The call, cut off in mid-sentence, requested immediate help. The heroes are asked to investigate in case supervillains are involved.



Mount Adams Area Map

The research station may be reached by traveling 16 kilometers north on the main highway, then following a mountain road west for another 8 kilometers. Once they have arrived, the players will see a large crack in the earth, caused by the earthquake, running straight into the west wall of the station. The wall and part of the roof have collapsed, allowing entry to the building. The fissure in the earth is narrow and filled with collapsed debris — it does not offer access to the Elokians underground transport tube.

The body lying in front of the research station belongs to Clyde Tyler, director of the station. Seriously injured, he is lapsing in and out of consciousness. The burns all over his body do not seem to be connected to damage from the earthquake. Although not entirely coherent, he will manage to say that the station was attacked by beings who came from beneath the earth. He will also warn the players to be careful of the very shaky walls, and will inform them that more employees are still inside. At this point, he will fall unconscious and remain that way. If revived by a hero with the Healing power, he will have no more useful information.



Geological Research Station Site Plan

If the heroes should choose to call an ambulance for Clyde or any of the other victims (such as the guard described below), they will find working phones in any of the offices in the southern half of the building and at the guard's desk in the front hallway. The ambulance will arrive approximately twenty minutes after being called.

The Research Station

The Mount Adams Geological Research Station was established over 40 years ago as a joint venture between the University of Chicolatta and the state government. The original mission to identify and study faults throughout the state was soon expanded to cover a multitude of geological research projects. At the height of its use, the station was staffed with 36 scientists and support personnel. Due to recent budget cutbacks and changes in priority, the staff has been reduced to 10 people. There has been discussion of closing the station, moving its remaining projects back to the University, and of giving the land back to the Interior Department for park use.

The research station is a single-story structure built out of reinforced concrete with a red brick facing and wooden doors. It looks like a bland, 40-year-old government building. The roof is slanted to the north and is made of a tarpaper and tile, with a segment SIZ of 20 and a resistance of 15. All walls within the building have 20 SIZ points per man-sized segment and a resistance of 13, while doors have 5 SIZ points and a resistance of 5. All doors in the station have identifying plaques on them and are normally unlocked. Windows have wrought-iron scrollwork and bars on them, giving a segment SIZ of only 3 by a resistance of 15. Within the station may be found:

Desks	15 SIZ points	resistance 5
Chairs	6 SIZ points	resistance 6
Tables	10 SIZ points	resistance 8
File Cabinets	12 SIZ points	resistance 8

Rooms and other locations of interest are numbered. Refer to the Station Floorplan for reference to these numbers.

Hopefully, the heroes will act upon Clyde Tyler's warning about people still being inside the building.

STATION PERSONNEL

All individuals employed at the research station are normal citizens with 9–12 in each characteristic. The employees are:

BOB BACKLAND (Computer Technician/Programmer) taken prisoner by the Elokians.

Bob works part-time at the research station and part-time at the local high school. He teaches computer classes and, having participated in the Olympics in the past, is also the fencing coach. At 37, Bob's greatest joy is working with, and helping children. He is short and wiry, with brown hair and a friendly face.

JULIUS BLACKMAN (Meteorologist) found in director secretary's office.

Julius is the fun-lover of the group. Although considered to be one of the leading meteorologists in the nation, he would much rather lie on his back and daydream about clouds than extensively analyze them. This is the reason why he is at Mount Adams, and not a more advanced institution. At 54, Julius is the second oldest employee at the station. He is lean and grizzled and speaks quite slowly with a noticeable drawl.

MARY JEFFERS (Computer Operator/Programmer) taken hostage by the Elokians.

Mary, 48, is the wife of the president of the town bank. At 43, she decided to go back to school and learn all about computers. Mary works part-time at the research station and devotes the rest of her time to her home and social activities in town. She is matronly in appearance and tends to be a bit snobbish.

CHERYL RESTIN (Secretary) found in director secretary's office.

Cheryl is Antoinette Wagner's secretary and has worked at the research station for the last 3 years. Although only 25, Cheryl is beginning to believe that she is becoming an old maid and is hoping to find an eligible man to settle down with. She has blond hair and bright blue eyes and is actually quite attractive. She dresses and acts so conservatively, though, that this is not immediately apparent.

LANCE ROCKWELL (Secretary) found in director secretary's office.

Lance is Clyde Tyler's temporary secretary and his sister's son. At more than two meters tall, Lance is in his junior year of college majoring in basketball — although his admission records state that his major is Mechanical Engineering. Clyde's sister suggested that Clyde take Lance under his wing for the

summer, in an attempt to straighten him out. It was Clyde's misfortune to have his regular secretary ask for a two month vacation to take an extended tour of Europe at the same time. But lance finds it difficult to handle anything he cannot dribble.

JACK SHUMWAY (Chemist) found in director secretary's office.

Jack earned his degree in chemistry while attending Notre Dame on a football scholarship. Jack has worked at the research station for the last two years. Recently, he has been dating Terri Somoa, the geologist. He is desperate to help her and will want to accompany the heroes to the underground city. Jack is tall and heavily built, with a lantern jaw and prominent five-o'clock shadow.

TERRI SOMOA (Geologist) taken hostage by the Elokians.

Terri has been working at the station for two years. She came to Mount Adams at the request of Antoinette Wagner, an old college roommate. Terri is an avid outdoorswoman and especially loves photographing animals in their natural habitat. She is well-tanned, muscular but petite.

CLYDE TYLER (Director) found in front the the research station.

Clyde is a thin bookish-looking man in his late 50's. He is quiet and usually buried in a research journal or current project, leaving most of the day-to-day handling of the station to is associate director. Although he has a brilliant mind, Clyde is a bit absent-minded.

ANTOINETTE WAGNER (Associate Director) found in director secretary's office.

Antoinette is the 32-year-old daughter of a German businessman and a French professor of anthropology. Educated in institutions throughout the world, Antoinette has degrees in management and geology and truly enjoys working at this out-of-the-way research station. She is petite but hardly fragile, spending her free time hiking, mountain climbing and exploring.

HARVEY WALLACE (Guard) found in the main hall.

Harvey was working as a lumber jack in Alaska when a logging accident broke both his legs, forcing him into a more sedentary line of work. Although the only guard experience he has was in the army, he was hired by Clyde due to his air of quiet competence. Until now, his duties at the station have been mostly boring.

Punching through walls unless absolutely necessary (as an inadvertent byproduct of a fight with the supervillain, etc.), will at the very least be frowned upon by the government owners of the building. The gamemaster may, at personal discretion, let the ceiling or walls partially collapse on any character trying to batter through. Rubble from such a collapse will cause damage equal to two-thirds the original damage roll of the character and hit anyone in a 3-meter radius of the impact. This does not apply when simply moving rubble or trying to clear the the main hallway.

Room Descriptions

1. Guard/Information Desk. This desk and chair are located in the hallway for the purpose of observing the comings and goings of visitors to the station, and assigning them proper supervision.

Under the guard desk is the semiconscious body of Harvey Wallace, the guard. When he is revived, he will tell the heroes that mysterious invaders have kidnaped three of the scientists, Mary Jeffers, Bob Backland, and Terri Somoa, and carried them away along the hallway to the north. Harvey doesn't know where the

invaders came from and is too seriously injured to go help the players' heroes in any way.

2. Laboratory. This general purpose laboratory is filled with rock specimens, printouts from the seismographic machines, and chemical analyses. There are three large work tables (20 SIZ points each, resistance 8) located in this room.

3. Chemistry Laboratory. This is a large chemistry lab, with a huge table (30 SIZ points, resistance 8) in the middle. It is well stocked with equipment for chemical analysis.

4. Storage Closets. In these two closets are beakers and containers of acids and chemicals, as well as various other supplies used in the chemical laboratory. There has been some breakage in here due to the earthquake.

5. Seismographic Laboratory. This room contains tables and chairs and a variety of seismic equipment, some of which has been knocked over by the earthquake. The seismograph shows a quake of 5.6 magnitude and also on its display sheet among the regular pattern before the quake, there are some smaller squiggles. They have been circled with a red pen.

6. Computer Room. This is the computer area of the facility. There are two powerful mini-computers, four terminals, a work table, and some cabinets. One of the terminals is still on. The screen lists all the stress areas that could be affected to cause a quake to strike the town. The information is described in such

terms that only a person with a background in earth sciences could recognize it.

7. Storage Room. This room contains laboratory supplies, i.e. glass beakers, seismograph paper, etc.

8. Records Room. This room contains a large number of computer printouts and bound volumes of research notes. A casual search might reveal that station personnel have noted unusual subterranean rumblings (caused by the underground transport system of the Elokians). In addition, the file folders for all of the employees at the station are maintained here. Trevor Manling's file is not among them (see director's office, room 14).

9. Conference/Briefing Room. This room was seriously damaged by the earthquake. There are breaches in the west and east walls, and also in the ceiling. Mixed in with the rubble on the floor are the remains of a conference table and chairs. Along the walls are cracked display cases filled with jumbled mineral specimens.

10. Assistant Director Secretary's Office. This office has a desk, some chairs, and a file cabinet in it. On one wall is a calendar of semi-clad muscular men.

11. Assistant Director's Office. This office contains a large desk, some chairs, a couch and a credenza.

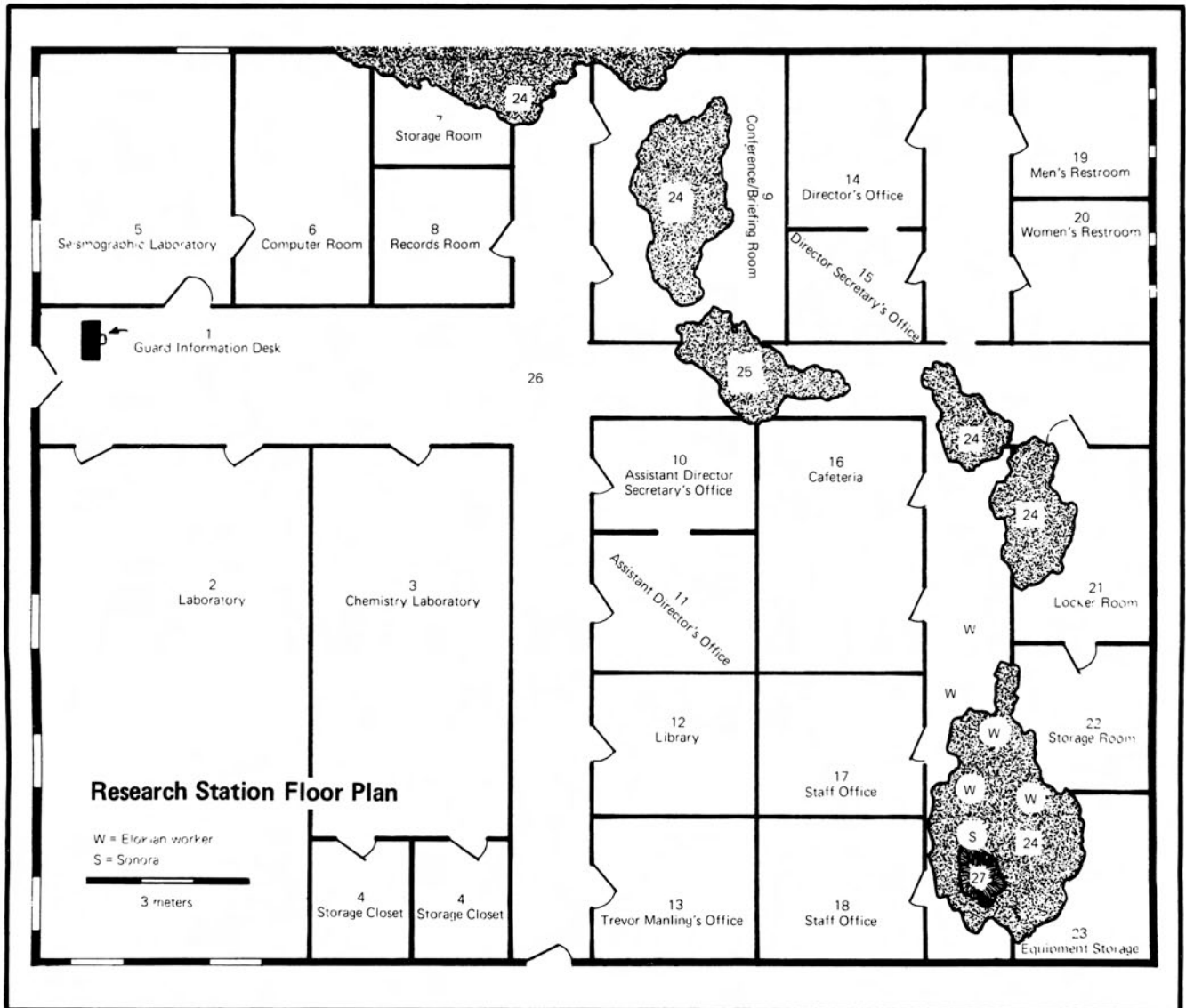
12. Library. This is the library room for the station. It contains the research records and computer printouts of the station's last ten years. If examined, these records will reveal previous instances of mysterious subterranean activity (caused by the Elokians, though the station is unaware of this). They will also postulate the existence of some underground rivers in this vicinity. One book

contains a listing of the major stress areas that could cause earthquakes in the town.

13. Trevor Manling's Office. There is a desk, a table, some chairs, and a file cabinet in this office. In the desk is a file folder, full of clippings about King Snake. Stories where King Snake has been bested have been marked up furiously with sayings such as "Lies! All lies!" In the top drawer of the file cabinet is what appears to be a normal transistor radio. If anyone turns it on, a voice will come on saying, "Is that you, boss? How did it go?" No matter what reply is given, the voice (which is that of Armageddon, King Snake's cronie), will say "There's something wrong here." and disconnect. The radio will then spark, fizzle, and stop working. If the heroes search this office before they meet Trevor Manling, he will not attempt to join up with them. If he is already with the party, he will attempt to dissuade them from searching the office. Failing that, he will sneak away.

14. Director's Office. This is Clyde Tyler's office, with a desk, three chairs, a couch, and a credenza. It has dark wood paneling on the walls and is decorated with a few landscape paintings. On the desk is Trevor Manling's personnel file with a note attached saying the file is there for Clyde's perusal as requested. A letter inside states that a university cannot provide records of Trevor Manling's academic history due to a computer accident two months before. The personnel sheet shows that Manling was hired about a month before the date of the letter.

15. Director Secretary's Office. It contains a desk, some chairs, and a file cabinet. The remaining researchers and the two secretaries will be hiding in this office. They are Antoinette Wagner, the



associate director; Julius Blackman, geologist; Jack Shumway, chemist; Lance Rockwell and Cheryl Restin, the two secretaries. Both Antoinette and Jack will be eager to join the party in search for their friends. Antoinette is motivated mostly by scientific interest but Jack is smitten with Terri Somoa, one of the hostages. They have attempted to call for help but found that the phone connections in the northern part of the building were destroyed in the fighting.

16. Cafeteria. There are some round lunch tables and a number of chairs in here, along with a stove and a refrigerator.

17., 18. Staff Offices. Each of these offices has two desks, some chairs, and file cabinets in them.

19., 20. Men's and Women's Restrooms. There are toilets, showers and a dressing room in each one.

21. Locker Room. This room has been heavily damaged by the earthquake. There are some lockers left standing, and some low wooden benches.

22. Storage Room. This room contains protective clothing for working in the chemistry lab, and small equipment for geological work in the field.

23. Equipment Storage Room. This room contains spare seismographic machines and other equipment necessary for the running of the station.

24. This is rubble and damage from the earthquake. It does not block the passage, but should be counted as rough ground for movement, cutting ground movement by one-fourth. Where it overlaps the walls of rooms, the walls have collapsed, allowing access to those rooms. The rubble is not more than 15 centimeters in depth, so it does not offer cover.

25. Earthquake damage has completely choked off this hallway. It will take about half an hour to clear the rubble by hand. There are around 40 pieces of rubble in the hall, ranging from SIZ 5 to 25 each with a resistance of 10. Should the heroes choose to try blasting their way through with their superpowers, they may do so without collapsing any more walls. Only one piece of rubble will be blasted with each superpowered blast. Since only one or two people can work on the rubble at one time, this will give an opportunity for other members of the team to search the station.

26. Trevor Manling will greet the party at this intersection, providing they have not searched his office yet. (For a description of Trevor, see page 20.) This treacherous supervillain will attempt to attach himself to the party so that he can get to the Elokian's underground city. If he's accepted, he will recover the modified transistor radio in his office and maintain secret radio contact with his gang.

If Trevor Manling/King Snake cannot persuade the heroes to take him with them, he and his gang will follow at a distance. In order to do this, King Snake and/or his gang will have to come through the station building, perhaps meeting assorted personnel and rescue workers, etc. In this case, for the sake of time, the villains will overpower anyone they meet and lock them all in a single room. However, they will not expend the energy to do any serious damage to them. Such prisoners might still be locked up when the heroes return to the station.

Though Trevor will try to be ingratiating, his vanity and ego should be evident enough. If the party does not respond well to Trevor, he will merely sneak away. If they try to stop him, he will continue attempts to break away until he succeeds. Should the party tie him up and leave him, his gang will rescue him. Should the party attack him, he will defend himself and call in his gang of thugs to help, if necessary. His gang will come to his aid within two melee rounds. If he defeats the heroes, he will go searching out the underground land for himself. (In this case, the underground events will take place just as described later in the scenario, although the Elokians left in the station (see 27) will have run away before our heroes recover.) If the heroes defeat King Snake and his gang this probably precludes the fight in the Temple of the Ship's Engines. They can still continue to make full contact with the Elokians and recover the hostages.

27. This shaft, opened up by the earthquake and expanded by the Workers, leads to the underground transport tube of the Elokians.

In this hallway is a group of Elokians, guarding the entrance to the newly-formed shaft and assisting Antos Leif in his escape with

the hostages. The group consists of one non-grouped female Elokian and six Workers. Sonora, the female, is standing where the S is shown on the map, while each Worker is standing where a W is shown. Sonora is small and slender with pale skin, wearing a rose-colored leotard. The Workers carry Light Spears, flared tubes of metal about a meter long resembling a spear. Actually, they deliver a laser-like energy beam from the flared end.

If the player's characters should attempt to initiate friendly contact with the Elokians in the hallway, Sonora will use her Snare power once on the nearest hero and then escape down the tunnel with the Workers following her. If the Elokians in the hallway are attacked by the heroes and are being overwhelmed, they will seek to escape down the shaft. If they overcome the heroes, they will choose to only stun them and then escape. Either way, the heroes should be able to follow them down the shaft in time to see an Elokian vehicle moving off far in the darkness.

The shaft itself slopes and is filled with loose and jumbled debris, and can be negotiated in a relatively easy manner.

ELOKIAN SUPERHERO

Sonora

Sonora is a non-grouped Elokian. Slender of build, she dresses in a distinctive leotard-like suit with a v-design on top and a circular element in the middle. She is one of the few truly superpowered Elokians.

Sonora's Snare power is highly unusual. She creates, from her mind, one to seven half-meter tall creatures. Each one is a different bright color: red, blue, yellow, green, purple, orange, white. These creatures are miniature replicas of the giant Ground Sloth *Megatherium*, and each one represents 1D6 of the Snare's entangling power. They will swarm over the target and hang onto arms and legs to weigh it down. Sonora then uses her Mind Blast on the ensnared victim.

Sonora has a problem — she is love-starved. Though an attractive woman, she has been unable to find what she considers a suitable mate among her fellow Elokians. She doesn't care for Antos, a point he seems oblivious to. If any of the male heroes pay particular attention to her, she will attach herself to him in an attempt at emotional fulfillment. At the discretion of the gamemaster and the player, it is possible for the relationship to become serious.

Sonora (Villains and Vigilantes)

SIDE: Good SEX: Female
LEVEL: 1 EXPERIENCE: 1000

POWERS:

HEIGHTENED ENDURANCE: +26

ILLUSIONS (Type B): Variant; limited to creating animate mini-Megatheriums, each having no more than 1/7 her maximum Creation Points (max = 142, thus 20 creation points max per Megatherium). Each thus has a maximum movement of 40", and weighs up to 1000 lbs. Composed of Psychic energy. Range = 28". For this limited variant, PR cost per creature is only 2, and up to 7 may be formed simultaneously.

PSIONICS: Mind Blast, attacks as Mind Control for 1D20 damage, PR = 2 per shot.



LOW SELF-CONTROL: Seeks love. Will attach herself to first attentive male encountered.

Weight: 88 lbs
Strength: 7
Agility: 14
Charisma: 15
Hit Points: 11

Basic Hits: 2
Endurance: 39
Intelligence: 11
Reactions from Good: +2
Evil: -2

Healing Rate: 2.4
Accuracy: +1

Carrying Capacity: 187 lbs
Detect Hidden: 8%

Movement Rate: 60" ground

ORIGIN AND BACKGROUND: Captain of Elokian Surface Guard, Military and Law Enforcement skills.

Damage Modifier: +1
Power: 71

Basic HTH Damage: 1D4
Detect Danger: 12%

Sonora (Champions)

VAL	CHA	Cost	Pts	Powers	END	100 +	Disadvantages
10	STR	0	70	7D6 Ego Attack	14	20	Seeks Love
15	DEX	15	40	4D6 Entangle	8	20	Commander of the Surface Guard
13	CON	6	15	3 Lev. with Ego Attack and Entangle	0	54	Experience Bonus
5	BODY	-10					
9	INT	-1					
14	EGO	8					
16	COM	3					
10	PD	8					
11	ED	8					
9	REC	8					
3	SPD	5					
50	END	12					
24	STUN	7					

OCV = 5 CHA Cost 69
DCV = 5 Power Cost 125
ECV = 5 Total 194
PHA = 4, 8, 12 Disad 194

Sonora (Superworld)

STR 7	Characteristics	78
CON 13	Disadvantages	0
SIZ 5	Handicaps	5
INT 11	Experience	0
POW 14	Used	83
DEX 11	Available	0
APP 17	Experience Roll	41+

ACTION RANKS: 11/1
MOVE (m/AR): Run 12m

SUPERPOWERS

	Level	Energy	Hero Pts.
Extra Hit Points: +26	13	---	13
Energy Supply: +200	20	---	20
Snare: 7D6 in Megatheriums*	7	21	21
Mind Blast: Potency 21	7	21	21
Psychological Problem: Seeks Love			+ 5

DAMAGE BONUS: None

WEAPON	Attack	Damage	Parry	Range	Energy
Snare	95%	7D6 SIZ	---	30m	21
Fist	60%	1D3	60%	---	---

PROTECTION: None

HIT POINTS: 35

ENERGY: Personal (recharge 3) 227

*SPECIAL NOTES: Sonora is one of the rare non-grouped Elokians with a power outside of the usual twelve manifested. In fact, the power is actually a combination of Illusion Projection and Telekinesis, which acts only as a Snare with unique special effects.



Sonora and two Elokian Workers on guard at the research station.

ELOKIAN WORKERS

Elokian Workers

The Workers are a standard honor guard for Antos. They accompany him on most trips from Shoshora, the underground city. This group, under the command of Sonora, has stayed to protect his escape.

For the sake of simplicity, each of the Workers is assumed to have the same characteristics.

Typical Elokian Worker (Champions)

VAL	CHA	Cost	Pts	Powers	END	50 +	Disadvantages
20	STR	10	25	10D6 Energy Blast. OAF Spear, 8xEND Batt	0	10	Unfamiliar with surface culture
15	DEX	15	5	Starlight Vision	0	5	Must obey orders
15	CON	10	10	Tunneling 1", Def 2	2	22	Experience Bonus
8	BODY	-4	5	Climbing 13 or less			
8	INT	-2	3	Tracking 11 or less			
10	EGO	0			CHA Cost	39	OCV = 5
10	PRE	0			Power Cost	48	DCV = 5
10	COM	0			Total	87	EVC = 3
6	PD	2			Disad	87	PHA = 4, 8, 12
6	ED	3					
3	SPD	5					
7	REC	0					
30	END	0					
26	STUN	0					

Typical Elokian Worker (Superworld)

STR	16+15=31	Characteristics	85
CON	15	Disadvantages	0
SIZ	8	Handicaps	0
INT	9	Experience	0
POW	13	Used	85
DEX	14	Available	0
APP	10	Experience Roll	42+

ACTION RANKS: 14/4

MOVE (m/AR): Run 12m; Burrow 20m

SUPERPOWERS

	Level	Energy	Hero Pts.
SuperCharacteristic: STR	5	---	5
Catseye	1	---	2
Burrowing: 20m thru soft soil	10	10	10
Locate	10	10(A)	30
Energy Projection: Light Spear 6D6	6	18	18
Energy Supply for Light Spear - 200E	20	---	20

DAMAGE BONUS: 2D6

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	50%	1D3+ 2D6	50%	---	6 pers
Kick	25%	3D6	---	---	6 pers
Light Spear	50%	6D6	---	30m	18 batt

PROTECTION: None (Armor 10K, 5E, 10R in cavern encounter - 20% failure chance)

HIT POINTS: 12

ENERGY: Personal (recharge 3) 28; Battery 200

SKILLS: Tracking 45%, Climb 80%, Jump 65%

Typical Elokian Worker (Villains and Vigilantes)

SIDE: Good

SEX: Male

LEVEL: 1

EXPERIENCE: 500

POWERS:

HEIGHTENED STRENGTH: +15

HEIGHTENED SENSES: Nightvision

BODY POWER: Able to burrow 12"/turn through soft earth.

SPECIAL WEAPON: Light Spear, 20" range Light attack (no Light defense or blinding flash) for 2D8 damage. 18 shots per recharge.

Weight: 140 lbs

Basic Hits: 3

Strength: 31

Endurance: 15

Agility: 13

Intelligence: 9

Charisma: 11

Reactions from Good: +2

Hit Points: 17

Evil: -2

Healing Rate: 1.2

Damage Modifier: +1

Accuracy: +1

Power: 68

Carrying Capacity: 2191 lbs

Basic HTH Damage: 1D12

Detect Hidden: 8%

Detect Danger 12%

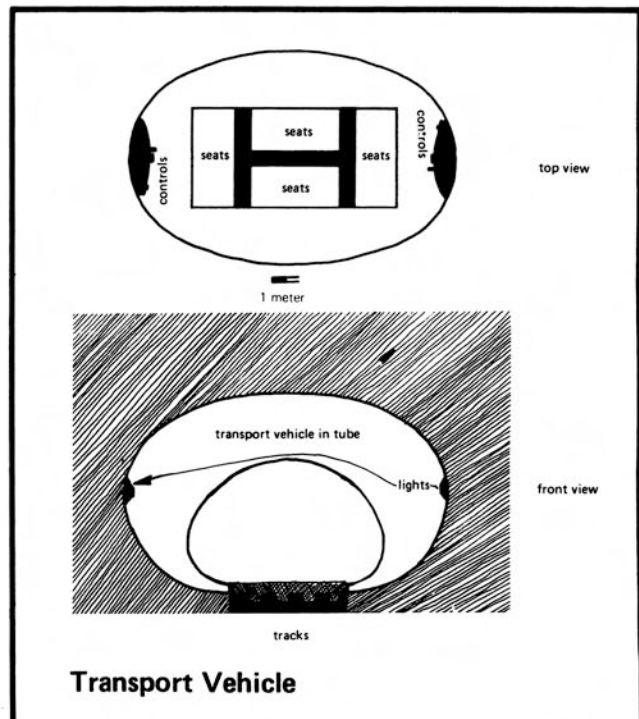
Movement Rate: 59" ground

ORIGIN AND BACKGROUND: Basic Elokian.

Down in the Tunnel

Once inside the shaft, the superheroes will descend along a slanted earthen tunnel for approximately 20 meters. The bottom opens into a transport tube built of a metallic substance, running north and south parallel to the surface. Under the collapsed debris blocking the way to the north, the heroes will find a vehicle which can be cleared in about ten minutes. The vehicle has simple controls and can be operated easily in the transport tubes. It is not capable of being used on other traveling surfaces. Following the transport tube in the unblocked direction will lead the characters to the underground city.

The egg-shaped vehicle is about 4.5 meters long, three meters wide, and is dull ivory in color. There are no

**Transport Vehicle**

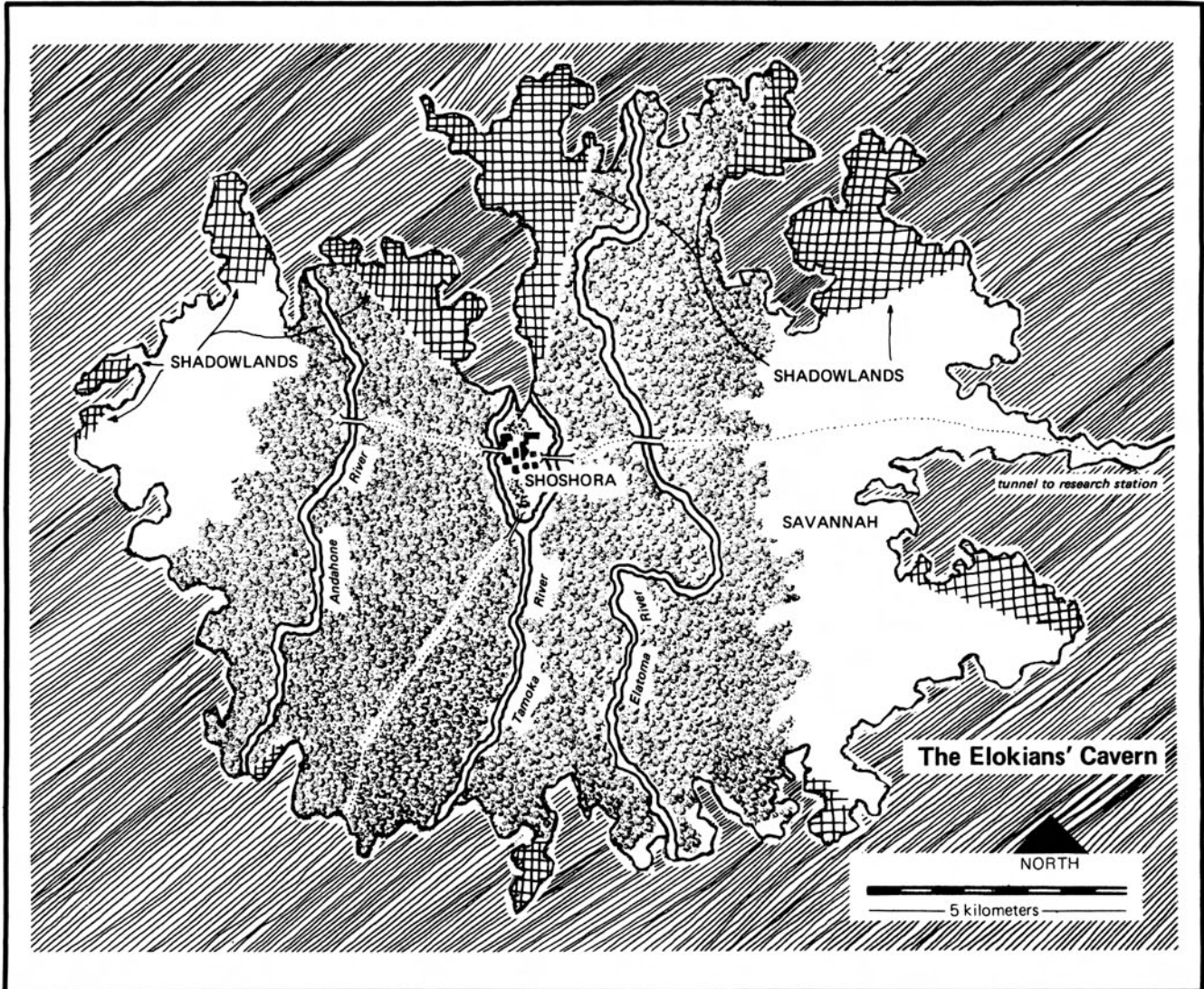
external markings save for the lines of the doors, which are located on each side and are hinged at the top to swing up. There are grooves on the bottom of the vehicle which fit into similar grooves found on the bottom of the transport tube. The vehicle is opaque from the outside, but from the inside the upper half is transparent. It achieves a top speed of approximately 15 kilometers per hour. It masses about 45 SIZ points, with a resistance of 15, and

holds eight people. It can travel in either direction on the transport track.

Should anyone step on the tracks on the bottom of the shaft, they will feel a strong tingling sensation. This causes

no damage, but serves to keep stray animals off the tracks and out of the tunnels.

The tube is very dimly lit. It travels south about 3 kilometers before it reaches the underground caverns.



The Underground

As the heroes travel down the transport tube, they will see light from the underground cavern (See The Elokians' Cavern map). If appropriate, the party might detect movement far back in the tunnel behind them (the hint that they are being followed by King Snake's gang), but if they investigate they will not find anything. Use of the Dangersense power will indicate trouble behind, but it should also indicate possible danger ahead.

Once they enter the cavern proper, the heroes see the wildlands and the underground city off in the distance. In the center of the cavern a suspended miniature sun provides light and warmth. It is noticeably dimmer than the sun which shines on the Earth's surface. It is so much dimmer that this edge of the cavern appears to be in a perpetual twilight. In the city area, the sun provides the same amount of light as on an overcast day. Crops are grown only near the city. Excess heat from the sun is

absorbed by the flowing rivers, so temperatures stay fairly stable.

About one hundred meters ahead, the track is covered with a jumble of approximately 25 large trees and rocks, with an average SIZ of 25 and a resistance of 6. This barrier was erected by Antos and his crew to slow down possible pursuit. It should take about 10 minutes to clear by hand.

The party may choose to clear the track or to hoof it through the woods. Heroes with great strength could choose to carry the car past the obstruction. The car will remain magnetically clamped to the roadway as long as there are passengers in it (resistance 40 added to the SIZ factor). If empty, however, there is no special resistance. This is a built-in safety feature to keep loaded cars from leaving the tracks in an accident.

King Snake or his gang should be following the heroes by now. If King Snake is with the superhero party, he will choose this time to sneak away on his own, meet up with his gang and head for the city and the power source.

Scattered around the cavern walls and the wildlands floor may be found caves and tunnels: catacombs left by the Elokian Workers over their centuries of existence. The wildlands in the underground cavern are a transplanted and preserved mixture of animals and plants from the Pliocene and Pleistocene eras, part of the great age of mammals. There are stretches of forest composed of deciduous and coniferous trees, such as oaks and pines, and stretches of savannah-like grasslands. The cavern is teeming with life, a fact that should be immediately obvious to the party, there are specimens of *Smilodon* (the saber-tooth cat), dire wolves, *Glyptodons*, *Megatherium* (the giant ground sloth), mammoths, camels, elk, deer and a host of others.

As a matter of fact, the party will get to meet some of this wildlife in a more intimate manner. If they abandon the car and trek to the city on foot, they will be attacked on the way. If they expend the time to clear the track or carry the car around the obstruction, they will be attacked while they are working. There will be two to four animals (1D3+1) of one of the following six types (roll 1D6 to choose):

- | | |
|---------------------|-----------------------|
| 1 – Saber-tooth Cat | 4 – Giant Condor |
| 2 – Cave Bear | 5 – Woolly Rhinoceros |
| 3 – Giant Beaver | 6 – Mammoth |

The gamemaster may wish to adjust the number of animals to accommodate the current strength of the party.

BEAVER, BEAR, CAT, CONDOR, RHINO, MAMMOTH

Elokian Animals

Animals (Superworld)

GIANT BEAVER

STR 35
CON 13
SIZ 31
INT 4
POW 10
DEX 11

MOVE: Run 80/AR
ACTION RANKS: 11/1

WEAPON	Attack	Damage
Bite	50%	4D10
Tail Slap	70%	4D6

PROTECTION: Armor 5K, 2E, 2R
SKILLS: Swim 80%, Hide 60%, Move Quietly 85%.
HIT POINTS: 22

CAVE BEAR

STR 41
CON 17
SIZ 35
INT 5
POW 11
DEX 11

MOVE: Run 80/AR
ACTION RANKS: 11/1

WEAPON	Attack	Damage
Paw	60%	6D6
Bite	40%	1D10+4D6
Hug*	30%	3D8

*The Bear Hug does 3D8 damage for every melee round it is in effect. Once it successfully hits, it is considered to be in effect until the victim makes a successful roll on the Resistance Table of his STR vs. the bear's STR. The victim may attempt the Resistance roll once per melee round, starting on the melee round following the successful Hug.
PROTECTION: Armor 5K, 5E, 3R
SKILLS: Swim 60%, Climb 60%, Move Quietly 80%.
HIT POINTS: 26

SABER TOOTH CAT

STR 24
CON 17
SIZ 21
INT 5
POW 7
DEX 13

MOVE: Run 90/AR
ACTION RANKS: 13/3

WEAPON	Attack	Damage
Bite	55%	1D10+2D8
Claw	75%	3D6
Rake (only if bite hits)	90%	3D6 twice

PROTECTION: Armor 5K, 5E, 3R
SKILLS: Balance 50%, Climb 60%, Hide 40%, Jump 60%, Move Quietly 75%.
HIT POINTS: 19

GIANT CONDOR

STR 20
CON 13
SIZ 20
INT 3
POW 11
DEX 13

MOVE: Walk 30m/MR; Fly 250m/MR
ACTION RANKS: 13/3

WEAPON	Attack	Damage
Beak	60%	1D10+4D6
Claws*	60%	5D6 each

*May strike with one claw at 60%, or two claws at 35% each.
PROTECTION: Armor 5K, 5E, 5R
SKILLS: Fly 100%; Spot Hidden 80%, Move Quietly 75%.
HIT POINTS: 17

WOOLLY RHINOCEROS

STR 44
CON 32
SIZ 44
INT 4
POW 11
DEX 7
APP 7

ACTION RANKS: 7
MOVE: Run 160m/MR

WEAPON	Attack	Damage	E Cost
Butt	35%	1D10+7D6	21
Bite	21%	1D8+4D6	12
Trample	75%	7D6 to downed foe only	00

PROTECTION: 8K, 8E, 8R, point hide; -15% Defense

HIT POINTS: 38
ENERGY: Personal (recharge 4) 243
NOTE: The rhino may use one attack mode each round.

MAMMOTH

STR 51
CON 30
SIZ 61
INT 5
POW 13
DEX 11
APP 10

ACTION RANKS: 11/1
MOVE: Run 60m/MR

WEAPON	Attack	Damage	E Cost
Trunk	55%	grapple	17
Trample	50%	10D6	45
Tusk	33%	1D10+9D6	45

PROTECTION: 5K, 5E, 5R, thick skin armor
HIT POINTS: 46
ENERGY: Personal (recharge 4) 243
NOTES: If the trunk grapples a victim, he may only escape by matching his STR vs 1/2 the mammoth's STR. The mammoth may hold the victim and kneel on him (taking an action rank round to do so), doing automatic Trample damage. Or, it may impale the grappled victim on one of its tusks, doing automatic Tusk damage the rank after it grapples. Or it may simply throw the victim a distance, in meters equal to half the mammoth's STR minus the target's SIZ.

Animals (Champions)**SABER TOOTH CAT**

VAL	CHA	Other Information
25	STR	2D6+2 Killing attack Claws and Bite
26	DEX	Move: 15"
23	CON	Plus to presence attack +3D6
17	BODY	Perception Roll 16 or less
5	INT	Resistance defense 1 pt PD
5	EGO	+2 with natural weapons
25	PRE	
16	COM	
13	PD	
7	ED	
5	SPD	OCV = 9+2
10	REC	DCV = 9
46	END	ECV = 2
42	STUN	PHA = 3, 5, 8, 10, 12

CAVE BEAR

VAL	CHA	Other Information
33	STR	2D6+1 Killing attack Claws and Bite
23	DEX	Move: 10"
25	CON	Plus to presence attack +2D6
25	BODY	Perception Roll 14 or less
5	INT	Resistance defense 4 pt PD, 2 pt ED
5	EGO	+3 Lev with natural weapons
30	PRE	
10	COM	
18	PD	
9	ED	
3	SPD	OCV = 8+3
12	REC	DCV = 5
50	END	ECV = 2
55	STUN	PHA = 4, 8, 12

BEAVER

VAL	CHA	Other Information
23	STR	1D6+1 Killing Attack Bite
18	DEX	Move: 8"; Swim 15"
15	CON	Plus to presence attack +2D6
15	BODY	Perception Roll 14 or less
6	INT	Resistance defense 2 pt PD, 1 pt ED
5	EGO	+2 Lev with natural weapons
18	PRE	Special: Tail slap 6D6 normal attack
10	COM	
12	PD	
10	ED	
5	SPD	OCV = 5+2
8	REC	DCV = 5
40	END	ECV = 2
35	STUN	PHA = 3, 5, 8, 10, 12

CONDOR

VAL	CHA	Other Information
25	STR	1D6 killing attack, talons and beak
20	DEX	+2D6 Presence
20	CON	Fly 20"
10	BODY	Telescopic Vision
3	INT	Resistance defense 3 pt PD
5	EGO	+2 levels of flight
15	PRE	Perception on 14 or less
5	COM	
10	PD	
7	ED	
4	SPD	OCV = 7
10	REC	DCV = 7
40	END	ECV = 2
40	STUN	PHA = 3, 6, 9, 12

MAMMOTH

VAL	CHA	Other Information
45	STR	1D6+1 Killing Attack Tusks
16	DEX	Move: 8"
25	CON	Plus to presence attack +2D6
34	BODY	Perception Roll 14 or less
7	INT	Resistance defense 4 pt PD, 2 pt ED
7	EGO	+3 Lev with natural weapons
30	PRE	Truck damage 5D6
4	COM	
23	PD	
12	ED	
3	SPD	OCV = 5+3
14	REC	DCV = 0
50	END	ECV = 2
70	STUN	PHA = 4, 8, 12

WOOLLY RHINO

VAL	CHA	Other Information
40	STR	2D6 Killing Attack Horn
15	DEX	Move: 14"
30	CON	Plus to presence attack +3D6
23	BODY	Perception Roll 14 or less Smell and Hearing
5	INT	Resistance defense 6 pt PD, 3 pt ED
5	EGO	+3 Lev with natural weapons and Charge
25	PRE	
6	COM	
25	PD	
13	ED	
3	SPD	OCV = 5+4
15	REC	DCV = 2
70	END	ECV = 2
70	STUN	PHA = 4, 8, 12

Animals (Villains and Vigilantes)**GIANT BEAVER**

Weight: 527 lbs
 Ferocity: 12
 Accuracy: +2
 Power: 42
 Movement Rate: 42" ground

Agility: 15
 Hits: 32
 Damage: 1D12

MAMMOTH

Weight: 12000 lbs
 Ferocity: 12
 Accuracy: -7
 Power: 33
 Movement Rate: 75"

Agility: 11
 Hits: 40
 Damage: 2D10
 Invulnerability: 3 points

GIANT CONDOR

Weight: 340 lbs
 Ferocity: 15
 Accuracy: +4
 Power: 46
 Movement Rate: 46" ground; 299" flying

Agility: 13
 Hits: 21
 Damage: 2D8

SABER TOOTH CAT

Weight: 357 lbs
 Ferocity: 19
 Accuracy: +4
 Power: 55
 Movement Rate: 55" ground

Agility: 17
 Hits: 47
 Damage: 2D8

WOOLLY RHINOCEROS

Weight: 9000 lbs
 Ferocity: 20
 Accuracy: -5
 Power: 33
 Movement Rate: 120"

Agility: 7
 Hits: 40
 Damage: 2D10
 Invulnerability: 3 points

CAVE BEAR

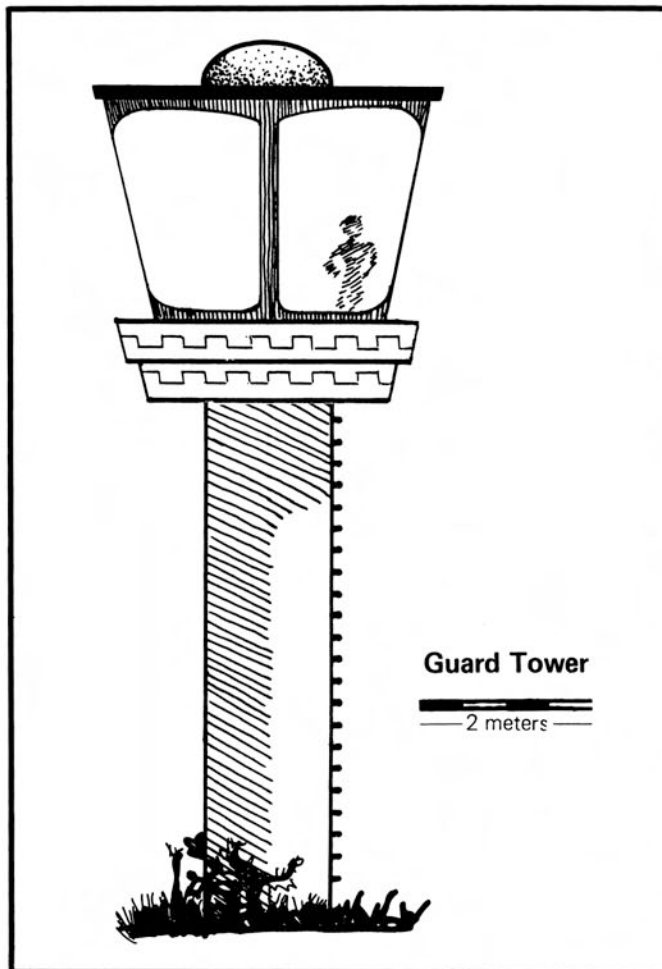
Weight: 578 lbs
 Ferocity: 18
 Accuracy: +2
 Power: 43
 Movement Rate: 43" ground

Agility: 11
 Hits: 31
 Damage: 2D8

Once the animals are defeated or turned back and the land is crossed, the heroes will be faced with one main problem — how to get into Shoshora, the Elokians' city. When they get close enough, they should be able to make out the buildings and guard towers of the city. Refer to the map of Shoshora, as found on page 45. The heroes should be able to observe enough of the Elokians to begin recognizing the major genotypes previously described. If they watch for a while, they will see one of the guards, a non-grouped Elokian, come down out of his tower and whistle towards the forest. A large ground sloth will come out at this call to get its ears scratched. This is just a hint of the Elokian's mental control.

Within the city, Prok a'Leif, Antos Leif's mother and current ruler of the Elokians, has just discovered the existence of the three hostages. They have not been harmed by their captors. She is distressed by her son's action and worried that the surface dwellers will seek retaliation. She has taken custody of the hostages and ordered Antos to search out any intruders who might be looking for them. He is to bring any such intruders to the Ruling House (number 1 on the map of Shoshora) without using any unnecessary force. She hopes to avoid excessive hostilities by negotiating with the intruders. Antos is not pleased by her reaction but will carry out his duties in a grudging manner.

If the heroes drive the transport vehicle into the city, they will be surrounded by Antos Leif and a very large group of Elokians, including some controlled animals if necessary. If they walk up to one of the guard towers, the guard will order them to halt and wait for the arrival of Antos and his party. If they dither around in the bush



Guard Tower

— 2 meters —

PRINCE OF THE ELOKIANs

Antos Leif

Antos is short and slender, with long black hair and grey eyes. He wears a simple blue tunic, with a small amount of gold jewelry.

Antos specializes in the use of Mind Control, and can control up to six unintelligent animals at one time and is quite capable of gaining control of the minds of intelligent creatures as well. He is hot-blooded and will leap to conclusions, but can be a dedicated friend if he so desires. He is quite smitten with Sonora and chooses to ignore the fact that she does not return his feelings. He will be jealous of any male she pays attention to.

He distrusts anyone who is not a member of his people. This distrust verges on paranoia and will color his thinking when dealing with the heroes. It is the bad combination of his distrust and hot-blood that caused him to attack the research station.

Leif is not a family name, but a title indicating a ruler or leader. Prok is *a'Leif*, the *now ruler* or current leader, while Antos is merely *Leif*, the *ruler-to-be*.

Antos Leif (Superworld)

STR	10	Characteristics	93
CON	14	Disadvantages	6
SIZ	9	Handicaps	10
INT	16	Experience	0
POW	18+5=23	Used	109
DEX	15	Available	0
APP	11	Experience Roll	54+

ACTION RANKS: 15/5
MOVE (m/AP): Run 12m

SUPERPOWERS

	Level	Energy	Hero Pts.
SuperCharacteristic: POW	5	---	15
Extra Hit Points: +12	6	---	6
Energy Supply: +250 Personal E	25	---	25
Defense: 15%	9	---	9
Mind Control: (unintelligent) Potency 12	4	12	12
[D] Can only control 6 animals at once (1/2)			+ 6
Mind Control: (intelligent) Potency 30	10	30	30
Skills: +30% Jump, +48% Dodge	12	---	12
Psychological Problem: Hot-headed			+ 5
Psychosocial Problem: Jealous of Sonora			+ 5

DAMAGE BONUS: None

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	50%	1D3	50%	---	---

PROTECTION: 15% Defense

HIT POINTS: 25

ENERGY: Personal (recharge 4) 287

SKILLS: Dodge 56%, Jump 75%

SPECIAL NOTES: Youngest son of Prok A'Leif; suffers from Surface Fever

Antos Leif (Champions)

VAL	CHA	Cost	Pts	Powers	END	100+	Disadvantages
10	STR	0	50	10D6 Mind control	10	25	Hot Headed
23	DEX	39	6	½ END cost against unintelligent animals (can control no more than 6 paying END for each)	(5)	20	Jealous of Sonora
14	CON	8				20	Elokian Prince
8	BODY	-4				8	Experience Bonus
18	INT	8					
23	EGO	26					
10	PRE	0			CHA Cost 117	OCV = 8	
10	COM	0			Power Cost 56	DCV = 8	
8	PD	6			Total 173	ECV = 8	
8	ED	5			Disad 173	PHA = 3, 6, 9, 12	
4	SPD	7					
6	REC	2					
68	END	20					
20	STUN	0					

Antos Leif (Villains and Vigilantes)

SIDE: Good SEX: Male
 LEVEL: 1 EXPERIENCE: 1200

POWERS:

HEIGHTENED ENDURANCE: +5
 HEIGHTENED DEFENSE: -4 to be hit
 ANIMAL CONTROL (Variant): Maximum of six animals may be controlled, and they may be any. See V&V rules, page 9.
 MIND CONTROL: 38" range, PR = 20 per success.
 LOW SELF-CONTROL: Low tolerance for non-Elokians and other suitors of Sonora.

Weight: 165 lbs Basic Hits: 4
 Strength: 10 Endurance: 21
 Agility: 15 Intelligence: 16
 Charisma: 12 Reactions from Good: +1
 Hit Points: 20 Evil: -1
 Healing Rate: 2.4 Damage Modifier: +2
 Accuracy: +2 Power: 62
 Carrying Capacity: 256 lbs Basic HTH Damage: 1D6
 Detect Hidden: 12% Detect Danger: 16%
 Movement Rate: 46" ground
 ORIGIN AND BACKGROUND: Prince of the Elokians.

long enough, they will be surprised by Antos and his party. Enough of a force will be present to dissuade the heroes from fighting.

However, Antos will be glad to fight given sufficient provocation, or any attack from the player's party. Because he does not trust the outsiders, he has a contingency attack plan ready to go.

With him he has six Workers armed with Light Spears. Unlike the ones met before, these have armor devised by the Builders which is worth 10 points against kinetic and radiation attacks, and 5 points against electric. It has a failure chance of 25%. He also has two other non-grouped Elokians, each of whom has the same characteristics. However, one also has a Kinetic Force Field and Teleki-

LEADER OF THE ELOKIAN

Prok a'Leif

Prok is somewhat taller than her son but still slight. Her hair has gone grey, but she does not appear careworn, merely serene. Like her son, she wears a simple blue tunic, along with gold jewelry. Antos' mother is a more passive individual. Her mental ability allows her to teleport herself, read minds, leave her body in Astral travel, and even manipulate objects with her Telekinesis power. However, she is old and unable to use her Astral Body more than three times a day. Similarly, the use of Teleport puts such a strain on her that she is stunned after using it, and must recover in the normal manner. She is a firm believer in justice and truth and is sometimes distressed at the actions of her hot-headed son. For all this, she loves him very much. She is also extremely fond of Sonora, but recognizes that she would not make a good match for her son.

Prok a'Leif (Superworld)

STR 11	Characteristics	92
CON 12	Disadvantages	34
SIZ 8	Handicaps	0
INT 17	Experience	0
POW 16	Used	126
DEX 13	Available	0
APP 15	Experience Roll	63+

ACTION RANKS: 13/3
 MOVE (m/AP): Run 6m; Teleport 200m

SUPERPOWERS	Level	Energy	Hero Pts.
Energy Supply: +150 Personal Energy	15	---	15
Telepathy: 3km range	3	9	9
Teleport: 12 SIZ points	12	12	12
Telekinesis: 42 STR	14	42	42
[D] Bad Side Effect: Takes Stun attack equal to STR used			+21
Astral Body: 3km range	3	48	48
[D] Use Limit: Only 3 times a day			+13

DAMAGE BONUS: None

WEAPON	Attack	Damage	Parry	Range	Energy
TK Throw	45%	variable	---	30m	42

PROTECTION: None (up to 42K from TK)
 HIT POINTS: 12
 ENERGY: Personal (recharge 3) 178
 SKILLS: Administration 85%, Diplomacy 85%, Persuade 95%
 SPECIAL NOTES: Antos Leif's mother, current ruler of the Elokians.

Prok a'Leif (Champions)

VAL	CHA	Cost	Pts	Powers	END	100 + Disadvantages
10	STR	0	30	6D6 Telepath	6	20 Head of State
15	DEX	15	30	15" Teleport	6	10 Unusual looks 11 or less Ruler
12	CON	4	22	STR 45 TK, takes 1D6 NND for each 5 pts of STR used	9	20 Protective of her people
8	BODY	-4				34 Experience Bonus
18	INT	8	25	"Astral Body" – Desolid 8 body Invisible to everything, No fringe, Leaves body behind, still affected by energy and mental attacks, usable 3 times a day	21	
16	EGO	12				
18	PRE	8				
14	COM	2				
4	PD	2	3	Bureaucratics 13 or less		CHA Cost 68 OCV = 5
4	ED	2	3*	Persuasion 13 or less		Power Cost 116 DCV = 5
3	SPD	5	3*	Knowledge of Diplomacy 12 or less		Total 184 ECV = 5
4	REC	0		* see <i>Espionage!</i> for more information		Disad 184 PHA = 4, 8, 12
52	END	14				
19	STUN	0				

Prok a'Leif (Villains and Vigilantes)

SIDE: Good SEX: Female
LEVEL: 1 EXPERIENCE: 1400

POWERS:

PSIONICS: As Telepathy but mind-reading and thought-transfer only. Range = 1Qx 200, or 3400" (slightly over 3 miles). Movement only to use. PR = 1/turn of use.

TELEPORTATION: Cargo limit = carrying capacity, range = current Power in inches. PR = 1/use.

TELEKINESIS (variant): Increases TK capacity (S xlevel x100) or 1100 lbs., but no TK blast.

ASTRAL PROJECTION: PR = 12, see V&V page 10.

Weight: 135 lbs

Strength: 11

Agility: 13

Charisma: 18

Hit Points: 7

Healing Rate: 0.9

Accuracy: +1

Carrying Capacity: 171 lbs

Detect Hidden: 12%

Movement Rate: 36" ground

ORIGIN AND BACKGROUND: Leader of the Elochians, Government/Beaurocracy and Scholar (Diplomacy) skills.

Basic Hits: 3

Endurance: 12

Intelligence: 17

Reactions from Good: +3

Evil: -3

Damage Modifier: +2

Power: 53

Basic HTH Damage: 1D4

Detect Danger: 16%

nesis instead of Antos's Mind Control powers, and the other has Mind Blast and Mind Search (and is the reason the Elokians found the heroes). This whole party has a reserved action from the previous melee round and will strike before the heroes.

However, Antos' main defense is the party in hiding near the meeting spot. At the first sign of hostilities, two hidden Mind Controllers will unleash a woolly rhinoceros and a mammoth against the heroes. This is a reserved move and can be done immediately. The animals will attempt a smash attack at full movement against the first hero to get in their path.

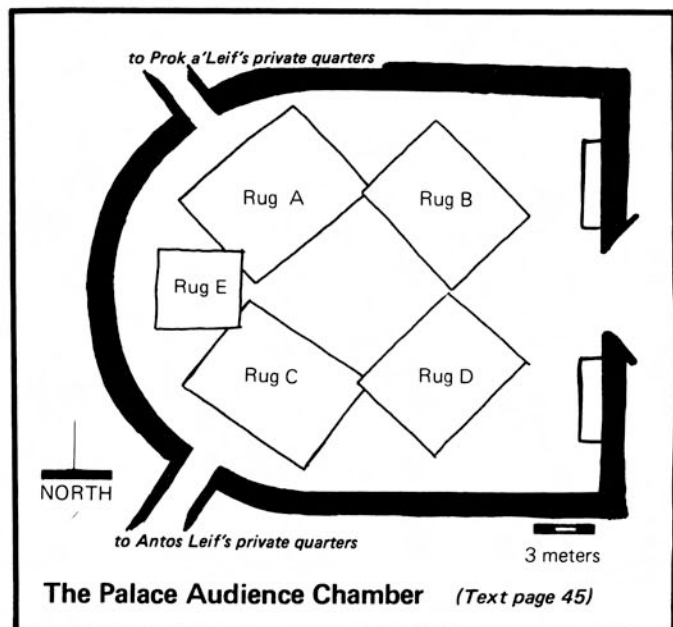
At the same time another Elokian, of the same point value as Prok a'Leif, watching the scene in Astral Body form will attack the most belligerent heroes with a Mind Blast of potency 21.

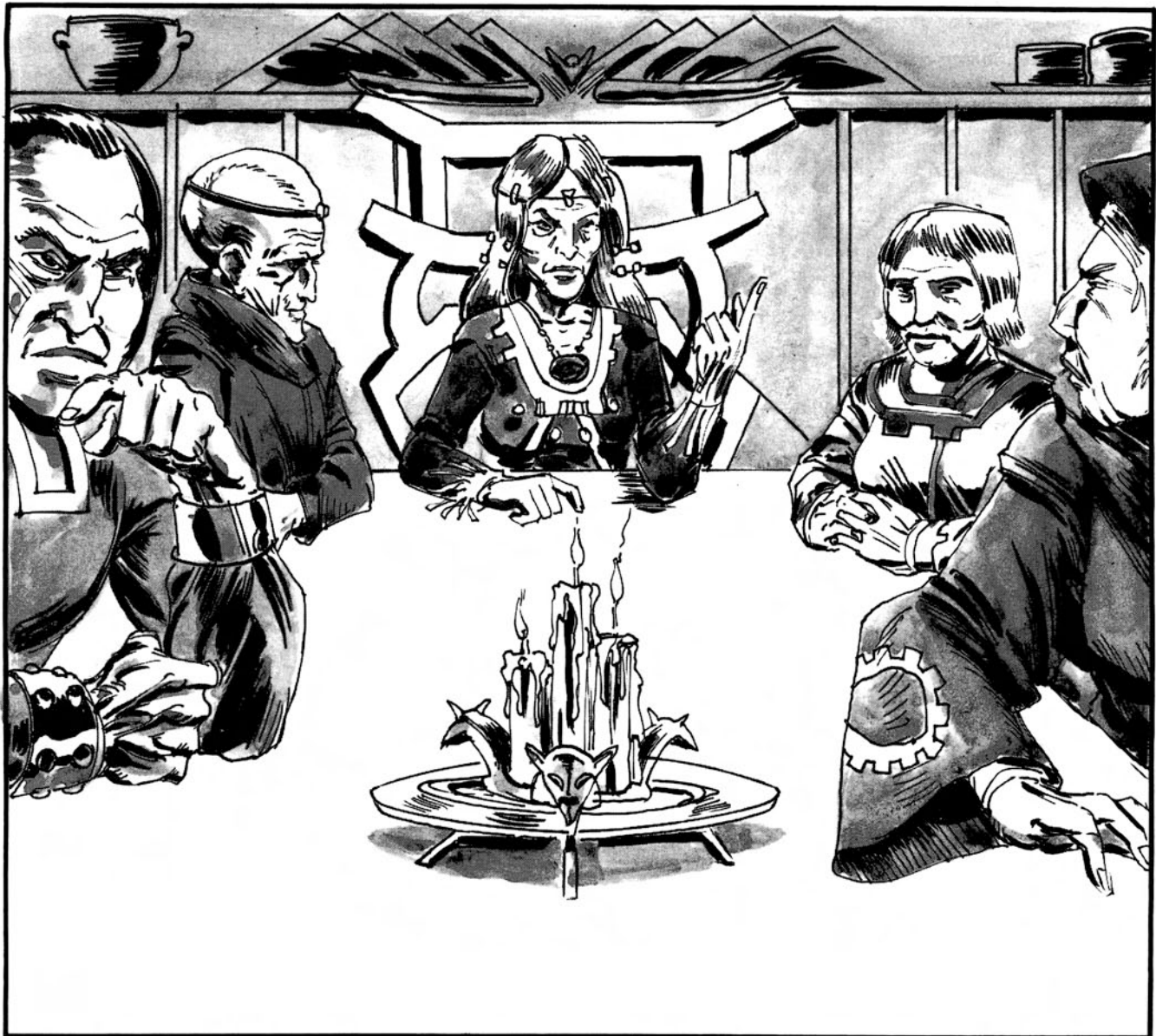
The Elokian purpose is to capture, not kill. However, they are used to controlled combat and sporting events, not all-out warfare. If badly harmed they will retreat, but they don't really know their own strength, and as long as the battle is going their way, they will push on even if a hero is killed. If the Elokians win, they will Heal anyone injured.

If the hero group is too strong for this combination, or is likely to fly away, Antos has Builders standing by with enough Gimmicks to nullify any but the most overwhelming powers. Snares, Damper fields, Illusions, and Reduction attacks are just some of the possibilities. Similarly he can have Mind Controllers and Emotion Controllers available, and Animal Controllers with condors ready to attack flying characters.

This conflict should not be a bloodbath, if it takes place at all. If the battle begins to get out of hand, the gamemaster must take some distracting action, perhaps the appearance of Prok a'Leif in visible Astral Body form, or the arrival of King Snake at the temple, causing the sun to start dimming.

However the party arrives, Prok a'Leif will receive them in the audience room and hear out their story (this may take place after the fight in the temple, depending on the situation). She will deliver the hostages safely to the





From left to right, Lomamala the Worker, Wontomaku the Rememberer, Prok a'Leif the Elokian ruler, Santara the Healer, and Beto the Builder at council in the royal quarters.

heroes; she feels it was wrong of Antos to have taken them. Antos still does not trust the surface dwellers, but for now his mother's views will prevail.

The hostages will behave in different ways. Terri Somoa will wish to stay in the caverns, taking pictures of the unusual animals, but she has mixed feelings about the Elokian people. Although she understands their motivations, she resents her brief captivity. Mary Jeffers will want to get out of the caverns as quickly as she can. She is shaken up by her experience. Bob Backland has been touched by the Elokians' plight. His love of children has made the Elokians' lack of offspring tragic to him. He will wish to stay and help the Elokians in any way he can.

In the meeting with Prok a'Leif, the heroes will also meet the other leaders of the Elokians: Santara, representative of the Healers' Guild; Lomamala, representative of the Workers; Beto, guild head of the Friendship of Builders and Inventors; and Wontokamu, representative of the Remembers. These people form an advisory council to Prok a'Leif.

Santara the Healer, a short white-haired woman, does not appear to be very old. Dressed in a light green robe embroidered with a silver open hand on the left shoulder, she smiles often and is very friendly and interested in the intruders. She would like to know more of the surface world and, unless the party has been particularly blood-thirsty, she thinks of this contact as a good thing for her race in the long run.

Lomamala the Worker is a squat heavily-muscled man, wearing a grey jumpsuit. He is grim-faced but honest and totally fair. His reaction to the heroes will be based solely on their actions within the underground city.

Beto the Builder is an elderly woman wearing black robes embroidered with red gear wheels. She will be keenly-interested in any devices or gimmicks that the party has but will deride them as inferior to Elokian products. She is very suspicious and will prefer to expel the party at once from Shoshora.

Wontokamu the Rememberer is a tiny, ancient man with a massively large head. He is completely bald and

wears a shining white tunic. He will appear distracted and other-worldly, often leaving the conversation in mid-sentence. This is because he is continuously relaying the meeting to his fellow Rememberers who are all busy analyzing his telepathic messages. The Rememberers' thirst for knowledge will be his main criterion for evaluating the party.

Unless the heroes have decided to trash the city and attack anything that moves, Prok a'Leif will take them into her confidence and explain to them the history of the Elokians. She will explain about the dwindling of both the race and the surface lands available to them, and will tell how these problems have led to the Returnist movement that her son espouses. It is during this discussion that King Snake should reach the Temple of the Ship's Engines.

Description of Shoshora, the Underground City

Shoshora means always bright in the Elokian tongue. The sun never sets in the Elokians' world. Most buildings are of plaster and concrete construction over a wooden frame, roughly similar to the southwestern Pueblo style. Many are roofless and open to the sun, though they may have a blanket or drape to pull over the openings at the desire of the inhabitants. They tend to be cubical with few windows, but have many flat surfaces for painting and decoration. Colors are bright and cheery.

Please refer to the map of Shoshora, the Underground City, for references to these descriptions.

1. The Ruling House, or Palace. This is the dwelling of Prok a'Leif and her son Antos, and also the administrative center for Shoshora. It is a one-story four-meter-tall white building with abstract murals on the outside walls depicting Elokians in a variety of environments. Within the palace are the audience chambers in which the players will meet Prok a'Leif. The furnishings in the audience chamber consist of five rugs on the floor and some display cases on the east wall containing ancient Elokian artifacts. Rug A is the Autumn Rug — it is colored red, gold and brown. Rug B is the all-white Winter Rug. Rug C is the Spring Rug — it is colored blue, yellow, purple, orange, and rose. Rug D is the Summer Rug — it is solid green. At the west end is a smaller, all-black rug. This is Prok a'Leif's personal rug. The rugs are symbolic reminders of the surface life they led centuries ago.

Prok a'Leif will be seated on her personal rug, meditating, when the heroes meet her. Visitors to the chamber arrange themselves in a loose circle on the four large rugs. The top of the audience chamber is open to the sky, although a cloth has been hung at ceiling level to filter the sun. A narrow passageway to the north of Prok a'Leif's rug leads to her private quarters. Directly opposite, to the south, is a passageway leading to Antos' private quarters.

2. Administrative Offices. They are white like the Ruling House and are also adorned with murals. This is where the Light Spears are ordinarily kept.

3. Independent Dwellings. These are the dwellings of individual Elokians. They are all sizes and colors, decorated to suit the tastes of their inhabitants. The players should notice that many of these houses are abandoned. As the race of Elokians has dwindled over the years, there have been fewer and fewer people to live in these dwellings.

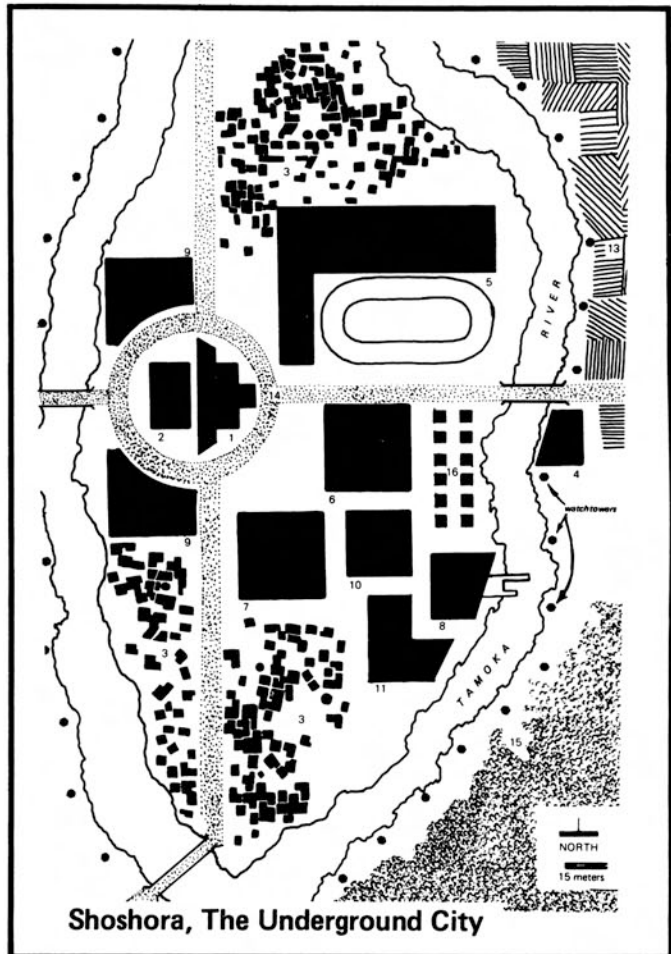
4. Temple of the Ship's Engines. Here are stored various artifacts of the Shining Spirit and the power source for the underground sun. The sun itself will be directly above this building. For a more complete description of this Temple, see the last section of this chapter, "The Dying Sun."

5. Athletic Facilities. The athletics buildings include exercise areas and a track for both human and animal races. There are numerous seats for spectators and any athletic event brings out at least a few

observers. The buildings are about eight meters tall, the walls are covered in a zigzag pattern of tan and beige.

6. The Theater of the Heart. This eight-meter tall building has only one floor inside. The extra room accommodates balcony seats. The building is painted red on the bottom half and white on the top. Plays shown here primarily appeal to the emotions, much like human tragedies and comedies.

7. Theater of the Mind. Similar to the other theater, except that it is painted black on the bottom half and yellow on the top. Plays presented here deal with philosophical and moral issues. Such plays will seem confusing and vague to the heroes.



Shoshora, The Underground City

8. Power Plant. This is a generating plant which takes its power from the water flow of the river. It powers the transport tracks, the house lights, and most other needs of the Elokians. This is a one-story, white, unadorned building.

9. Transport Facilities. These are the storage and repair facilities for the underground transport system. Here cars are repaired and stored. Most other city machinery is repaired here also. These are four-meter-tall, gray buildings, with abstract symbols painted on the sides.

10. Healer House. This house of the Healers is a one-story, solid green edifice. Not only a haven for the sick or injured, it also has an extensive basement, where some of the Healers live. It also contains facilities for training and learning of the healing arts.

11. Rememberers House. This house of the Rememberers is a two-story red building. It contains the libraries, records, and historical archives of the Elokians. It also serves as a school where the Rememberers pass on their knowledge to any who wish to learn. Those Rememberers who wish to may live in quarters located on the second story.

12. Guard Towers. These are 6-meter-tall guard towers, usually manned by a single Elokian armed with a Light Spear, normally

a Worker or a non-grouped Elokian. They are painted brown and green as though they were trees. The guards maintain regular telepathic contact with each other.

13. Fields. This is cultivated farmland. There are usually a few Elokian Workers tending the fields at any one time. Crop plants are larger than their surface versions.

14. Tracks. These are the transport tracks of the transport system. The tracks to the east lead across the wildlands to the Mount Adams Research Station area. Those that lead north and south go to tunnels blocked by cave-ins.

15. Edge. This is the edge of the wildlands that fill the rest of this cavern. Elokians going hunting usually leave through this area.

16. Market. This is an open marketplace where the Elokians trade, barter, sell and buy. They have gold and silver tokens that they use as money, but are just as likely to swap goods and services instead. It is possible to obtain food, non-technological weapons, decorative items, etc., here. There are a number of awnings and shade screens. Vendors have regular spots which have been handed down from their ancestors.

The Dying Sun

While the heroes talk with Prok a'Leif (or fight with Antos Leif's patrol), King Snake and his gang find the underground city. They destroy the guard post south of the Temple of the Ship's Engines and enter the Temple itself in search of the sun's power source. The first alarm of King Snake's arrival will be the dimming of the sun. When Prok a'Leif telepathically feels for the Temple guard she finds no Elokian in the building. The dimming of the sun will have a profound effect on the Elokians, who fall to the ground in various stages of catatonia. The power of the Shining Spirit is such a profound truism to them that the thought of its loss is overwhelming. If the party is likely to be seriously overpowered by King Snake and his followers, the gamemaster might allow Antos, Sonora, and/or some of the Workers to recover enough to accompany them to the temple. Either way, one of the Elokians will pinpoint the temple to the players as the source of the disturbance.

The temple's wall and floor are very thick in most places. It will take 75 points of damage to make a man-sized hole to a depth of one meter in any of the walls or floor. All surfaces have a resistance of 15. Ceilings are all 6 meters high in the temple. A blast aimed at the ceiling will release rubble equal to two-thirds the damage roll of the blast. Knockback will be directed to the floor at zero travel distance for any character caught in the falling rubble.

Temple of the Ship's Engines

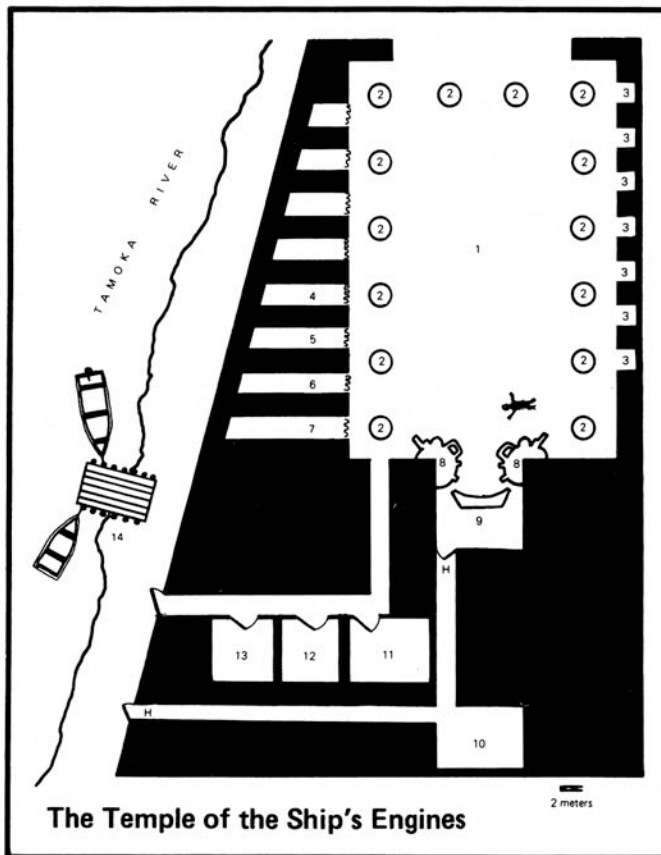
1. Worship Room. This is the main room of the Temple, offering access to all the alcoves and to the altar at the south end. The east, north, and west edges are lined with stone columns (see number 2). The floor mosaic depicts a variety of scenes of the Visitation of the Shining Spirit. Rugs of solid colors have been hung on the walls. Armageddon occupies the center of the chamber when the heroes enter. It is his job to keep them from getting to King Snake. He will not retreat until King Snake has left the building. The figure in the southeast corner of this room is the unconscious body of the high priest of the temple. He is dressed in a black robe decorated with red gear wheels. He will not recover during the fight.

2. Columns. These are stone columns which rise straight from the floor to the ceiling. They are decorated in a zigzag pattern of black and white. They have a resistance of 10, and any strike of 20 or more points damage will collapse the pillar doing 4D6 kinetic hits to each character within a 2-meter radius.

3. Alcoves. These small alcoves each contain a small technological artifact scavenged from the ship of the Shining Spirit. Each one is placed on a small stone pedestal. They are (from north to south): a laser mechanism upon which the Light Spears are based; an atmosphere helmet that was once part of a spacesuit; an obscure device used for electronics repairs; a control panel from the console of the ship; and a pair of goggles that work like a microscope when worn.

A character will have a chance of his appropriate Science skill level minus 20% for the alien technology, of determining the functions of each one of the artifacts.

4., 5., 6., 7. Passageways. These are all narrow passageways in the stone walls of the temple, their entries are covered with curtains. They are used as waiting rooms for participants in ceremonies.



The Temple of the Ship's Engines

Wild Wind is waiting behind the curtain in passage 5, in order to surprise the heroes. She will enter combat on the second round, or earlier if King Snake or Armageddon go down, and will not seek to escape until King Snake has either left the building or been knocked out. Bugsey and Murielle are hiding in passage 6. They will enter combat on the second round, but will run away if things seem to be going against them. They will throw their Molotov Cocktails on their first action rank, then open up with their guns on the same target.

8. Alien Engines. These are a ship's engines, gleaming pillars of alien metal and unknown materials that fill the entire six meters from floor to ceiling. The engines are not properly hooked up and are not currently functional. The power source, located at the altar (number 9), is instead being tapped to power the underground sun. The engines are 90 SIZ points each and are built to withstand the rigors of deep space, having armor of 30K/30E/30R. The engines' glow provides light in the interior of the temple even as the sun fades.

9. Altar. This is the location of the power source. The power source is a 10-SIZ-point object, armored at 20K/20E/20R. For each damage point it takes after armor, it will require ten minutes of repair to function again. The power source is hooked into the altar at three points. Energy from the power source is channeled

through the altar, up through the walls, and to the roof where a radar-like transmitter beams the power to the underground sun. The altar is actually a meter-high control console from the spaceship of the Shining Spirit and is covered with gages, buttons and lights; most of the lights are out. Behind the altar, hidden from view of the main room, is an opening covered with a curtain that leads to the private meditation chamber of the high priest.

King Snake is disconnecting the power source. When combat sequence begins, he will spend his first full round disconnecting the last cable. At this stage, the sun will continue to dim until it goes completely dark one hour later. Complete darkness will start panic both among the Elokians and the wild animals. If the power source is reconnected, the sun will immediately brighten and charge back up to full strength within 15 minutes.

Once King Snake removes the power source, he lifts it above his head in a gesture of triumph and cries out, "Now no city will be safe from the devastating power of my earthquake machines!" He will then run through the curtain to the hidden passageway behind the altar. He will first attempt to take one of the boats at the dock (number 14) and escape through the south channel of the river. If this exit is blocked, he will turn into a snake, hold the device in his mouth, and burrow cross-country to the transport tube that leads to the research station. However, the ground around the temple is too hard packed for him to burrow quickly. He will have to get to the plowed fields across the transport tracks before he can burrow fast enough to get away.

The sun is too small to be self-contained. In order to function, it needs a constant supply of radiation energy flowing to it from the roof transmitters mentioned above. The energy may be put into the altar as either electrical or radiation energy (though not kinetic) which is then converted by mechanisms in the altar. It requires 12 energy points per melee round (one per second) to function at half-strength (noticeably dimmer but sufficient to maintain life in the cavern). At full strength, it consumes 24 energy point per melee round. Fewer than 12 energy points per round are insufficient to keep it kindled, while fail-safe devices keep energy in excess of 24 points from reaching the transmitters. The Shoshora generating plant may be used to run the sun at half-strength in addition to its other duties. To run it at full-strength, the plant will have to shut down all transportation systems, irrigation systems, farming devices, interior lights, etc. It will take the Elokian Builders 5 minutes to achieve a hook-up between the plant and the altar (they've had contingency plans ready for years). Until then, any superhero with the appropriate energy projection can supply power to the altar. Up to three heroes can do this at once, one for each of the hook-up points of the power source. Assume that they supply energy at a rate of three times the level of their energy projection in points per melee round. As long as the sun is operating at half-strength, Elokians will be twice as likely (10% instead of 5%) to suffer a bout of surface sickness.

10. High Priest's Room. This is the private meditation chamber of the high priest. Plain rugs cover the floor and walls, and the only furnishing is a statue of the Shining Spirit placed in the south-east corner. It roughly resembles a man in a space suit with a hawk's head on it. This statue is gently glowing and provides the only light in this area. A passageway to the west leads to another hidden door in the temple's wall. This hidden door is disguised as a stone block in the wall, with a segment SIZ of 20 and a resistance of 10. It is hidden from the outside but not on the inside where the latch can be plainly seen.

11. Storage Room. This storage room holds rugs, artifacts, and furnishings used in the temple for various ceremonies. These stores are also used to furnish rooms 12 and 13 when needed. There is a small restroom and bath in here for both priests' and visitors' use.

12., 13. Private Rooms. These rooms are used in various ceremonies and also as places for visitors to meditate in when visiting the temple. They are plain and unfurnished.

14. Dock. This dock has two small power-boats tied to it. The boats are capable of holding three people and travel at a top speed of 50 kph. They are 35 SIZ points in mass and have a resistance of 7. If the engine compartment takes more than 10 points damage the boat engine will cease to function. After 20 points of damage in any one spot, the boat will sink.

The Tamoka River is completely submerged in both of its northern passageways, but it is possible to travel all the way to the

surface using the southern channel. The river emerges ten kilometers south of the underground city in a concealed entrance. The Elokians may use this route to the surface at times but prefer the Mount Adams route. The area there is more isolated and they are less likely to be disturbed.

15. Guard Tower. This is a standard guard tower.

Aftermath

If the heroes manage to foil the plans of King Snake and his cronies, they will still face the problem of saving the race of the Elokians. As far as possible refuges go, the government is offering Mount Adams as a preserve. The heroes can try to arrange for the Elokians to have a safe retreat there. This would ease the Surface Sickness problem. Heroes with genetic or biological skills, or access to those types of resources, may be able to help the Elokians solve their sterility problems. All of this would be appropriate behavior for a superhero.

If the Elokians settle at Mount Adams, they will prefer to stick among themselves and maintain their own culture. They will control access to the underground caverns and remain somewhat suspicious of the surface dwellers. There are those among them, though, who wish to adventure in the new world. Such people could be the basis for future heroes.

FORCE (the Federal Organization for the Registration and Certification of Exotics) will attempt to register any of the Elokians who wish to lead an independent life on the surface. FORCE really doesn't have the resources to try to register and control the entire Elokian population, although some of its staff may feel the need to do so. As with any bureaucracy, disagreement may exist over proper treatment of the Elokians. In addition to FORCE, the Omega Institute will undoubtedly wish to send at least one investigator.

FIRE (the Free Investigatory Research Enterprise) will be extremely interested in the Elokians and not above kidnapping a few to cut open to see what makes them work. They will be interested in attempting to duplicate the processes used by the Shining Spirit to mutate the Elokians in the first place. FIRE desires to possess the ability to create supervillains by forced evolution. FIRE will also be interested in any of the artifacts left by the Shining Spirit and will use any means possible to gain samples.

If the superheroes fail to stop King Snake, he will remove the power source to build a new earthquake device. The scenario could be continued with the heroes trying to stop King Snake before he pulls the switch to destroy the heroes' home town. The Elokians' underground sun may be run half-strength in the interim, by using the power generating plant located on the river.

Other possibilities for additional scenarios exist. Will the Elokians remain reclusive or will they attempt to integrate themselves into society? Will one of our heroes fall in love with an Elokian? Will primitive beasts escape from the underground cavern to terrorize the surface dwellers? Will King Snake seek revenge? Will Armageddon learn to deal with his stress in a more socially-productive way? Can Bugsey and Murielle be rehabilitated to run the Whelk County Mobile Home Village and Contry Club? And isn't anyone going to rescue the shaman being held prisoner in the hills?

Fourth for Bridge?

"Fourth For Bridge?" has one setting, in which several contending forces meet; each has its own goals, and none of them are likely to triumph by simply going it alone. With luck and good handling by the gamemaster, this scenario will put a premium on roleplaying rather than battle strategy and tactics.

This scenario provides a cast of characters to be used tournament style if desired, with players running each of the contending groups of characters instead of only the superheroes. My thanks for this idea go to Keith Hannigan — if it succeeds in this regard, he deserves much of the credit for his good suggestions. My thanks also to Steve Perrin, for originally encouraging me to do a scenario, and for performing the laborious task of retranslating the character's powers and characteristics through all the changes that *Superworld* underwent from the inception of "Fourth for Bridge?" to its publication.

Synopsis

Years ago, light years away in space, a colony ship of the peaceful species known as the Dvorn hurtled through hyperspace searching for a new world to call home. The unexpected intervened. A black hole obstructed the path of the main hyper-drive unit. The resulting explosion blew apart the main hull, killing the colonists in cold-sleep (suspended animation). Only the independent bridge unit survived. The officers and crew on board activated emergency procedures, initiated a jump back to the homeworld, and went into cold-sleep. But unknown to the Dvorn, the explosion caused a malfunction which sent the bridge and its crew on a wild course and chance brought them to Earth.

The ship's systems brought it to land in the wastes of the Antarctic. It did not evade the notice of humankind. Humans being a curious lot, they will investigate. Some thirst for knowledge, while others hunger with greed, most approach with fear. Will the alien ship yield wealth, information, or military power? Will it offer the supreme challenge of contact with an alien race? Exactly what will happen depends on how the humans interact with one another, and with the Dvorn.

Gamemaster's Notes

In this scenario there are four contending forces: American superheroes, American supervillains, a set of Soviet superheroes, and the surviving Dvorn. The teams of heroes provided are balanced; none of the three super-teams is guaranteed to defeat either of the others alone, and each would surely lose against the other two combined. If the players choose to play their own characters in place of the provided American superheroes, the gamemaster should compare the powers of the player-characters with those of the opposing teams, and either increase or decrease the chance that the heroes can form an alliance. The gamemaster should strive to maintain the scenario balance — requiring the players to use cleverness instead of brute force.

The likely outcome of this scenario depends upon the interactions of the hero teams. If all three human teams are run by players, the sequence of events should be determined by the player action. The supervillains arrive first, since they don't need to receive approval from governmental bureaucracies. If the players are running only the American superheroes, the villains should arrive at the ship first, but the heroes should first encounter the Russians. The villains hide in the wings hoping the two groups of heroes enter into conflict.

The American heroes are briefed to expect supervillains, but are told nothing about the Soviet heroes. The villains will attempt to turn this to their advantage.

Most of the action will take place in dark caverns beneath the Antarctic ice. Several of the heroes have abilities like Supertouch, Infravision, or Sonar, enabling them to maneuver in the dark, but some do not. The heroes must operate on a floor of ice — heroes running or entering hand-to-hand combat on the slippery surface, must make DEX checks every melee round. Keep track of heat blasts that miss their targets; they may weaken the ceiling.

Also remember the Dvorn. Only two of the aliens are awake at the outset of the scenario.

Assembling the Heroes' Team

If the provided heroes are used, assembling their team is not difficult. The characters are recruited for the mission

by the U.S. government, and each of the four has done government work in the past. Three of the four are well known to FORCE (Vortex, Molecule Man, and the Resonator), and well-respected.

If the players wish to use their own heroes, a variety of approaches are possible. If any of the heroes have established governmental connections, or ties to an established group of heroes or agents, there's no problem. If not, perhaps one of the heroes has some known scientific expertise which would cause NASA to seek him or her out for this assignment. If none of the above reasons will suffice, try a little prequel adventure: have the characters stumble across a battle between one of the heroes described herein (say, Vortex or Molecule Man) and some random adversaries. Set up the situation so that the characters can show off their powers and abilities. Then, a few days later, they will receive a call from the non-player hero saying, "NASA has this mission for me, but I'm all tied up with the Case of the Cosmic Kumquat, and I recommended that they contact you instead..."

If players run the Soviet superheroes, assembling the team is no problem. The Soviet government keeps extremely close watch on super-beings operating within their territory. All Soviet heroes are agents of the government in some capacity, and it's unlikely that the players would be using characters other than those described here anyway.

If players are running the provided supervillains, there is no problem. Lumiere is familiar with all three of her subordinates and has used them as operatives before. If other villains are used, a short set-up scenario may be necessary.

Briefings

Read the appropriate briefing to the players, or photocopy this page and distribute the briefings. If players represent more than one of the groups, be sure that individual players do not hear their opponents' briefings.

Briefing for American Superheroes

You have been summoned to the Johnson Space Center in Houston. The NASA official who greets you informs you that space shuttle astronauts spotted a craft, apparently of alien origin, entering Earth's atmosphere approximately five hours ago.

The craft did not show up on any radar, but visual observation by the astronauts showed that it was aimed for Antarctica.

A helicopter sent out from McMurdo Station to the probable landing site almost exceeded its fuel limit before its pilot spotted a fresh crater in the ice, and the gleam of something metallic.

Preparations were being made to send in a scientific team when an FBI informant reported a rumor that a group of supervillains was interested in the UFO. FIRE is thought to be involved.

Washington decided that dispatching an unarmed team would be foolhardy in the face of possible interference, and a fully equipped military force would both take too long to assemble and dispatch and

might provoke hostilities from surviving aliens, if there are any.

Therefore, a small force of superheroes is needed for a reconnaissance-in-force.

Your instructions in order of priority are: if living aliens are present, seek to make peaceful contact; prevent the aliens and their ship and/or associated technology from falling into the wrong hands; capture any supervillains who appear on the scene; if, in your judgment, the aliens present a threat to mankind, capture or destroy them, using minimum necessary force.

Briefing for Supervillains

You have been gathered together by one among you who has contacts with FIRE, the scientific criminal organization. You meet in a FIRE action base in Miami.

You are informed, thanks to contacts within NASA, that FIRE knows that an alien spacecraft seems to have landed or to have crashed in Antarctica.

If it is an alien craft, it will be loaded with extremely advanced technology, capable of either enhancing your personal power, or of reaping huge sums through sale to the highest bidder.

This will not be an easy mission. NASA is rumored to be recruiting superpowered help, and other would-be profiteers may horn in on the operation. You must exact the maximum profit with the minimum personal danger.

If the aliens have survived the landing, they will present a tricky problem. They could be useful allies, but it might be easier to just kill them all. After all, they may feel possessive about their technology.

You will just have to see what happens when you get there.

Briefing for the Russian Superagents

You have been called from your dacha to the headquarters of the Alliance of Soviet Paranormals. It is explained that cosmonauts in the Solyut space station observed what seemed to be a very large meteorite headed for Antarctica.

However, seismographs in the Soviet Antarctic Scientific Research Station failed to register the impact of the meteorite. The data was re-examined and the best possible explanation is that the meteorite was in fact a spacecraft of extraterrestrial origin. You have been selected to investigate the phenomenon on behalf of the USSR.

Your instructions: locate what may remain of the vessel and salvage as much as possible; if any extraterrestrial beings are still alive, seek them out and attempt to establish peaceful relations. Such a highly-developed culture is likely to be in harmony with the ideals of Marxism-Leninism; if the ship or its crew pose a threat to the people of the Soviet Union, deal with them sternly; show caution if other states send forces to the scene. Antarctica is supposed to be demilitarized by treaty, and international incidents should be avoided; do not let would-be aggressors steal secrets which might be invaluable to the Soviet Union.



Getting the Heroes to the Site

The American superheroes (if the ones described are used) fly by military jet via New Zealand to the American base at McMurdo Sound. From there they fly by helicopter to the area of the crash. If the heroes request it, the pilot will circle the area for about 15 minutes for aerial observation beforehand. The heroes will be provided with radios with which to call the helicopter when their mission is completed. It will take the copter one hour to arrive after being summoned.

The villains use a special FIRE-built VTOL jet which Lumiere rents from Havoc. It can carry six, is SIZ 80, and can travel at a cruising speed of 800 mph. The villains park it away from the crash site and let Airhammer act as shuttle to and from the aircraft.

The Soviets travel from a Russian Antarctic base using a ground-effect vehicle. It can carry twelve passengers, plus a ton of cargo, is SIZ 85 and has a maximum speed on smooth terrain of 100 mph. After arrival, General Winter will conceal the vehicle beneath a light layer of snow.

The Site

The general location of the ship is known from orbital observation. The specific location of the crash can be determined by aerial observation with a successful Spot Hidden roll. Discovery by ground search requires a success-

ful Luck roll. Each party member gets one Luck roll per hour of ground search. Since it is Antarctic summer, and it is assumed that the heroes have suitable cold weather gear, ground search can proceed for three hours at a time without returning to shelter (modified, of course, by the powers and abilities or inabilities of the heroes searching).

However, there is no sign of a ship at the crash site. Search of the area (requiring a successful Spot Hidden) or use of a power enabling a hero to sense through a 3 meter layer of ice, will detect a hollow area beneath the ice, and a patch on the surface where the ice was cracked, and then fused together. The ice in this area has a segment SIZ of 20; elsewhere the cavern ceiling has 30 points. If entered, this area of cavern is about 50 meters wide and about 10 meters high. (Note: cavern is unlighted; some light would be available near openings in the ice.) Smaller side passages occur at intervals. About 100 meters to the north, the main cavern ends. About 150 meters to the south, it takes an eastward turn. Fifty meters beyond the turn is a disk-shaped craft. On either side of the cavern turn, there are ultrasonic motion detectors sweeping the area. A party moving near one of the walls can spot the nearby detector with a Spot Hidden/5 roll. Heroes with Ultrasonic Hearing will detect the signal as soon as they come into range. The detectors have a range of 30 meters each, so if the hero's range is 30 meters or less, the party will already have been detected. If the alarm is activated, there will be no perceptible sign, unless the detector devices themselves are inspected.



The villains (left to right, Deathgrip, Lumiere, Airhammer, Sneak Thief) blast their way into the cavern containing the Dvorn spaceship.

A CHAOSIUM PUBLICATION

UNDER THE ANTARCTIC ICE

The Site

50 meters

NORTH

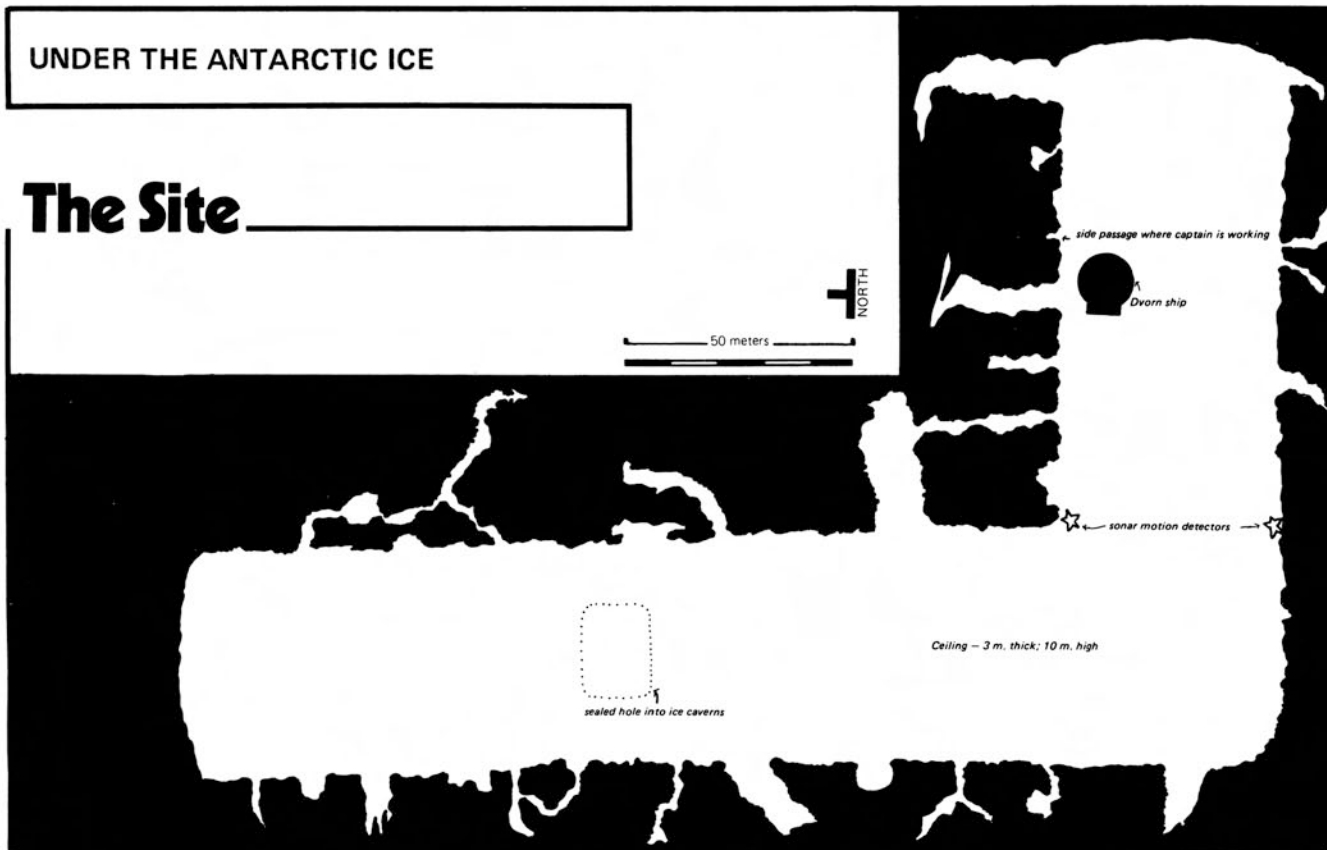
side passage where captain is working

Dvorn ship

sonar motion detectors

Ceiling — 3 m. thick; 10 m. high

sealed hole into ice caverns



AMERICAN SUPERHERO (LEADER)

Vortex

Real Identity: Elena Hernandez

Sex: Female

Age: 35

Character Background: When UCLA student Elena Hernandez volunteered for experiments at the newly founded Howell Institute for Superhuman Studies, she did not realize the effect this would have on her life.

Analysis of the energy flows about Elena revealed that she possessed a dormant ability to manipulate air flow. Elena Hernandez was one of the first true super-humans to have her powers intensively studied in an academic environment. With the knowledge gained at the Howell Institute, she honed her abilities to a high degree.

Elena was chafing after a couple of years of enhancing the Institute's stature as their prize guinea-pig, and when the hostage crises at the Japanese consulate in Los Angeles occurred, she took matters into her own hands. By the skillful use of her tornadic powers, Vortex captured the terrorists and liberated the hostages, all without loss of life.

After that, she became a full-time superhero, and has risen to the upper ranks of her rather exclusive profession. Despite the fact that her "secret identity" is known by quite a few people connected with the Howel Institute, Hernandez has been able to live a fairly enjoyable life since then. As Vortex, she has the respect of her peers and the public at large. Moreover, with her background no deep secret, the U.S. government frequently calls upon her for special missions. When the spacecraft was sighted and NASA determined that super-powered help was needed, Vortex was contacted first.

Vortex knows Lumiere and her crew well, and would love to bring them to justice. However, in this case, investigation of the spacecraft is the primary goal and, if letting the villains go would accomplish more than capturing them then so be it. Her attitude toward anyone else who might show up is neutral — if they'll cooperate, fine; if not, then she will deal with them as need be. Hernandez is rather intrigued at the thought of meeting aliens, but she is also wary of ill effects, even if the aliens have or had no *hostile intent*. She will be very cautious.

Vortex has worked with Molecule Man on several occasions; she considers him highly dependable and compe-



Vortex spins into battle.

tent. She has encountered Resonator before, though she has not fought alongside him. She is annoyed at his arrogant attitude and his attempts to assume leadership of the group, but regards his expertise as valuable enough to ignore his jibes. Fortress is somewhat of an unknown factor to Vortex. She admires his enthusiasm and thinks he has potential, but will be keeping a close eye on him to make sure his inexperience doesn't get him into trouble, perhaps even acting like a mother hen.

In combat, Vortex likes wide-open spaces. This isn't merely due to her claustrophobia — her powers are far more effective in the open and when used for ranged attacks. While Elena can defend herself against ordinary thugs if it comes to hand-to-hand combat, she'd much rather use her wind powers to keep her foes at a distance and hammer them. Narrow corridors and small rooms are difficult for her — she wants at least the opportunity to be air-mobile at all times.

SECRET IDENTITY: ELENA HERNANDEZ

VORTEX (Superworld)

STR 12	Characteristics 106
CON 18	Disadvantages 10
SIZ 13	Handicaps 15
INT 16	Experience 6
POW 15	Used 137
DEX 15+6=21	Available 0
APP 17	Experience Roll 68+

ACTION RANKS: 21/11/1
 MOVE (m/AR): Run 16; Fly 800/160

<i>SUPERPOWERS</i>	<i>Level</i>	<i>Energy</i>	<i>Hero Pts.</i>
SuperCharacteristic: DEX	6	---	6
Extra Hit Points: +10	5	---	5
Extra Energy: +250 points	25	---	25
Defense: 10%	6	---	6
Flight: 1200 m/mr*	2	6(MR)	12
[D] No Flight above 1000m (1/3)			+ 4
Superspeed: 2x Movement	1	10(A)	10
Force Field: 10K, 14E, 14R	19	19(A)	19
Kinetic Projection: 8D6 Wind*	8	24	24
(Includes TK as Special Effect)		24	
Kinetic Force Field - Forming*	8	8	8
*[D] Powers cost 2 extra E if no wind blowing			+ 6
Skills: 30% Spot Weakness	6	---	6
88% Acrobatics	8	---	8
63% Drive Vehicle (Plane)	3	---	3
80% Criminology	5	---	5
Personal Problem: Enemy - Lumiere			+ 5
Phobia: Claustrophobia			+ 5
Psychological Problem: Code Versus Killing			+ 5

DAMAGE BONUS: 1D6

<i>WEAPON</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Range</i>	<i>Energy</i>
Fist	75%	1D3+1D6	71%	---	3
Wind	75%	8D6	---	30m	24

PROTECTION: Defense - 10% (+10% vs. ranged); Force Field 10+8D6K, 14E, 14R

HIT POINTS: 26

ENERGY: Personal (recharge 3) 283

SKILLS: Acrobatics 97%, Criminology 96%, Drive 55%, Fly Plane 88%, Fine Manipulation 28%, First Aid 54%, Hide 62%, Move Quietly 32%, Swim 53%, Spot Weakness 30%.

SPECIAL NOTES: Loves being a superhero. Many know her secret ID. Often called upon by government operations.



VORTEX (Champions)

SIDE: Good SEX: Female
 LEVEL: 4 EXPERIENCE: 12000

POWERS:

HEIGHTENED AGILITY: +6
 HEIGHTENED DEFENSE: -4 to be hit
 2x MUTANT POWER: Wind Control, as 2x Telekinesis: TK capacity = 1440 lbs, maximum 1D10 blast, 63" range, see V&V, page 17.
 BODY POWER: 2x normal movement rates
 FLIGHT: Doubled with Body Power, maximum speed = 432 mph/1901" per turn. PR = 1 per hour.
 SPECIAL REQUIREMENT: +2 PR per use of Wind Control or Flight if there is no wind blowing. Those powers cannot be used at all in vacuum or near-vacuum.

Weight: 220 lbs Basic Hits: 5
 Strength: 12 Endurance: 18
 Agility: 21 Intelligence: 16
 Charisma: 16 Reactions from Good: +2
 Hit Points: 35 Evil: -2
 Healing Rate: 2.5 Damage Modifier: +3
 Accuracy: +4 Power: 67
 Carrying Capacity: 389 lbs Basic HTH Damage: 1D6
 Detect Hidden: 12% Detect Danger: 16%

Movement Rate: 51" ground; 1901" flying

ORIGIN AND BACKGROUND: American, Sports and Scholar (Literature) skills.

VORTEX (Villains and Vigilantes)

<i>VAL</i>	<i>CHA</i>	<i>Cost</i>	<i>Pts</i>	<i>Powers</i>	<i>END</i>	<i>100 + Disadvantage</i>
15	STR	5	77	48" Flight, not above 1000 feet	0	15 Secret ID
18	DEX	24	45(60)	Wind Multipower (2x End if no wind)		20 Code vs. Killing
18	CON	16	12m	12D6 EB physical-wind	12	20 Loves beings a Hero
10	BODY	0	8m	STR 40 TK	8	25 Claustrophobia
18	INT	8	6m	Force field 30 pt PD	6	10 Hunts Lumiere
13	EGO	6	25	Force field 10 PD, 15 ED	5	10 Leader Type
15	PRE	5	3	Pilot 13 or less	107	Experience Bonus
18	COM	4	5	Detective skill 13 or less		
8	PD	5	10	Acrobatics 13 or less		
8	ED	4	10	Find weakness 11 or less w/EB		
5	SPD	22				
8	REC	2				
36	END	0				
30	STUN	5				

OCV = 6
 DCV = 6
 ECV = 5
 PHA = 3, 5, 8, 10, 12

CHA Cost 106
 Power Cost 201
 Total 307
 Disad 307

AMERICAN SUPERHERO

Fortress

Real Identity: Llewellyn ap Owen

Sex: Male

Age: 25

Character Background: About a year ago, Llewellyn ap Owen, an American of Welsh descent, was on a tour of the British Isles, as part of a project studying the role of the great standing circles (like Stonehenge) as astronomical observatories. One day, riding through the Welsh hills, he was confronted by an ancient-looking man in white robes. The old man informed Llewellyn that he had been selected from birth to be the the latest inheritor of the title Arch-Druid. At first, the young American thought the old man a loony, but when the man led him to a door concealed in a hillside, he decided that this merited further investigation.

The old druid explained that a new candidate has been selected every 100 years since the order had gone underground in the Middle Ages. Now, however, the world seemed ripe for a revival of the old religion, and Llewellyn ap Owen had been chosen to lead it. The startled youth bolted for the door, but found that the rock wall had sealed without a trace. Trapped, he became resigned to his fate, intrigued by the Druid's offer and by his role in the age to come.

So, he remained and, over many months, was inculcated in lore and subjected to rituals of great power. The initial phase was designed to render him immune to various agencies of death, so that he could better fulfill his mission. He was also trained in the use of the Druidic staff, first in combat, then in the rudiments of sorcery. He had not gotten far in his sorcerous studies when he learned that he was within an elf hill – though many months had passed for him, only days had gone by in the outside world – and that the opening and closing of the door was controlled by the old Druid's staff. As a good Christian, Llewellyn bided his time.

One night, he stole the staff while the Druid slept, and ran for the door. At first he was blocked by the hill's conjured guardians but, without iron to attack him, they could not penetrate his invulnerability, and ap Owen had a steel knife which they could not withstand. Before the Druid himself could stop the youth, the door had been flung wide, and ap Owen escaped.

Running in terror through the night, he didn't stop till he approached a farmhouse. Shouting for help, he ran to the door only to be greeted by a shotgun. Before he could explain, the gun roared and the lead pellets bounced off harmlessly. The young man got away from the farmer, and eventually got to town. Returning swiftly to the U.S. (the better to start a super-heroic career, and the better to avoid the old Druid), he set himself up as Fortress.

Fortress is still inexperienced (his skills tend to be minimal, except for grappling – he was a wrestler in college), and rather brash. He has had a couple of sobering encounters with villains too tough to handle and with his



Fortress races to the rescue

vulnerability to iron, but his confidence rebounds easily. He was selected for this mission because of immunity to Antarctic cold and alien contagions. He mainly joined for the adventure, and for a chance to prove himself to Washington and to the somewhat skeptical Vortex. He'd never attack anyone needlessly, but on the other hand, he may become a little jumpy. He will usually follow the lead of his partners.

Llewellyn's preferred tactic is to charge straight at his foes, shedding their attacks until he can grapple them into submission. If the enemy has an obvious mobility advantage, some other means of keeping Fortress at bay, or obvious iron weaponry, he'll shift to an Elemental attack. Fortress is still too inexperienced to use the Elementals in creative ways (such as using the fire power to melt the footing from beneath an iron-wielding foe) as his first attack, but he's not stupid, and if he doesn't get flustered or panicky, he'll come up with innovative approaches given time.

SECRET IDENTITY: LLEWELLYN AP OWEN

Fortress

FORTRESS (Superworld)

STR 18	Characteristics 118
CON 18	Disadvantages 44
SIZ 15	Handicaps 38
INT 18	Experience 4
POW 16+4=20	Used 204
DEX 18	Available 0
APP 15	Experience Roll 96+

ACTION RANKS: 18/8
MOVE (m/AR): Run 12m

<i>SUPERPOWERS</i>	<i>Level</i>	<i>Energy</i>	<i>Hero Pts.</i>
SuperCharacteristic: POW	4	---	12
Energy Supply: +250	25	---	25
Recharge: +6	6	---	6
Resistance: 40K, 40E, 40R, 30 mental	30	---	90
[D] No Kinetic Resistance vs. cold iron (1/2)			+12
Resistance: 30 versus poison/chemical	6	---	18
Adaptability: Gas, Water, Low Pressure	3	9(A)	9
Adaptability: Cold, Radiation	2	6(A)	6
Energy Projection: Kinetic 1D6 (staff)*	1	3	3
(Side Effect - 3 points armor)			
[D] No Range (1/3)			+ 1
Energy Projection: Kinetic 5D6	5	15	15
(Side Effect - can be Earth, Air, Fire, or Water)			
Energy Field Forming: Cage of Fire	5	+ 5	5
Energy Field Forming: Net of Air	5	+ 5	5
Energy Field Forming: FF of Earth	5	+ 5	5
Energy Field Forming: Wall of Water	5	+ 5	5
*[D] Vulnerable Device - staff (1/2)			+19
[D] Elementals will not touch cold iron (1/3)			+12
Bad Habit: Reckless			+ 5
Bad Luck: -15% Luck Roll			+ 5
Personal Problem: Active Enemy - Arch Druid			+10
Phobia: Acrophobia (fear of heights)			+ 5
Psychological Problem: Unsure of self			+ 5
Skill Limit: -20% Listen, -20% Spot Hidden			+ 8

DAMAGE BONUS: 1D6

<i>WEAPON</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Range</i>	<i>Energy</i>
Fist	60%	1D3+1D6	57%	---	3
Grapple	80%	2D6	80%	---	3
Staff	54%	2D6	56%	---	6
Elemental	59%	5D6	---	30m	15+

PROTECTION: Kinetic - 3 Armor if Parry made 40 Resistance except vs. iron; Electric - 40 Resistance; Radiation - 40 Resistance; Mental - 30 Resistance; Poison/Chemical - 30 Resistance

HIT POINTS: 17

ENERGY: Personal (recharge 4) 288

SKILLS: Acrobatics 50%, Drive Car 43%, Fine Manipulation 13%, Hide 55%, Language - Welsh 45%/50%, Listen 25%, Science - Astronomy 70%, Science - Druid Lore 40%, Spot Hidden 5%.

SPECIAL NOTES: Young and relatively inexperienced; inclined to turn the other cheek.

FORTRESS (Villains and Vigilantes)

SIDE: Good SEX: Male
LEVEL: 3 EXPERIENCE: 8000

POWERS:

ADAPTATION: PR=1 per hour or per use as a defense.
SPECIAL WEAPON: Staff (HTH +3 to hit, +1D6 damage), creates elementals: attacks as Earth (Power Blast), Air (Sonics), Fire (Flame), or Water (Ice). 18" range, does 1D20 damage and the elemental forms a barrier just like ice does with Ice Powers (but the barriers made here are composed of earth, air, fire, or water respectively).

INVULNERABILITY: 30 (except against iron weapons).

VULNERABILITY: Elemental attacks will not affect iron.

Weight: 255 lbs	Basic Hits: 6
Strength: 18	Endurance: 18
Agility: 18	Intelligence: 18
Charisma: 16	Reactions from Good: +2
Hit Points: 53	Evil: -2
Healing Rate: 3	Damage Modifier: +3
Accuracy: +3	Power: 72
Carrying Capacity: 974 lbs	Basic HTH Damage: 1D10
Detect Hidden: 14%	Detect Danger: 18%
Movement Rate: 54" ground	

ORIGIN AND BACKGROUND: American, Astronomy and Archaeology skills.

FORTRESS (Champions)

<i>VAL</i>	<i>CHA</i>	<i>Cost</i>	<i>Pts</i>	<i>Powers</i>	<i>END</i>	<i>100 + Disadvantage</i>
15	STR	5	10*	Half damage resistance	0	10 2D6 Unluck
18	DEX	24	20	Life support		25 Hunted Arch Druid 11 or less
18	CON	16	5(10)	Staff-Multipower (OAF)		20 Reckless
12	BODY	4	2u	Armor 3 PD, 3 ED	0	15 Acrophobia
18	INT	8	2u	+10 STR HTH	2	15 Unsure of self
20	EGO	20	16	Staff-Multipower (OAF, will not work against iron)		39 Experience Bonus
15	PRE	5				
16	COM	3	2u	8D6 EB elemental	8	
23	PD	20	2u	8D6 Entangle fire	8	
23	ED	19	2u	STR 40 TK	8	
4	SPD	12	2u	Force Field 20 PD, 20 ED	8	
12	REC	10	2u	Force Wall 8 PD, 8 ED	8	
36	END	0	3	Welsh language		
31	STUN	1	3	Druid Lore 12 or less		

*not vs. Iron weapons

OCV = 6
DCV = 6
ECV = 7
PHA = 3, 6, 9, 12

CHA Cost	153
Power Cost	71
Total	224
Disad	224



AMERICAN SUPERHERO

Molecule Man

Real Identity: Adam Carter

Sex: Male

Age: 30

Character Background: Adam Carter became superhuman quite unwillingly. He was an FBI agent, one of many involved in the manhunt for the villainess Lumiere. He obtained what he thought was a hot lead and found himself in a trap.

Lumiere wanted to know what the FBI had found out about her. Carter refused to talk. Enraged, Lumiere decided that he could be most useful as the subject of one of her latest experiments in teleportation. Thrust into the test chamber, he screamed from unendurable agony as his body repeatedly was torn apart and put back together again. He finally passed out.

Carter awoke in a hospital bed, in the medical wing of the Howell Institute for Superhuman Studies. As it happened, Lumiere's stronghold was raided mere minutes after he passed out, by a force led by the superheroine Vortex. She found Carter and, distracted by his condition, allowed Lumiere to make her getaway. Vortex took him to the Institute for treatment. As he recuperated, the researchers discovered that the experimental device had left him with the ability to transform himself completely into any one of the three main constituent elements of the human body — carbon, hydrogen, or oxygen: the former as an animate diamond statue; the latter two as clouds of vapor. In the latter forms his body emits a light glow; it is not entirely invisible, though it is difficult to see even when the light is low. As diamond, he is resilient and strong. As hydrogen, he can glide or pass through the tiniest cracks or (in the presence of oxygen) explode, with no harm to himself. As oxygen, he can pass through crevices or rapidly oxidize any vulnerable substance. Though he could resume human form at will, he still found his new powers horrifying and grotesque. Given a choice, he would never use them, but he likes the idea of being a super-powered agent.

So Adam Carter became the Molecule Man. He has come to terms with his powers. He's a prototypical FBI agent, incorruptible and straight as an arrow. He won't go along with the notion of cooperating with criminals or communists of any stripe, and he'll be suspicious of any surviving aliens. Of course, capturing Lumiere is a personal top priority. The fact that it was rumored that she might go to the alien ship was Molecule Man's primary



*Molecule Man
Discorporates*

reason for taking this assignment. He will defer to Vortex, since she's officially in charge of the group, but where she would take some latitude with their original instructions, Carter will insist on sticking to the letter of them. He considers Fortress an undisciplined twit; Resonator's mercenary style doesn't impress him at all.

Molecule Man has no significant ranged attacks or effects. If the enemy is close enough, he will charge in diamond form. If his enemy is at a distance, or if stealth is required, he'll approach in gaseous form, pick a target, and attack once either as a hydrogen explosion or use his oxygen powers to rust away enemy weapons before he reverts to diamond form. He and Vortex have developed some cooperative maneuvers. Her wind powers can hurl him around the battlefield at high speed in either of his gaseous forms, up to 100 meters per melee round, making up for his own lack of mobility. If Molecule Man has to fight in the dark, he'll do so primarily in gaseous form, where his supertouch abilities are more useful.

SECRET IDENTITY: ADAM CARTER

MOLECULE MAN (Superworld)

STR 16	Characteristics 107
CON 15+3=18	Disadvantages 74
SIZ 15	Handicaps 34
INT 15	Experience 1
POW 15+ 3=18	Used 216
DEX 16	Available 0
APP 15	Experience Roll 96+

ACTION RANKS: 16/6
MOVE (m/AR): Run 12m

<i>SUPERPOWERS</i>	<i>Level</i>	<i>Energy</i>	<i>Hero Pts.</i>
SuperCharacteristics: CON/POW	6	---	12
SuperCharacteristic: STR	12	12(A)	12
Extra Hit Points: +16	8	---	8
Energy Supply: +200	20	---	20
Shape Change: Human, Diamond, Hydrogen, Oxygen	2	10(A)	20
Supertouch: 45% with 90m*	5	---	10
Insubstantiality: Kinetic only*	1	15(MR)	20
[D] Affected by explosions (1/3)			+ 7
Energy Projection: Kinetic 6D6	6	18	18
Radius - 2m for projection	6	6	6
[D] Only in Hydrogen Form (1/3)			+ 8
[D] Only at touch range (1/3)			+ 8
Resistance: 30K*	6	18(A)	18
*[D] Only in Gaseous Forms (1/6)			+ 8
[D] Takes Energy to Activate (1/6)			+ 3
Transmute: Metal to Rust 16 SIZ points	8	24	24
[D] Only in Oxygen Form (1/3)			+ 8
[D] Touch Range Only (1/3)			+ 8
[D] Only Transmutes metal to rust (1/6)			+ 4
Armor: 12K, 12E, 12R†	36	---	36
Reflect Radiation: 12 points	12	12	12
†[D] Only in Diamond Form (1/3)			+20
Bad Luck: -15% Luck Roll			+ 5
Permanent Powers: Can detract from personal life			+ 5
Personal Problem: Enemy - Lumiere			+ 5
Personal Problem: Must follow FBI orders			+ 5
Psychological Problem: Dislikes having superpowers			+ 5
Psychosocial Problem: Distrusts all Communists			+ 5
Skill Limit: -20% Hide (Glows all the time)			+ 4

DAMAGE BONUS: 1D6 (5D6 as Diamond)

<i>WEAPON</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Range</i>	<i>Energy</i>
Fist	85%	1D3+1D6	75%	---	3
(Diamond Punch)		1D3+5D6	---	---	15
Project	75%	6D6 (2MR)	---	---	18

PROTECTION: Armor 15K, 15E, 15R (Diamond Form only);
Resistance 30K (gaseous forms only)

HIT POINTS: 33
ENERGY: Personal (recharge 4) 236

SKILLS: Acrobatics 37%, Criminology 65%, Disguise 35%, Drive 57%, Fine Manipulation 65%, First Aid 52%, Hide 5%,

Molecule Man

Listen 60%, Spot Hidden 45%.

SPECIAL NOTES: Reluctant superhero, but dedicated to capturing Lumiere. Will follow Vortex's orders because she is official leader, dislikes Resonator's mercenary outlook, and thinks Fortress is a twit.

MOLECULE MAN (Villains and Vigilantes)

SIDE: Good SEX: Male
LEVEL: 2 EXPERIENCE: 2000

POWERS:

3x CHEMICAL POWER: Able to assume the properties of any of three different substances, but only one at a time. Takes an action to change, but reverting to human form takes no action or movement.

DIAMOND FORM: Use stats in ()'s:

Heightened Strength: +36
Personal Structural Rating: 12

HYDROGEN FORM:

Heightened Sense of Touch: Able to "feel" with each molecule of his gaseous form.

Gaseous Form: Noncorporealness, permanent while this form is maintained. Able to float/fly at ground speed.

Explosive Touch: Able to inflict his normal HTH damage on a HTH hit by selectively exploding parts of his gaseous form.

OXYGEN FORM: Same as Hydrogen but instead of explosive touch, he has:

Rust Touch: Attacks as Transmutation doing 2D8 damage to metal targets only.

Weight: 255 lbs	Basic Hits: 6
Strength: 16 (52)	Endurance: 18
Agility: 16	Intelligence: 15
Charisma: 14	Reactions from Good: +1
Hit Points: 36 (97)	Evil: -1
Healing Rate: 3	Damage Modifier: +2
Accuracy: +2	Power: 65 (101)

Carrying Capacity: 752 (18158)
Basic HTH Damage: 1D8 (3D10)
Movement Rate: 50" (86") ground/floating (in gaseous forms only).

Detect Hidden: 12% Detect Danger: 16%

ORIGIN AND BACKGROUND: American, 2x Law Enforcement skill.

MOLECULE MAN (Champions)

<i>VAL</i>	<i>CHA</i>	<i>Cost</i>	<i>Pts</i>	<i>Powers</i>	<i>END</i>	<i>100 + Disadvantages</i>
15/35*	STR	5	30	Shapeshift, Diamond, Hydrogen, Oxygen	0	15 3D6 Unlucky
18	DEX	24	16†	Desolid (affected by explosions and Energy)	8	10 Hunts Lumiere
18	CON	16	8†	½ damage Resistance	3	20 Must follow FBI orders
12	BODY	4	20!	10D6 EB no range	10	20 Dislikes having powers
14	INT	4	36†	Transformation attack 2D6 Gradual metal to rust	9	20 Distrusts Communists
20	EGO	20				15 Permanent powers
13	PRE	3	32*	Armor 12PD, 12ED	0	5 Glows in gas forms
10	COM	0	24*	Reflection 18 or less		98 Experience Bonus
9/13*	PD	6	16*	+20 STR	4	
10	ED	7	5	Detective work 12 or less		
4	SPD	12		*Diamond Form	OCV = 6	CHA Cost 116
7/11*	REC	0		†Oxygen Form	DCV = 6	Power Cost 187
56	END	10		!Hydrogen Form	ECV = 7	Total 303
44/34*	STUN	5			PHA = 3, 6, 9, 12	Disad 303

AMERICAN SUPERHERO

Resonator

Real Identity: Kenneth White

Sex: Male

Age: 39

Character Background: Kenneth White is a brilliant scientific researcher, whose early academic career marked him for great success in his chosen field. However, White has an ego to match his intellect. He does not "suffer fools gladly." His abrasive personality and unorthodox scientific theories combined to frustrate his scientific career. He couldn't get grant money, his papers weren't published, and he couldn't get tenure. He turned to industry, but managed to alienate employer after employer. Still, his sheer genius enabled him to win enough venture capital to set up his own laboratory, but on a much smaller scale than he desired.

Looking for new ways to gather funds, Kenneth heard an item on the news about the kidnaping of a wealthy heiress and the fabulous reward being offered by her parents for her return. It occurred to White that he could devise weapons equal to any superhero's powers and win that money himself. He quickly devised his microprocessor-controlled sonic inducers, capable both of a ranged sonic blast and of shattering any object on which he laid hands. He also devised armor with a thick center layer of vibration-absorbing silicone rubber to protect himself from his own powers, strength-amplifying motors needed to maneuver the armor, and a compact battery to supply power.

Fortuitously, he had it all ready when the police announced they had cornered the kidnapers. Entering through the back wall of the building in which the kidnapers had holed up, he quickly subdued the malefactors and collected the reward. Soon he had a flourishing dual career as researcher and a mercenary superhero. White enjoyed the adventure and public acclaim, and has stayed with the superheroic trade though it has become only a fraction of his income.

The Resonator has high ethical standards; he would never do anything illegal or immoral just for the money. On the other hand, he feels that he can satisfy any altruistic impulses by charitable contributions in his civilian identity. He doesn't don the armor of the Resonator unless there's a sizable chunk of cash forthcoming. Why should he risk his life for little or no return when so many others are willing to do so?

As one of the most scientifically-brilliant superheroes available, NASA selected the Resonator as part of the team for the Antarctic mission. But because he is a mercenary, and because he rubbed numerous government officials the wrong way in the past, leadership of the group went to Vortex. He resents this, and is not shy about voicing his opinions about who should be in charge and what should be done in any situation. He thinks



Resonator stands ready

Molecule Man is not terribly bright, and is inefficient in the use of his powers. Fortress is obviously bright, but just a child, though he might be worth being nice to just to increase his influence in the group (even when he tries to be nice, Resonator is usually condescending). Resonator will probably argue for the opposite of whatever approach Vortex suggests to deal with the villains, unless the villains attack, in which case he'll fight valiantly with the team. He is indifferent to the Soviets and eager to meet and confer with the aliens.

Resonator uses a combination of ranged and close-up attacks, but is limited by his lack of mobility. He's at his best against fixed targets, where he can wade in and apply the devastating force of his shatter attack. Fighting mobile foes, he'll hammer away at range with sonic bolts and attempt to quarter-move his way toward something he can get his hands on. He'll try to get his allies to immobilize their foes so that he can trudge over and use his most powerful weapon.

SECRET IDENTITY: KENNETH WHITE

RESONATOR (Superworld)

STR 15+15=30	Characteristics 103
CON 15	Disadvantages 47
SIZ 15+15=30	Handicaps 20
INT 18+3=21	Experience 4
POW 18	Used 174
DEX 12	Available 0
APP 10	Experience Roll 87+

ACTION RANKS: 12/2
MOVE (m/AR): 8

<i>SUPERPOWERS</i>	<i>Level</i>	<i>Energy</i>	<i>Hero Pts.</i>
SuperCharacteristics: STR/SIZ/INT*	13	---	19
Extra Hit Points: +24*	12	---	12
Energy Supply: Battery 270 points*	27	---	27
Sonar: 360 degrees at 100m*	3	3(A)	9
Armor: 20K, 20E, 20R*	60	---	60
Energy Projection: 5D6 sonic kinetic*	5	15	15
Energy Projection: 9D6 kinetic shatter*	9	27	27
[D] Vibration has 1 Action Rank Delay			+ 5
[D] Vibration has no range (1/3)			+ 9
[D] Vibration only affects non-organic (1/6)			+ 5
*[D] Vulnerable Device: Armor (1/6)			+28
Skill: +25% with Projection	5	---	5
Physical Problem: Only move 16m/MR			+ 5
Physical Problem: No Fine Manipulation with Gloves			+ 5
Psychosocial Problem: Mercenary Attitude			+ 5
Skill Limit: -24% Move Quietly			+ 2
Skill Limit: -15% Climb			+ 3

DAMAGE BONUS: 4D6

<i>WEAPON</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Range</i>	<i>Energy</i>
Fist	67%	1D3+4D6	64%	---	9
Grapple	53%	5D6	57%	---	9
Sonics	79%	5D6 or 9D6	---	30m/---	15/45

DAMAGE BONUS: 4D6

HIT POINTS: 47

ENERGY: Personal (recharge 3) 33; Battery 270
SKILLS: Acrobatics 00%, Climb 40%, Drive 55%, Fine Manipulation 60% (not with gloves on), First Aid 43%, Jump 55%, Languages - German 80%/90%, Russian 60%/70%, French 80%/90%, Listen 53%, Move Quietly 1%, Science - Sonics 95%, Science - Electronics 85%, Science - Computers 75%, Spot Hidden 55%.

SPECIAL NOTES: Great scientist who believes in risking his life for pay. Cannot understand silly amateurs like Fortress.

Resonator

RESONATOR (Villains and Vigilantes)

SIDE: Good SEX: Male
LEVEL: 3 EXPERIENCE: 8000

POWERS:

ARMOR: ADR = 80, 4 abilities:

Heightened Strength Device: +15

Heightened Senses Device: Sonar, 360 degree front facing in combat.

Special Weapon: Sonic Blaster, 25" range blast only, does 1D12 damage. Uses 2 charges/shot.*

Special Weapon: Vibratory carrier attack on HTH hit, does 2D8 damage and 30% to destroy inanimate objects if the Vibro carrier attack is made as a Special roll to hit. Uses 3 charges/shot.*

*Armor has built-in battery holding 27 charges.

HEIGHTENED EXPERTISE: +4 to hit with Sonic Blaster

PHYSICAL HANDICAP: 1/2 speed and 1/2 Agility saves when in armor.

Weight: 255 lbs (510 armored)	Basic Hits: 6
Strength: 30 (15 unarmored)	Endurance: 15
Agility: 12	Intelligence: 21
Charisma: 8	Reactions from Good: -2
Hit Points: 48	E Evil: +2
Healing Rate: 2.4	Damage Modifier: +3
Accuracy: +1	Power: 78
Carrying Capacity: 3634 lbs	Basic HTH Damage: 1D12
Detect Hidden: 15%	Detect Danger: 20%

Movement Rate: 28" ground (57" unarmored).

ORIGIN AND BACKGROUND: American, Research/Technology and Scholar (German, Russian, and French languages).

RESONATOR (Champions)

<i>VAL</i>	<i>CHA</i>	<i>Cost</i>	<i>Pts</i>	<i>Power</i>	<i>END</i>	<i>100+</i>	<i>Disadvantages</i>
30*	STR	13	13	Active Sonar (OIF Armor)	0	15	Very noisy armor
18	DEX	24	40	Armor 18PD, 18ED (OIF)	0	25	Mercenary attitude
15	CON	10	27	8D6 EB (OIF Armor)	8	20	Arrogant
18*	BODY	12	30	15D6 EB (Takes 1 Phase to prepare, no range)	15	10	Self made - Proud
25*	INT	12		OIF Armor)		15	-3 DEX rolls
20	EGO	20	10	+2 Lev w/Armor Systems		81	Experience roll
10	PRE	0	9	German, Russian, French Languages			
10	COM	0	5	Computer Science 14 or less			
12*	PD	6	4	Electronics 14 or less			
10*	ED	5		*OIF Armor			
4	SPD	12					
9	REC	0					
60	END	15					
39	STUN	0					

OCV = 6
DCV = 6
ECV = 7
PHA = 3, 6, 9, 12

CHA Cost 127
Power Cost 139
Total 266
Disad 266

SUPERVILLAIN (MEMBER OF HAVOC)

Lumiere

Real Identity: Harold Martin

Sex: (actual) Male

Age: 42

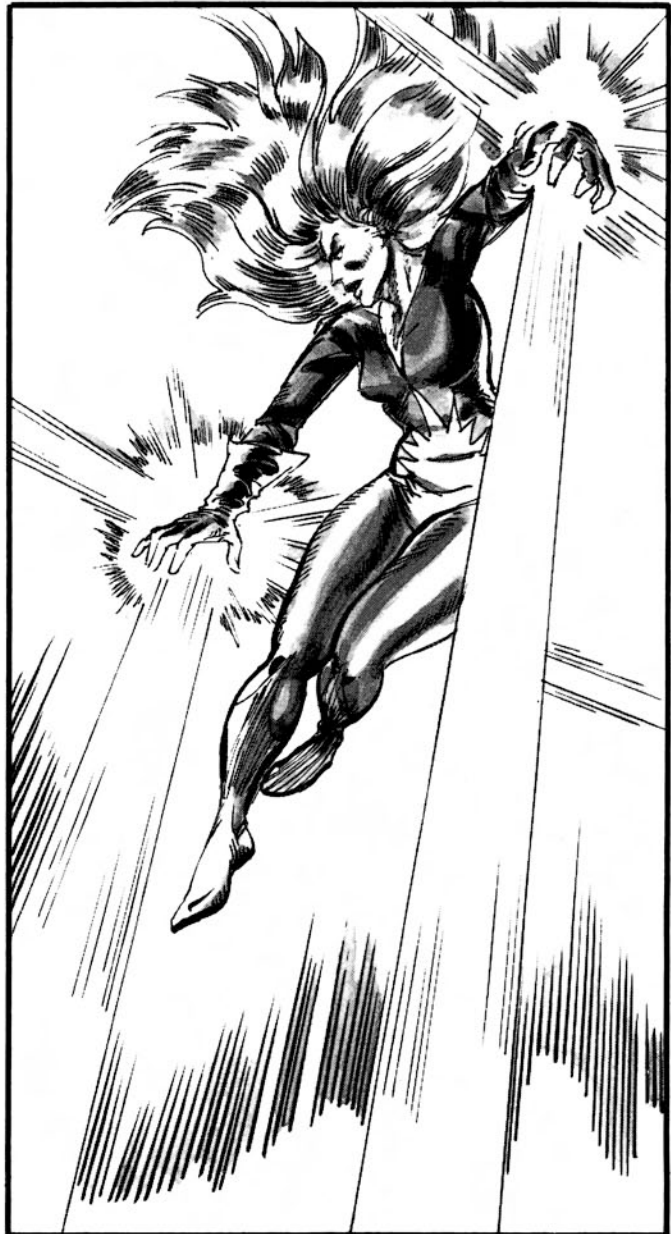
Character Background: Harold Martin is a physicist and computer telemetry expert. Though a Ph.D physicist makes a good living, it wasn't enough to support the lifestyle that Harold wanted. A heavy gambler, Martin soon found himself dangerously in debt to certain underworld interests. However, his creditors gave him an option which seemed far more pleasant than having his legs broken. Dr. Martin was an assistant on the government's top-secret Hellride project, searching for the secret of speed-of-light teleportation. If Martin would steal enough information to enable an interested party to duplicate the teleporter, his debts would be written off.

Late one night, Harold Martin stole into the project laboratories and began photographing and copying data; Unknown to him, project leader Dr. Jeannine Smythe was also working late that night. Seeing a movement in a lab which was supposed to be unoccupied, she entered, catching Martin in the act. In the ensuing struggle, Smythe was knocked unconscious. Panicking, Martin assumed he'd killed her. Desperate for a way to hide the body, he stuffed her into the departure chamber of the experimental teleporter, and randomized the coordinates, dispersing Dr. Smythe into a spray of photons.

But Dr. Smythe had called the security guards before entering the laboratory. Soon, Martin heard them pounding at the door. Still panicky, Martin decided that his only escape was the teleporter. He reset the coordinates, set the timer and entered the chamber. Just as the guards burst in, the machine activated. Martin vanished before anyone could see him, but the overtaxed device shorted out. In the resulting fire, the device and all the papers Martin had assembled were destroyed.

Meanwhile, Martin found himself on the distant hill-top toward which he had aimed the device. Or, rather, found herself. To his dismay, he found that the computer memory controlling his reassembly had reformed the photons into which his body had been reduced into the form of Dr. Jeannine Smythe. Martin could not comprehend how his mind could be ensconced in a duplicate, presumably right down to the memory RNA, of another's body, yet it was undeniable fact. Martin went into hiding, not knowing what to do. That night, in a dream, he envisioned himself changing back into his old form. Waking up, he found that it was so. As the days passed, he discovered that he could not only switch between the Martin and Smythe shapes at will, but that, in some fashion, the teleporter endowed him with the ability to manipulate light.

The advantage of his new-found powers to his avaricious mind were obvious. With his light-manipulation ability, he could become a super-criminal of the first rank. And if he always performed his criminal deeds in the form



of Jeannine Smythe, the name of Harold Martin would remain unsullied, and a perfect refuge from the law. And so the career of Lumiere began.

Lumiere makes a pretense of hiding her real identity of Dr. Jeannine Smythe, but doesn't waste too much time on it. The Smythe identity is just a cover, and no one could possibly connect the tall, blond, attractive Ms. Smythe with short, dark, and pudgy Dr. Martin. Within the first year after beginning her career, Lumiere encountered a telepath working for the FBI. The telepath managed to learn the truth from Martin's mind, but made the mistake of blurting it out in the midst of the confrontation with Lumiere and her hirelings. Lumiere, in a fit of terror, slew the psychic agent and the other agents with her, out of hand. No matter that killing an FBI agent would bring the whole resources of the federal government down on her head! No one must learn Martin/Lumiere's secret! Martin soon obtained a Mindblock device through underworld sources but, despite this, Lumiere will still go out of her way to destroy telepaths, though with subtlety if possible.

Lumiere

Since then, Lumiere has also striven to recreate the teleportation device, or another method that would allow her to expand her repertoire of identities as a precaution against the day when the secret is discovered. So far, Martin has been unsuccessful.

Lumiere prefers to avoid personal combat if possible. Lumiere will stay out of sight, especially if she knows that old enemies like Vortex or Molecule Man are in the neighborhood. She'll try to use her Dazzle and Illusion power to distract opponents. There are many possibilities: illusions covering pit traps, making enemies look like friends and vice versa. She'll save her energy projection attacks for her own defense, or to kill a weakened enemy.

Of course, if Lumiere finds out there's a telepath on the scene, she may opt for an all-out attack, but only if discovery of his/her secret seems imminent or there's absolutely no other way to ensure destruction of the hated telepath.

LUMIERE (Villains and Vigilantes)

SIDE: Evil SEX: M/F
LEVEL: 3 EXPERIENCE: 8000

POWERS:

LIGHT CONTROL: Variant; Instead of blinding flash, does "dazzling flash"; inflicts Paralysis effect instead of blindness.
ILLUSIONS: Visual component only, PR = 1 per illusion/turn.
TRANSFORMATION: Able to switch between male and female persona, takes movement only.
HEIGHTENED DEFENSE: -4 to be hit.
SPECIAL REQUIREMENT: Cannot regain Power unless near a light source.
INVENTION: Anti-Telepathy mask, shields wearer's thought from Telepaths.

Weight: 187 lbs Basic Hits: 4
Strength: 14 Endurance: 12
Agility: 11 Intelligence: 16
Charisma: 17 Reactions from Good: -2
Hit Points: 9 Evil: +2
Healing Rate: 1.2 Damage Modifier: +1
Accuracy: - Power: 53
Carrying Capacity: 369 lbs Basic HTH Damage: 1D6
Detect Hidden: 12% Detect Danger: 16%

Movement Rate: 37" ground

ORIGIN AND BACKGROUND: American, Crime, and Research/Technology skills.

LUMIERE (Superworld)

STR 14	Characteristics	95
CON 12	Disadvantages	15
SIZ 11	Handicaps	65
INT 16	Experience	4
POW 16	Used	179
DEX 11	Available	0
APP 15	Experience Roll	89

ACTION RANKS: 11/1
MOVE (m/AR): Run 12m

SUPERPOWERS

	Level	Energy	Hero Pts.
Extra Hit Points: +18	9	---	9
Energy Supply: +250	25	---	25
Recharge: +2	2	---	2
[D] Only in sunlight (1/2)			+ 1
Dazzle: 8D6 Radiation	8	24	24
Energy Projection: 8D6 Light Radiation	8	24	24
(Special Effect - 6m radius light per level)			
Illusion Projection: 24 SIZ	8	24	24
[D] Missing Effect: Visual only (1/3)			+ 8
Shape Change: Harold to Jeannine	1	10(A)	10
Resistance: 40 points Radiation	8	---	24
Armor: 10K, 10E	20	---	20
[D] Vulnerable Item - Costume (1/6)			+ 3
Mindblock: +12 to INT/POW	12	12(A)	12
Battery Energy for Mindblock: 50	5	---	5
[D] Vulnerable Item - Mask (1/6)			+ 3
Bad Luck: -30% Luck roll			+10
Personal Problem: Enemy - Vortex			+10
Personal Problem: Enemy - Molecule Man			+10
Personal Problem: Enemy - FBI			+10
Personal Problem: Job complicates villain career			+ 5
Psychological Problem: Secret ID paranoia, berserks			+10
Psychological Problem: Compulsive Gambler			+ 5
Psychosocial Problem: Hate Telepaths			+ 5

DAMAGE BONUS: 1D6

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	67%	1D3+1D6	64%	---	3
Dazzle	85%	8D6	---	30m	24
E. Projection	78%	8D6	---	30m	24

PROTECTION: Kinetic - Armor 10; Electric - Armor 10; Radiation - Resistance 40

HIT POINTS: 30

ENERGY: Personal (recharge 5) 278

SKILLS: Acrobatics 15%, Climb 65%, Drive Car 65%, Fine Manipulation 45%, First Aid 35%, Language - Russian 25%/45%, Science - Computers 80%, Physics 75%

SPECIAL NOTES: Does not care if Jeannine Smythe suspected as Lumiere, but paranoid about Henry Martin's cover being blown.

LUMIERE (Champions)

VAL	CHA	Cost	Pts	Powers	END	100 + Disadvantage
15	STR	5	20	Full damage resistance, Energy only	0	15 3D6 Unluck
18	DEX	24	20	Armor 9 PD, 9 ED, OIF Costume	0	25 Hunted Vortex 11 or less
13	CON	6	13	Ego Def 20 pt, OIF Mask	0	25 Hunted Molecule Man 11 or less
10	BODY	0	15	Shapechange man to woman		15 Hunted by FBI
18	INT	8	60	Light Multipower		15 Secret ID
15	EGO	10	6u	12D6 EB light	12	25 Paranoid
15	PRE	5	6u	6D6 Flash	12	15 Hates Telepaths
16	COM	3	6u	12D6 Light Illusion	12	20 Compulsive Gambler
11	PD	8	16	Flight 20" (no non-combat-flight, 2x End cost)	8	23 Experience Bonus
12	ED	8	3	Russian Language		
3	SPD	2	5	Computer Science 13 or less		
8	REC	4			CHA Cost	98 OCV = 6
56	END	15			Power Cost	170 DCV = 6
24	STUN	0			Total	268 ECV = 5
					Disad	268 PHA = 4, 8, 12

SUPERVILLAIN (MEMBER OF HAVOC)

Sneak Thief

Real Identity: James O'Toole

Sex: Male

Age: 30

Character Background: James O'Toole was a successful second-story man, a thief specializing in unique and seemingly unobtainable *objets d'art*. Thanks to careful planning, he led a seemingly charmed life, until he was commissioned to burgle the mansion of Simon Cawthmore, the renowned investigator of the occult.

O'Toole's plan was conceived and executed brilliantly. He would have escaped with a fortune in curios without Cawthmore's slightest notice. But how could Jim O'Toole have known that the weird ebon mirror would scream? Moments later, Cawthmore strode into the room, blazing away with his pistol. Poor O'Toole stood transfixed by the eerie wail of the mirror. A bullet crashed through the mirror, and slammed home. But even as O'Toole fell, a cloud of utter blackness oozed from the mirror, and poured into his body. Cawthmore ran forward to investigate; meanwhile O'Toole jerkily rose to his feet. Now it was Cawthmore's turn to stare in disbelief. He stared into eyes like black, unseeing pools. O'Toole grabbed a shard of the mirror, and slashed Simon Cawthmore's throat. After gathering the other fragments of the mirror, O'Toole vanished.

The mirror had bound an unearthly being of darkness. Freed from imprisonment, it poured into O'Toole's body, healing him and saving his life. Having made his getaway, O'Toole communicated with his new co-tenant. The two beings turned out to be remarkably compatible. The demon of darkness had no desire to return to its home plane, and was willing to co-exist with James O'Toole and abet his criminal career. The powers of darkness, silence, and invisibility made O'Toole far less detectable than before, and those of intangibility and teleportation left few prizes beyond his grasp. His heightened sense of touch almost compensated for his permanent blindness. A large fragment of the mirror was transformed into a Shadow Shield, capable of diverting large fractions of any sort of energy hurled against it into the demonic other-realm. James O'Toole had become a uniquely capable man.

Yet his new powers are hardly an unmixed blessing. Even though glasses can hide his coal-black eyes, O'Toole



Sneak Thief seldom worries about dead ends

has found nothing which can keep humans he meets from feeling vaguely disquieted and repelled. Excluded from human society, he is a very lonely man. James O'Toole would give much to gain a friend, and certainly would not be put off by the mere "alienness" of visitors from outer space. He associates with Lumiere solely out of fear — fear of her mighty light powers, which could well destroy him. Sneak Thief would not hesitate to betray Lumiere, if he thought he could get away with it. On the other hand, he expects little mercy from any minions of the law, so he is unlikely to put himself in a position where he might be brought to justice.

Sneak Thief's powers are not optimal for hand-to-hand combat, but he will join a battle if his participation is needed. He will attempt to approach foes without attracting their notice (he will use his Spot Weakness to find a chink in each foe's armor), and attack with his dagger. After one attack he will fade away and await another opportunity to strike.

SNEAK THIEF (Superworld)

STR 12	Characteristics	92
CON 18	Disadvantages	35
SIZ 10	Handicaps	38
INT 13	Experience	7
POW 18+6=24	Used	172
DEX 18+3=21	Available	0
APP 3	Experience Roll	88+

ACTION RANKS: 21/11/1
 MOVE (m/AR): Teleport 400m; Run 8m

SUPERPOWERS

	Level	Energy	Hero Pts.
SuperCharacteristics: POW/DEX	9	---	21
Extra Hit Points: +6	3	---	3
Energy Supply: +200	20	---	20
Recharge: 9	9	---	9
[D] Only in Darkness (1/3)			+ 3
Darkness: 2m radius + 4 melee rounds	5	15	15
Silence: 2m radius + 4 melee rounds	5	15	13
Insubstantiality: basic	1	10(MR)	20
Invisibility: basic	1	10(MR)	10
Teleport: up to 12 SIZ points	12	10+	12
Supertouch: 39% at 100m	3	---	6
Shield: 24K, 24E, 24R	24	12	24
1/2 Energy Use for Shield	12	---	12
[D] Vulnerable Device - Shield (1/2)			+18
[D] Only works if knows attack is coming (1/3)			+12
Energy Projection: kinetic 1D4+2 Dagger	1	3	3
Impale Chance - 20% of normal	1	1	1
[D] Dagger is Vulnerable Device (1/2)			+ 2
Skill: Spot Weakness at 5%	1	---	1
Added Damage: +3/die from light attacks			+18
Permanent Powers: Radiates "Creepy" feeling			+10
Physical Disability: Blind			+10
Psychosocial Problem: Always lonely			+ 5

DAMAGE BNUS: None

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	73%	1D3	78%	---	---
Dagger	65%	1D4+2	58%	30m	4
(impale)	13%	2D4+\$	---	---	4

PROTECTION: Armor - 12K, 12E, 12R
 HIT POINTS: 20

ENERGY: Personal (recharge 13) 242
 SKILLS: Acrobatics 85%, Balance 35%, Climb 90%, Craft - Lockpicking 95%, Drive Car 55%, Fine Manipulation 80%, First Aid 45%, Hide 85%, Jump 65%, Listen 70%, Move Quietly 95%, Spot Weakness 18%, Swim 60%
 SPECIAL NOTES: Fearful of Lumiere because she has a power which can do great damage to him.

SECRET IDENTITY: JAMES O'TOOLE

Sneak Thief

SNEAK THIEF (Villains and Vigilantes)

SIDE: Evil SEX: Male
 LEVEL: 4 EXPERIENCE: 14000

POWERS:

NON-CORPOREALNESS: PR = 4 per hour, can solidify parts of body. Floats/flies at ground speed.
 BODY POWER: Exudes shadows in 1" radius from body, at will.
 INVISIBILITY: PR = 1 per hour, see V&V rules, page 14.
 TELEPORTATION: Cargo limit = carrying capacity, PR = 2 per use, base range = 10x current Power score.
 HEIGHTENED SENSES: 3x Detection, able to "feel" objects up to 60" distant.
 SPECIAL WEAPON: Mirror Shield, intercepts incoming attacks (if Detected) on a 1D20 Agility save, usable only while Evading. Intercepted attacks are sent to another plane if it fits through the shield; if not, the Sneak Thief is still hit by the overflow.
 LOW SELF-CONTROL: Being possessed, the Sneak Thief is subject to several of the demon's weaknesses in addition to his own: Prejudice, Blindness, Special Requirement (must be in shadows to regain Power), and Vulnerability; takes double damage from Light-based attacks.
 Weight: 170 lbs Basic Hits: 4
 Strength: 12 Endurance: 18
 Agility: 21 Intelligence: 13
 Charisma: 21 Reactions from Good: -4
 Hit Points: 26 Evil: -4
 Healing Rate: 2 Damage Modifier: +2
 Accuracy: +4 Power: 64
 Carrying Capacity: 300 lbs Basic HTH Damage: 1D6
 Detect Hidden: 30% Detect Danger: 42%
 Movement Rate: 51" ground, maximum 640" teleport.
 ORIGIN AND BACKGROUND: American, 2x Crime skill.

SNEAK THIEF (Champions)

VAL	CHA	Cost	Pts	Powers	END	100 + Disadvantage
10	STR	0	20	Darkness 4" radius	4	10 Fears Lumiere
18	DEX	24	40	Desolidification	8	20 Cowardly
18	CON	16	20	Invisibility	4	20 Lonely
10	BODY	0	30	Teleportation 15"	4	15 Unusual looks 14 or less
13	INT	3	30	Passive Sonar	14	25 Blind
20	EGO	20	20	Force Field 25 PD, 25 ED, OAF shield, only if he knows the attack is coming	10	30 Vulnerable to light-based attacks x2 Stun
5	PRE	-5				
10	COM	0	10	Acrobatics 13 or less		75 Experience Bonus
6	PD	4	7	1D6 HTH K Dagger		
6	ED	2	5	Stealth 13 or less		
5	SPD	22	5	Security Systems 13 or less		
12	REC	12				
56	END	10				
24	STUN	0				

OCV = 6
 DCV = 6
 ECV = 7
 PHA = 3, 5, 8, 10, 12

CHA Cost 108
 Power Cost 187
 Total 295
 Disad 295

SUPERVILLAIN (MEMBER OF HAVOC)

Deathgrip

Real Identity: Robert Gantry

Sex: Male

Age: 53

Character Background: Robert Gantry devoted his life to the martial arts. By his 50th year, he had achieved considerable mastery of the intricate physical and mental disciplines of his art. Having earned wide respect from his peers, Robert Gantry was at peace. But fate decreed it was not to last.

Late one evening, he was strolling homeward though a park after one of his classes. After bidding farewell to the last of his students his keen senses detected a struggle in the bushes nearby. A young woman was being assaulted by four hoodlums. Leaping into the fray, Gantry dispatched three of the knife-wielding youths in as many seconds. The fourth broke and ran. The thug was swift, but Gantry was tireless and inexorable. Meanwhile, a policeman found the victim. She told him that her fourth assailant had fled and pointed the way. The officer saw Gantry, assumed he was the fleeing felon, and shouted for him to halt. Gantry assumed the policeman was shouting at the youth (whom the policeman hadn't yet seen), and didn't even turn around. The policeman fired one shot.

When Gantry came to in the hospital, he found that he was paralyzed from the neck down by the bullet (which had entered the base of his skull). The doctors said that there was nothing conventional medicine could do to help him, but one of the doctors made an offer. He had developed an experimental procedure involving drugs and radiation which could possibly induce nerve regeneration. Despairing at the thought of spending the rest of his life in a wheelchair, and entertaining plans to enact his revenge against all policemen, Gantry agreed. He *would* walk again! As the treatments began, Gantry exerted the tremendous control over his body he had developed after 45 years of meditation to speed the healing process. But the doctor was administering dosages designed for an ordinary man. The combination produced unexpected and horrifying results.

The nerve damage did regenerate. The full youthful vigor of Gantry's body was restored. But the regeneration process had become continuous — Gantry's skin shifted and writhed like a special-effects-man's nightmare. Not only did his features become grotesque but they perpetually shifted as his flesh was continually reborn. His immune system became hyperactive, and his raw, exposed skin began to exude a fluid containing antibodies which attacked any other living thing like a deadly poison. Robert Gantry became a monster.

The shock of his paralysis would have been enough to unbalance a normal man, but this new horror toppled even Gantry's finely-honed mind. Formerly a man of gentleness and discipline, Gantry became a deadly sociopath. Not a raving berserk, but completely amoral, showing no loyalty, allegiance or love for any living thing. Only



*Never ask Deathgrip
to open the window*

one emotion still motivates him — hate; hatred for the police, after the policeman who shot him, and a perverse hatred for superheroes — in his twisted way, he partially blames his own attempt at heroics for the evil fate that befell him. Therefore, he feels those who dare to indulge in such heroics mock him, and should share in the guilt for his condition.

After the slaughter he wrought in the hospital where he had been treated, followed by the bloodbath at the precinct house near the fateful park, there was no place left for him but the underworld. Among criminals, he quickly became renowned as a deadly assassin, and as an unflinching weapon for those willing to pay his fee. But for his fellow criminals, as much as for society at large, Deathgrip has nothing but contempt. Lumiere he regards as slightly more competent than most but still derides her petty mercenary ambitions. There is no worthwhile goal save destroying those one hates. He will not attack heroes ber-

serkly if, through restraint, he can assure the destruction of more of them. He is faintly curious about the aliens. Perhaps they have some philosophy, some ethic, some ideal more meaningful than those of the stupid rabble of humanity. For this, and for the chance to slay more heroes, he has accompanied Lumiere to the Antarctic.

Deathgrip's combat style is straightforward. Deathgrip has no ranged weaponry, so he relies on hand-to-hand combat. There he brings his martial arts skills into play. Against unarmored foes, he will immediately unleash his deadly Acid Touch. Against moderately-armored foes, and those who seem dangerous offensively, he'll hammer away with full-force Martial Arts blows. Against those who are heavily armored and might not feel even his fists and kicks, he will dodge, parry, and defend himself for as many action ranks as it takes for him to successfully Spot Weakness. Then, he will dart in to use his Poison Touch at full potency. If the touch succeeds, his opponent's life expectancy might be measured in seconds.

DEATHGRIP (Villains and Vigilantes)

SIDE: Evil SEX: Male
LEVEL: 5 EXPERIENCE: 16000

POWERS:

HEIGHTENED AGILITY: +10
HEIGHTENED SENSES: 3x Detection
SPEED BONUS: +20" ground
2x HEIGHTENED DEFENSE: -8 to be hit
HEIGHTENED EXPERTISE: HTH 34 to hit
REGENERATION: Able to heal normal rate by spending an action, maximum once per turn. Cannot regenerate Mental damage.
POISON/VENOM: Acid ooze, Chemical Power carrier attack on HTH hit for +2D12 damage. Chemical defense when applicable.
PHYSICAL HANDICAP: Hideous appearance -3 on all reaction rolls.

Weight: 305 lbs Basic Hits: 7
Strength: 18 Endurance: 18
Agility: 27 Intelligence: 18
Charisma: 23 Reactions from Good: -8
Hit Points: 90 Evil: +2
Healing Rate: 3.5 Damage Modifier: +4
Accuracy: +5 Power: 81
Carrying Capacity: 1164 lbs Basic HTH Damage: 1D10
Detect Hidden: 14% Detect Danger: 54%

Movement Rate: 63" ground

ORIGIN AND BACKGROUND: American, Scholar (Zen) and Education skills.

DEATHGRIP (Champions)

VAL	CHA	Cost	Pts	Powers	END	100 + Disadvantage
20	STR	10	10	Danger sense 11 or less		25 Berserk vs. superheroes 8 or less, recover 8 or less
28	DEX	54	10	+5" running		15 Unusual looks 14 or less
18	CON	16	40	Martial arts (+1 mult)		20 Oozes Acid
10	BODY	0	20	Regeneration/2 pt		25 Psycho killer
20	INT	10	7	Find Weakness 9 or less Acid		20 Hates police
20	EGO	20	27	15D6 Acid EB no range, not vs. FF or armor	15	20 Hates superheroes
10	PRE	0	3	Japanese Language, fluent		10 2D6 unluck
0	COM	-5	5	Acrobatics 13 or less		53 Experience bonus
10	PD	6	3	Zen 12 or less		
10	ED	6	5	Stealth 13 or less		
6	SPD	22			CHA Cost 158	OCV = 9
10	REC	2			Power Cost 130	DCV = 9
56	END	10			Total 288	ECV = 7
36	STUN	7			Disad 288	PHA = 2, 4, 6, 8, 10, 12

SECRET IDENTITY: ROBERT GANTRY

Deathgrip

DEATHGRIP (Superworld)

STR	18	Characteristics	115
CON	18	Disadvantages	40
SIZ	18	Handicaps	52
INT	18	Experience	8
POW	16+4=20	Used	215
DEX	17+10= 27	Available	0
APP	10-7=3	Experience Roll	96+

ACTION RANKS: 27/17/7
MOVE (m/AR): Run 20m

SUPERPOWERS

	Level	Energy	Hero Pts.
SuperCharacteristics: POW/DEX	14	---	22
Extra Hit Points	7	---	7
Energy Supply: +150 points	15	---	15
Dangersense: 45%	9	---	9
Supermove: +12m/AR	2	2	2
Defense: 30%	18	---	18
Martial Arts:	3	---	60
Regenerate: 7/MR	7	---	21
Energy Projection: Kinetic 10D6 Acid	10	---	30
No Energy Use for Acid	30	---	30
[D] No Range for Projection			+20
[D] Must touch bare skin (1/3)			+20
Skill: Spot Weakness 5%	1	---	1
Bad Luck: -15% Luck roll			+ 5
Low Characteristic: -7 APP			+ 7
Physical Problem: Hideous Physical Appearance			+10
Physical Problem: Skin continuously oozes poison			+10
Psychological Problem: Psychopathic killer			+ 5
Psychological Problem: Berserks vs. Heroes			+10
Psychosocial Problem: Hates Police			+ 5

DAMAGE BONUS: 2D6

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	90%	1D3+5D6	90%	---	6
Grapple	76%	6D6	82%	---	6
Kick	84%	6D6	---	---	6
Touch	80%	10D6	---	---	0

PROTECTION: Defense 30% (+30% Martial Arts); 3D6 Martial Arts Avoidance; 7/MR Regeneration

HIT POINTS: 32

ENERGY: Personal (recharge 4) 188

SKILLS: Acrobatics 75%, Balance 355, Drive 65%, Fine Manipulation 15%, First Aid 75%, Jump 65%, Language -Japanese 70%/75%, Listen 80%, Move Quietly 85%, Science - Zen Mysticism 50%, Spot Hidden 50%, Spot Weakness 58%, Swim 45%.

SUPERVILLAIN (MEMBER OF HAVOC)

Airhammer

Real Identity: Nora Hansen

Sex: Female

Age: 27

Character Background: Nora Hansen was a bright and promising student in high school, but disappointed her parents when she decided not to go to college. Nora had the instincts of a free-wheeling entrepreneur, and felt she could make a better career in sales. Having a low regard for the law, she opted to specialize in controlled substances.

After a few years of fairly successful street-pushing, she decided that she could be even more successful by smuggling. With that in mind, Nora learned to fly a plane. Suddenly Hansen discovered that flight was more exhilarating even than enhancing her bank balance. Nora has a natural aptitude for flight, and soon became one of the top drug-runners on the US-Mexico-Caribbean run. It was her considerable skill at dodging the law that drew Lumiere's attention when the master-criminal needed to smuggle a shipment of stolen diamonds to Brazil. The same aptitude led Lumiere to think of Hansen as a possible wielder of the stolen pneumatic power pack that both enables Airhammer to fly, and gives her a pneumatically amplified punch.

Airhammer is not good at obeying orders, having a very individualistic spirit. She does, however, respect Lumiere, and will go along with her leadership in general. She does not greatly care for either the spooky Sneak Thief or the gruesome Deathgrip. Her reaction to the aliens is likely to be neutral. She does have an animosity toward communists, born of a run-in with Cuban authorities on one of her Caribbean smuggling flights.

Airhammer likes to fight in wide open spaces and will avoid any situation that restricts mobility. Generally she'll make passing attacks with her Airburst against foes who are aware of her presence. Against foes who are unaware of her presence, or unable to dodge or defend against her attack, she'll approach from long range for a devastating Smash attack at high speed. Though she generally fights on her own, she will work with Lumiere to set up



*Airhammer,
out on the town.*

unsuspecting targets for a quick-kill Smash attack. Airhammer will never by choice remain within close striking distance of any dangerous foe.

In close quarters, Nora has discovered the joys of indirect attack. She will attack nearby walls with her Airburst in an attempt to smash them and knock debris down on her foes. She is particularly in her element fighting ground-based opponents. Against other flyers she is more cautious, and will try to get them out of the way first if she can. While she has had run-ins with some ground-bound heroes, she has never had to deal with another flyer before.

General prejudice against women in both the criminal underground and among the pilots she learned to fly with has left her soured on men. Neither Sneak Thief nor Deathgrip are likely to convince her otherwise. As a consequence, she is very close to Lumiere. Like the rest of the world, she has no idea that Lumiere's directing intelligence is male.

SECRET IDENTITY: NORA HANSEN

AIRHAMMER (Superworld)

STR 12	Characteristics 91
CON 16	Disadvantages 47
SIZ 10	Handicaps 10
INT 14	Experience 2
POW 14	Used 150
DEX 18	Available 0
APP 7	Experience Roll 75+

ACTION RANKS: 18/8
 MOVE (m/AR): Fly 900/180; Run 12m

SUPERPOWERS	Level	Energy	Hero Pts.
Extra Hit Points: +20*	10	---	10
Energy Supply: Battery — 300 points†	30	---	30
Recharge: 5 points for Battery†	5	---	5
Flight: 1800m/melee round†	3	5(MR)	15
†[D] Vulnerable Device — Jet Pack (1/3)			+17
Armor: 15K, 10E, 10R*	35	---	35
*[D] Vulnerable Device — Costume (1/6)			+ 8
Radar: 360 degrees for 400m**	6	6(A)	18
Radio: 5 bands receive and send**	2	2(A)	6
**[D] Vulnerable Device — Headset (1/3)			+ 8
Energy Projection: 7D6 Kinetic airbursts	7	21	21
(Side Effect — 2x Knockback)			
[D] Vulnerable Device — Wrist Units (1/3)			+ 7
[D] No Range (1/3)			+ 7
Skill: +35% with Projection	7	---	7
+27% Acrobatics	3	---	3
Bad Habit: Reckless			+ 5
Psychosocial Problem: Hate Communists			+ 5

DAMAGE BONUS: None

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	58%	1D3	54%	---	---
Airburst	92%	7D6	---	---	21 batt
Smash	42%	variable	---	---	5 batt

PROTECTION: Armor 15K, 10E, 10R
 HIT POINTS: 33
 ENERGY: Personal (recharge 3) 30; Battery (recharge 5) 300
 SKILLS: Acrobatics 62%, Balance 35%, Fine Manipulation 41%, First Aid 30%, Fly Plane 90%, Hide 55%, Move Quietly 55%, Spot Hidden 35%, Swim 40%.
 SPECIAL NOTES: Smuggler with bad experiences with Cuban Customs agents.

Airhammer

AIRHAMMER (Villains and Vigilantes)

SIDE: Evil SEX: Female
 LEVEL: 2 EXPERIENCE: 4000

POWERS:
 ARMOR: ADR = 85
 FLIGHT DEVICE: Maximum speed = 245 mph, or 1080'' per turn. 18 hours flight per recharge.
 HEIGHTENED SENSES DEVICE: 360-degree radar helmet, 5x Danger detection. Also contains radio gear.
 SPECIAL WEAPON: Wrist units enable HTH attacks as Power Blast, no range but damage = 2x HTH. Usable in flying ram attacks.
 HEIGHTENED EXPERTISE: +4 to hit with special weapon.
 Weight: 170 lbs Basic Hits: 4
 Strength: 12 Endurance: 16
 Agility: 18 Intelligence:
 Charisma: 14 Reactions from Good: -1
 Hit Points: 19 Evil: +1
 Healing Rate: 1.6 Damage Modifier: +2
 Accuracy: +3 Power: 60
 Carrying Capacity: 283 lbs Basic HTH Damage: 1D6
 Detect Hidden: 10% Detect Danger: 70%
 Movement Rate: 46'' ground, 1080'' flying.
 ORIGIN AND BACKGROUND: American, Crime and Transportation (aircraft) skills.

AIRHAMMER (Champions)

VAL	CHA	Cost	Pts	Powers	END	100 + Disadvantages
10	STR	0	23	Armor 18PD, 9ED, OIF Suit	0	10 Seldom obeys orders
18	DEX	24	20	Radar	0	20 Reckless
18	CON	16	10	Radio Hearing	0	10 Claustrophobic
10	BODY	0	70*	70'' Flight OAF Pack	14	20 Hates Communists
13	INT	3	24*	10D6 EB no range, OAF double knockback	15	10 Greedy
13	EGO	6	3	Pilot 12 or less		10 Loves to fly
10	PRE	0	5	Acrobatics 13 or less		80 Experience Bonus
10	COM	0	20	4 Lev in flight		
12	PD	10		*OAF on END Battery x4 (116), Recovers 1/turn		
12	ED	8				
4	SPD	12			CHA Cost 85	OCV = 6
6	REC	0			Power Cost 175	DCV = 6
36	END	0			Total 260	ECV = 3
30	STUN	6			Disad 260	PHA = 3, 6, 9, 12

SOVIET SUPERHERO (LEADER)

General Winter

Real Identity: Vasily Kuzentzov

Sex: Male

Age: 80

Character Background: Vasily Kuznetzov was a general in the Red Army during World War II. In the winter of 1943, the general was inspecting troop positions when his vehicle broke down miles from any troops. Before he and his men could find shelter, a blizzard started. All perished in the cold and snow, save for Kuznetzov. Three days later, when his body was found, there were still signs of life – shallow breathing – though his skin was frost white, and his limbs were stiff. When he was brought back to camp, nothing seemed able to defrost him. No matter what they tried, he remained frozen, but continued to live.

For a while, he was preserved as a curiosity, but was eventually placed in the custody of researchers at Akadema-gorsk, who were investigating suspended animation. The researchers could still get a brain-wave trace from the general. Someone suggested that a psychic try to contact him. A young woman, one Alexandra Laval, was summoned. She attempted a deep mind probe, and succeeded! The general awoke.

It took a long while for the general to adjust to his new condition. First, he was a man out of his time; much had happened while he was frozen. Second, his metabolism had been permanently altered by the freezing cold, which had apparently activated a latent genetic mutation. Even after adapting to social changes, and after a public welcome befitting the return of a national hero, Kuznetzov still knew that he could never again lead a life among normal humans comfortably. But Kuznetzov had an idea. He had been told of the rise of superheroes among the Americans, and elsewhere in the world. Among such beings, he could put his new-found powers of cold and ice to good use, and he would not be alone any more. The Soviet government was not receptive to the idea of super-beings. They feared the concentration of so much power in the hands of a few who might conceivably turn against the state. But, faced with a super-being with the prestige of General Kuznetzov, they reconsidered.

Thus, General Winter became the father of Soviet super-herodom, the first, the oldest and one of the most powerful. He personally recruited many of them, including his telepathic rescuer, Alexandra (Sympath) Laval. The General is a very cautious, deliberate leader, and commands a great deal of loyalty and confidence from his associates. His memories of Americans date from World War II, when they were allies, so he tends to be cooperative when he can. But he also follows orders closely, so if told to lead an action against Americans by his superiors, he will obey unhesitatingly. Also, he is very protective of his followers. If they are subject to unprovoked



General Winter stands proud

attack, he will strike back. He is far less concerned about reprisals for attacks on himself. His potential attitude towards aliens is neutral, all depending on what his orders indicate. He will use his best judgment at all times, violating the letter of the rules, if he feels he can thereby better fulfill their spirit.

General Winter engages most of his foes at long range. As an old military man, he pays more attention than most super-beings do to factors of cover, terrain, movement and so on. If possible, before actually entering combat himself, he'll take time to get a feel for the powers and limitations of his foes, and then deploy his forces to get the best possible advantage. If he does not have orders to destroy an enemy, or some particular reasons to dislike him, he will try to Cage him rather than to blast him into submission. Still, if someone proves to be an enemy, and will not surrender or negotiate, General Winter will not hesitate to use his Ice Blasts to deadly effect.

NO SECRET IDENTITY

GENERAL WINTER (Superworld)

STR 18	Characteristics 115
CON 18+2=20	Disadvantages 24
SIZ 16	Handicaps 43
INT 18	Experience 10
POW 15+5=20	Used 192
DEX 15	Available 0
APP 15	Experience Roll 96+

ACTION RANKS: 15/5
MOVE (m/AR): 60m

SUPERPOWERS	Level	Energy	Hero Pts.
SuperCharacteristics: CON/ POW	7	---	17
Extra Hit Points: +14	7	---	7
Energy Supply: +200	20	---	20
Recharge: +5/AR*	5	---	5
Regenerate: 4 hit points/MR*	4	---	12
*[D] Conditional Use: Not in 70 ⁰ +F temp (1/3)			+ 6
Supermove: +48m/AR	8	8	8
Armor: 10E, 10R	20	---	20
Absorb: 20R to Energy	10	---	30
[D] Only Cold Radiation			+15
Energy Projection: Kinetic - 10D6 Ice	10	10	30
Energy Reduced to 1/die for ice	20	---	20
(Special Effect - can create walls)		+10(MR)	
Field Formation: hard Cage	10	+10(MR)	10
[D] 30% failure chance with Cage			+ 3
Field Formation: "force field"	10	+10(MR)	10
Infravision: 100m	1	---	2
Skill: +5% Spot Weakness	1	---	1
Added Damage: +1/die from heat/fire			+ 6
Permanent Powers: Total loss of normal life			+10
Personal Problem: Must follow KGB orders			+ 5
Personal Problem: Unfamiliar with 1980's world			+ 5
Psychological Problem: Berserk hatred of German foes			+10
Psychosocial Problem: Elitist Militarist			+ 5
Skill Limit: -36% General Knowledge			+ 2

DAMAGE BONUS: 1D6

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	67%	1D3+1D6	68%	---	3
Ice	65%	10D6	---	30m	10
Cage	65%	10D6	---	30m	20

PROTECTION: "Force Field" (looks and acts like armor)
10D6K; Armor - 10E, 10R; Absorb - 20 Radiation, Cold only.

HIT POINTS: 32

ENERGY: Personal (recharge 4) 240

SKILLS: Command 75%, Drive Tank 85%, Knowledge 36%, Observation 90%, Pathfind 36%, Spot Weakness 15%.

SPECIAL NOTES: Thawed out WWII Hero. Cannot bring body temperature above 78⁰F.

General Winter

GENERAL WINTER (Villains and Vigilantes)

SIDE: Soviet (Good) SEX: Male
LEVEL: 6 EXPERIENCE: 20000

POWERS:

REGENERATION: Able to heal normal rate once per turn, takes an action. Cannot regenerate in temperatures over 69 degrees Farenheit.

SPEED BONUS: +60" ground speed.

ABSORPTION: Absorbs cold-based damage to own Power score, must spend saved action to intercept. Can absorb cold from the environment, 1 Power point per degree below freezing per action spent absorbing.

ICE POWERS: Does 1D12 damage, ice clings to target, can create ice objects (see V&V, page 13).

HEIGHTENED SENSES: can see Infrared.

Weight: 272 lbs	Basic Hits: 6
Strength: 18	Endurance: 20
Agility: 15	Intelligence: 18
Charisma: 13	Reactions from Good: +1
Hit Points: 44	Evil: -1
Healing Rate: 3	Damage Modifier: +2
Accuracy: +2	Power: 71
Carrying Capacity: 1066 lbs	Basic HTH Damage: 1D10
Detect Hidden: 14%	Detect Danger: 18%

Movement Rate: 53" ground

ORIGIN AND BACKGROUND: Anachronism from WWII Russia, Military and Government skills.

GENERAL WINTER (Champions)

VAL	CHA	Cost	Pts	Powers	END	100 +	Disadvantages
15	STR	5	15	Armor 9ED	0	20	Follows KGB Orders
18	DEX	24	13	Regeneration 2 pt won't work in temperature above 70 degrees F.	0	20	Staunch Communist
20	CON	20				10	Leader
16	BODY	12	10	Absorption 2D6 vs. cold		15	Cannot live normal life
20	INT	10	5	IR Vision	0	15	Vulnerable to fire based attacks +½ STUN
23	EGO	26	24	+12" Running		15	Berserks vs. German enemy 8 or less, recover 8 or less
18	PRE	8	75	Ice Multipower			
10	COM	0	15m	15D6 EB Ice	3	15	Elitist Militarist
12	PD	9	6m	Force Field 30 PD	6	20	Unfamiliar 1980's history
12	ED	8	7m	Entangle 5D6, 14 or less,	10	15	Unusual looks 14 or less
4	SPD	12	10m	Force Wall 10 PD, 10 ED	10	111	Experience Bonus
10	REC	6	36	Reduced End on EB			
40	END	0					
34	STUN	0					
				CHA Cost	140		OCV = 6
				Power Cost	215		DCV = 6
				Total	356		ECV = 8
				Disad	356		PHA = 3, 6, 9, 12

SOVIET SUPERHERO

Sensor

Real Identity: Josef Petrov

Sex: Male

Age: 28

Character Background: Josef Petrovich was an up-and-coming young KGB agent when his superiors selected him to be the first wielder of the Sensor suit. This full body costume was the product of years of neurological investigation – an electronic sensor web which ties directly into the nervous system of the wielder. Detectors throughout the suit provide Supertouch; goggles, the Vision and Infravision; cups over the ears, Hearing and Ultrasonic Hearing; and a device resembling a dust mask, the Supersmell capability. Also, the suit's general nerve stimulus enhances the wearer's Dexterity. Finally, the suit can generate a limited electric charge anywhere on its surface.

Sensor has been instructed by the KGB to watch the other Soviet superheroes – the leadership of the KGB distrusts such a powerful, independent force. If Sensor could obtain evidence which could be used to discredit General Winter, he would earn a great deal of favor with his superiors, but Petrovich has become impressed with the leadership, integrity and personal charm of the General and would not attempt to use trickery against him. Petrovich is rather dogmatic in his ideology, and is highly opposed to any collaboration with Americans, whether they style themselves superheroes or supervillains. He is more distrustful of American heroes, due to their ties to the U.S. ruling clique. He might try to persuade supervillains that their best interests lie in opposition of the fascists who have imprisoned them in the past.

Sensor is not primarily a combatant. He is an intelligence agent, and even in combat situations prefers to use his abilities to spy out the enemy's plans and leave combat to those who are better equipped for it. Though his electric touch and laser gun are potent weapons, his limited ammunition will make him very reluctant to use them. He will use his weaponry only if necessary for his personal defense (assuming his Martial Arts skills are insufficient), in a last-ditch effort to save his group's mission, or in situations where a single well-placed shot can be effective.



*Sensor
steps out*

Sensor has a jealous admiration for Megawatt. He wishes that he had the natural strength and energy powers exhibited by the former Olympian. However, he finds Megawatt terribly unprofessional and distressingly disinterested in political theory. He is continually attempting to tutor the young athlete, much to Megawatt's irritation.

About Sympath, Sensor's feelings are far more personal. Her French background makes her exotic in his eyes and he has a less than professional appreciation of her quiet good looks. He wants her love, but the only way he can think of to obtain it is to impress her with his power as a KGB agent, a course guaranteed to have a directly opposite effect.

SENSOR (Superworld)

STR 12	Characteristics 95
CON 13+3=16	Disadvantages 50
SIZ 10	Handicaps 21
INT 17	Experience 4
POW 16	Used 170
DEX 18+3=21	Available 0
APP 9	Experience Roll 85+

ACTION RANKS: 21/11/1
MOVE (M/AR): 8m

<i>SUPERPOWERS</i>	<i>Level</i>	<i>Energy</i>	<i>Hero Pts.</i>
SuperCharacteristics: CON/DEX	6	---	6
Extra Hit Points: +18*	9	---	9
Armor: 10K, 5E, 5R*	20	---	20
Energy Projection: 5D6 Electric*	5	15	15
Energy Supply — 6 shots: 90E*	9	---	9
(Special Effect — control electric devices)			
[D] Touch Range only (1/3)			+ 8
Radio: Send/Receive five Bands*	2	---	6
No Energy use for Radio	2	---	2
Infravision: 200m*	2	---	4
Superhearing: 200m*	2	---	4
Supervision: 480m*	4	---	8
Supertouch: 85% chance within 30m*	5	---	10
Supersmell: 85% chance within 30m*	5	---	10
Ultrasonic Hearing: 200m*	2	---	4
* [D] Vulnerable Device — Costume (1/6)			+17
Energy Projection: 8D6 Light Radiation	8	24	24
Energy Battery for Laser —			
5 shots: 120	12	---	12
[D] Vulnerable Device — Laser Gun (1/2)			+18
[D] Only 5 shots			+ 7
Martial Arts	1	---	20
Skills: +15% Fist, +15% Laser	6	---	6
+21% Move Quietly	1	---	1
Added Damage: +1/die from Light-based attacks			+ 6
Non-super Secret ID; Depends on suit			+10
Psychological Problem: Fanatic Soviet Communist			+ 5

DAMAGE BONUS: None

<i>WEAPON</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Range</i>	<i>Energy</i>
Fist	75%	1D3+1D6	75%	---	---
Touch	75%	5D6 electrical	---	---	15 (6 uses)
Laser	65%	8D6 radiation	---	30m	24 (5 uses)

PROTECTION: Armor: 10K, 5E, 5R; Defenses: Martial 10%;
Martial Parry: 1D6

HIT POINTS: 31

ENERGY: Personal (recharge 3) 32

SKILLS: Acrobatics 50%, Criminology 90%, First Aid 45%

SPECIAL NOTES: Long-time KGB agent. Main duty is keeping an eye on potential problems like Sympath and the General.

SECRET IDENTITY: JOSEF PETROVICH

Sensor

SENSOR (Villains and Vigilantes)

SIDE: Soviet (Evil) SEX: Male
LEVEL: 3 EXPERIENCE: 8000

POWERS:

INVULNERABILITY DEVICE: 8
LIGHTNING CONTROL DEVICE: Carrier attack on HTH hit, does +2D8 damage. Usable to control electrical systems, see V&V rules, page 14. Six shots.

4x HEIGHTENED SENSES DEVICES:

- Infrared/Magnification Vision
- Amplification/Ultrasonic Hearing
- Motion Sensors, 18" radius
- Olfactory Sensors

These devices increase Detection chances by up to 6x at GM's option.

HEIGHTENED EXPERTISE: HTH and Laser Pistol, +4 to hit.

HEIGHTENED DEFENSE: -4 to be hit.

NATURAL WEAPONRY: HTH +2 to hit, +4 damage.

VULNERABILITY: Lightning Control has no range.

MULTICHANNEL TRANSCEIVER.

LASER PISTOL: Light attack for 1D20 damage, 5 shots, 42" range.

Weight: 170 lbs	Basic Hits: 4
Strength: 12	Endurance: 16
Agility: 21	Intelligence: 17
Charisma: 17	Reactions from Good: -2
Hit Points: 23	Evil: +3
Healing Rate: 1.6	Damage Modifier: +3
Accuracy: +4	Power: 66
Carrying Capacity: 283 lbs	Basic HTH Damage: 1D6
Detect Hidden: 12%	Detect Danger: 16%

Movement Rate: 49" ground

ORIGIN AND BACKGROUND: Soviet, Law Enforcement, and Government/Bureaucracy skills.

SENSOR (Champions)

<i>VAL</i>	<i>CHA</i>	<i>Cost</i>	<i>Pts</i>	<i>Powers</i>	<i>END</i>	<i>100 + Disadvantage</i>
10	STR	0	17*	Armor 9 PD, 6 ED		20 Follows KGB Orders
18	DEX	24	10	Martial Arts	0	20 Staunch Communist
16	CON	12	18*	10D6 Electrical, no range, 6 charges		10 Hesitant
10	BODY	0	22	12D6 Laser OAF Pistol, 6 charges		15 Secret ID
18	INT	8	17*	Passive Sonar		15 Vulnerable to light-based attacks
15	EGO	10	10*	Tracking scent		+½ Stun
10	PRE	0	5*	Telescopic Vision		23 Experience Bonus
10	COM	0	5*	Microscopic Vision		
11*	PD	6	1*	Ultrasonic Hearing		
12*	ED	6	1*	High range Radio hearing		
5	SPD	22	1*	IR Vision	CHA Cost 90	OCV = 6
6	REC	2	1*	Enhanced Hearing	Power Cost 113	DCV = 6
32	END	0	5	Detective work 13 or less	Total 203	ECV = 5
23	STUN	0		*OIF Suit	Disad 203	PHA = 3, 5, 8, 10, 12

SOVIET SUPERHERO

Sympath

Real Identity: Alexandra Laval

Sex: Female

Age: 35

Character Background: Alexandra Maya Laval was born in France; her father was French, and her mother Russian. She attended school in France, and obtained her M.D. there. However, after only a couple of years of medical practice, she grew dissatisfied and defected to the Soviet Union. She left because she longed to become a cosmonaut, dreaming of traveling the spaceways, and meeting beings from other worlds; she felt it unlikely that she would ever achieve her dreams in France.

Shortly after her application to join the cosmonaut program, Laval was given a test for psychic ability and her telepathic ability revealed itself for the first time. Further tests ensued, and it became patently clear that Laval was a powerful psychic. She was persuaded to join the Soviet psychic research team, after it was pointed out to her that her talents, fully developed, could only enhance her chances to advance in the space program. Since then, her Telepathy and Mindblock skills have advanced, and she has begun to develop Perception talents.

She has served with General Winter's team of superheroes from time to time, mainly doing so out of respect for the General, whom she revived from his years-long coma. However, she jumped at the chance for this mission to the Antarctic. It is her first chance to encounter an alien race, and no matter what her orders are, or what happens, she wants to make this a successful and peaceful first contact. She will strongly resist any attempts to harm the aliens, unless it becomes clear that they are irretrievably hostile, as determined by her telepathy. As a doctor, she is strongly opposed to bloodshed, and will not kill, or allow others to kill if she can prevent it. Her attitude toward Americans in general is neutral, and she'll generally follow the lead of Winter if any are encountered.

In order to prevent bloodshed, she will prefer to use Mental Control (the less violent of her offensive abilities) to try to cease hostilities. If she or her comrades are seriously threatened, she will use Mind Blast. Since her powers are not limitless and both these abilities are rather taxing, she will exercise them with discretion. At other times, Sympath will seek to use her Telepathy to help coordinate the movements and actions of her comrades, and to learn the plans of the opposition. Remember that Sympath is primarily a researcher — not a combatant. She is here to communicate with aliens, and will not expose herself to attack unless it is truly necessary.



Sympath searching for life

Sympath's basic method of attack is to lurk in cover and attempt mind control on her foe. Then she will inject him with her anesthetic, and hope he goes to sleep. She will defend as best she can any "patient" she has so sedated. If any of her teammates need assistance, she will use the stimulant on them.

Since Sympath awakened General Winter a few years ago, she has secretly loved him. Something in his mind appealed directly to her and she has followed his career as best she can, both through official news reports and through her assorted government contacts.

Her attitude towards Sensor is just the opposite. She has felt the telepathic imprint of his cold-blooded observation of her beauty, and goes out of her way to avoid encouraging him. Magawatt, on the other hand, she considers a boisterous boy, treating him like a doltish younger brother whenever she associates with him.

SYMPATH (Superworld)

STR 10	Characteristics 94
CON 14+6=20	Disadvantages 66
SIZ 9	Handicaps 25
INT 16+3=19	Experience 4
POW 18+2=20	Used 189
DEX 13	Available 0
APP 14	Experience Roll 94+

ACTION RANKS: 13/3
MOVE (M/AR): 12

SUPERPOWERS *Level Energy Hero Pts.*

SuperCharacteristics: CON/INT/POW	11	---	21
Energy Supply: +200	20	---	20
Armor: 10K, 5E, 5R	20	---	20
[D] Vulnerable Device - Uniform (1/6)			+ 3
[D] 25% failure chance			+ 5
Telepathy: Two targets, 30m*	2	6	6
Empathy: Two targets, 30m*	2	6	6
*[D] 30% Failure Chance (roll 71-100)			+ 4
Astral Projection: 300m†	2	40(A)	40
Mental Control: Potency 18†	6	18	18
Mind Blast: Potency 18†	6	18	18
Mind Block: +5 to INT and POW†	5	5	5
†[D] 25% Failure Chance (roll 76-100)			+20
Poison: 5D6 "sleep" drug	5	15	15
Energy for 4 uses: 60 E	6	---	6
[D] Only 4 uses			+ 3
[D] Vulnerable Device - Syringe			+11
Hit Points: +10 "Stimulant Drug"	5	5(A)	5
Power Transfer for Hit Points	5	5(A)	5
Energy Supply for 4 uses: 40E	4	---	4
[D] No range for Stimulant (1/3)			+ 5
[D] Vulnerable Device - Syringe (1/2)			+ 7
[D] Only 4 uses			+ 1
Energy Limit: Only use 55E at one time			+12
Personal Problem: Unrequited love for Gen. Winter			+ 5
Psychological Problem: Code versus Killing			+ 5
Psychosocial Problem: Hesitant			+ 5
Skill Limit: -25% Fist			+ 5

DAMAGE BONUS: None

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	25%	1D3	25%	---	---
Syringe	78%	poison	---	---	15 (4 uses)
Syringe	78%	wakeup	---	---	10 (4 uses)

PROTECTION: Armor 10K, 5E, 5R (on 01-75)
HIT POINTS: 15
ENERGY: Personal (recharge 4) 240
SKILLS: First Aid 90%
SPECIAL NOTES: French national who wants to be cosmonaut. Loves anything about space.

SECRET IDENTITY: ALEXANDRA LAVAL

Sympath

SYMPATH (Villains and Vigilantes)

SIDE: Soviet (Good) SEX: Female
LEVEL: 3 EXPERIENCE: 8000

POWERS:

HEIGHTENED ENDURANCE: +6
PSIONICS: 19" radius telepathy and empathy (no Probe or Tracking). PR = 1 per turn. Able to shield own mind vs. other telepaths.
MIND CONTROL: 57" range, PR = 20 per success. See V&V, page 15.
PSIONICS: Mind Blast, 1D12 damage, 19" range. PR = 1 per shot. Attacks as Mind Control.
POISON/VENOM DEVICE: Sleep Drug, Syringe HTH +1/+1, carrier Chemical attack for Paralysis effect. Four doses.
BODY POWER DEVICE: Stimulant Drug, Syringe as above, on a hit automatically transfers 10 of subject's Power to his Hits.

Weight: 153 lbs Basic Hits: 4
Strength: 10 Endurance: 20
Agility: 13 Intelligence: 19
Charisma: 15 Reactions from Good: +2
Hit Points: 15 Evil: -2
Healing Rate: 2 Damage Modifier: +2
Accuracy: +1 Power: 62
Carrying Capacity: 230 lbs Basic HTH Damage: 1D4
Detect Hidden: 14% Detect Danger: 18%

Movement Rate: 43" ground

ORIGIN AND BACKGROUND: French, Medical and Transportation (Aerospace) skills.

SYMPATH (Champions)

VAL	CHA	Cost	Pts	Powers	END	100 + Disadvantage
10	STR	0	17	Armor 9 PD, 6 ED, OIF Uniform	0	15 Must follow orders
18	DEX	24	67	Mental Multipower (100) (Activates 14 or less)		25 Code vs. Killing
20	CON	20	4m	Empathy 8D6 (40) (emotions only telepathy)	8	15 Fascinated by anything about space
10	BODY	0	6m	Mind Control 6D6 (30)	6	10 Loves General Winter
23	INT	13	6m	Telepathy 6D6 (30)	6	10 Hesitates
24	EGO	28	12m	Ego attack 6D6 (60)	12	64 Experience Bonus
13	PRE	3	2m	Ego Def, 10 Ego Def (10)	0	
14	COM	2	2m	Astral Projection (40) (Desolid, affected by energy, leaves body)		
5	PD	3				CHA Cost 96 OCV = 6
5	ED	1	17	Poison 5D6 NND (Def. is Regeneration, Damage Resistance) OAF Syringe, 4 Charges	0	Power Cost 143 DCV = 6
3	SPD	2				Total 239 ECV = 8
6	REC	0	10	Stimulant +15 Recovery, OAF Syringe, 4 Charges	0	Disad 239 PHA = 4, 8, 12
40	END	0				
25	STUN	0				

SOVIET SUPERHERO

Megawatt

Real Identity: Nikolai Shatalev

Sex: Male

Age: 28

Character Background: In the ranks of Soviet weightlifters, Nikolai Shatalev was marked for greatness. He was given a good shot at winning the gold medal in the super-heavyweight class in the next Olympics. As a result, Shatalev was chosen for an experimental program designed to heighten strength through the application of electrical stimuli to the muscles. The results looked promising, but the effects lasted only as long as the stimulus was applied. So, without his knowledge, Shatalev was subjected to an experiment in genetic engineering. A serum derived from the DNA of the electric eel was injected into him. After several such treatments, the researchers found they had succeeded beyond their wildest dreams.

Nikolai's strength, already great, increased to titanic proportions, as did his capacity to take damage. Moreover, he could absorb electricity directed against him, and emit electric bolts, and he acquired the electrical field sense of the eel as well. These last abilities were at first a source of bewilderment to Shatalev, but his mentors assured him that they were unimportant compared to the magnificent strength he now possessed!

But then the International Olympic Committee, alarmed by the unexpected increase in the number of humans with paranormal powers, announced a set of rules disqualifying competition by paranormals. Nikolai found that he would be barred from the Olympics.

Despondent over the end of his competitive career, Nikolai went into isolation, until contacted by a representative of the Alliance of Soviet Paranormals. He was invited to lend his talents to the service of his country, to compete in a new arena against opponents truly worthy of his new-found power.

Nikolai agreed and soon threw himself into super-heroics with the same dedication as he had to his weightlifting. He treats his new career as somewhat of a sport —



Megawatt turns on.

he will not attack his opponents from behind, wishing to pit his powers against theirs in fair combat. Frequently, he calls out the member of the opposition who looks the toughest and challenges him or her to a one-to-one test of powers. If he or she accepts, Nikolai will not use his energy projection powers unless a foe demonstrates some such equal ability; Nikolai prefers to rely on his strength alone when in competition.

Megawatt respects General Winter, but considers him excessively grim. He distrusts Sensor, and despises his sneaking about. He likes Sympath, and briefly entertained a crush on her, but eventually realized that she wasn't interested. As for American superheroes, he regards them as he would American weightlifters — as competition. If he must work with them, he'll try to outdo them. If he must attack them, he'll do his best to beat them, but he has no animosity, and will be friendly in quiet moments. He will follow the General's lead with regard to villains or aliens.

SECRET IDENTITY: NIKOLAI SHATALEV

MEGAWATT (Superworld)

STR 18+54=72	Characteristics 105
CON 18	Disadvantages 11
SIZ 18+3=21	Handicaps 11
INT 11	Experience 0
POW 13	Used 127
DEX 12+ 4=16	Available 0
APP 14	Experience Roll 63+

ACTION RANKS: 16/6
 MOVE (m/AP): Run 12m; Leap 7m horizontally

<i>SUPERPOWERS</i>	<i>Level</i>	<i>Energy</i>	<i>Hero Pts.</i>
SuperCharacteristics: STR/SIZ/DEX	23	---	23
Extra Hit Points: +18	9	---	9
Energy Supply: +200	20	---	20
Absorb: 10 Electric to E	5	---	15
Armor: 10K, 5E, 5R	20	---	20
[D] Vulnerable Device - Costume (1/6)			+ 3
[D] 25% Failure Chance (roll 76-00)			+ 5
Resistance: 10 Kinetic, 10 Radiation	4	---	12
Supertouch: 33% chance	3	---	6
Energy Projection: 6D6 Electric	6	18	18
[D] 25% Failure Chance (roll 76-00)			+ 5
Skill: +20% Spot Weakness	4	---	4
Bad Habit: Acts as if job is sporting event			+ 5
Vulnerability: -3D6 E loss/MR touching grounded metal			+6

DAMAGE BONUS: 7D6

<i>WEAPON</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Range</i>	<i>Energy</i>
Fist	80%	1D3+7D6	76%	---	21
Elec. Projection	65%	6D6	---	30m	18

PROTECTION: Kinetic - 10 Armor (01-75), 10 Resistance;
 Electric - 10 Absorb, 5 Armor (01-75); Radiation - 5
 Armor (01-75), 10 Resistance

HIT POINTS: 38

ENERGY: Personal (recharge 3) 231

SKILLS: Acrobatics 35%, Balance 30%, First Aid 54%, Jump 70%, Move Quietly 30%, Spot Weakness 25%, Swim 40%

SPECIAL NOTES: Relatively new to superbeing ranks. Thinks of it mostly as a game or sportive competition.

Megawatt

MEGAWATT (Villains and Vigilantes)

SIDE: Soviet (Good) SEX: Male
 LEVEL: 1 EXPERIENCE: 500

POWERS:

2x HEIGHTENED STRENGTH: +54
 ABSORPTION: Electrical damage only, absorbed automatically into Power score, cannot exceed normal maximum.
 LIGHTNING CONTROL: 2D8 damage, 36" range, PR = 4 per shot. No electrical control.

INVULNERABILITY: 7

HEIGHTENED SENSES: 2x Detection

VULNERABILITY: Loses 3D6 Power each between-turns when touching grounded metal.

Weight: 357 lbs Basic Hits: 8
 Strength: 72 Endurance: 18
 Agility: 16 Intelligence: 11
 Charisma: 13 Reactions from Good: +1
 Hit Points: 147 Evil: -1
 Healing Rate: 4 Damage Modifier: +1
 Accuracy: +2 Power: 117
 Carrying Capacity: 66947 lbs Basic HTH Damage: 5D10
 Detect Hidden: 8% Detect Danger: 12%

Movement Rate: 106" ground

ORIGIN AND BACKGROUND: Soviet, 2x Sports skill.

MEGAWATT (Champions)

<i>VAL</i>	<i>CHA</i>	<i>Cost</i>	<i>Pts</i>	<i>Powers</i>	<i>END</i>	<i>100 + Disadvantages</i>
45	STR	35	15	Armor 12PD, 6ED, OIF Suit 14 or less	0	20 Follows KGB Orders
18	DEX	24	15	½ Damage resistance	0	10 Communist
18	CON	16	15	Absorption 2D6 vs. Electric Energy to END	0	10 -3 INT Rolls
16	BODY	12	30	Passive Sonar	0	25 Strict code of honor
10	INT	0	10	Find Weakness 11 or less w/EB	0	20 Suceptible to grounded metal 3D6 END
10	EGO	0	33	10D6 EB Electrical 14 or less	10	drain
15	PRE	5				15 Likes competition
10	COM	0				40 Experience Bonus
18	PD	9				
13	ED	9				
4	SPD	12				
13	REC	0				
58	END	10				
48	STUN	0				

OCV = 6
 DCV = 6
 ECV = 3
 PHA = 3, 6, 9, 12

CHA Cost 132
 Power Cost 118
 Total 240
 Disad 240

The Dvorn and Their Spaceship

If the cavern alarms are set off, they will alert the captain of the ship, at work in one of the passages off the main cavern. There is a 75% chance that the captain and his weapons officer will come to the mouth of the small passage to investigate (presuming this is the first group to trip the alarm) and observe with his Visor goggles; they will not do so if the captain is at a crucial stage in his work. They will not emerge from the passage unless someone is about to enter the ship, or is taking hostile action against it. If the latter, they will run to the ship, attacking with their Sonic pistols anyone who imperils the ship. The Dvorn's primary goal will be to reach the elevator, after which the elevator will be raised and sealed, and hostile heroes will be attacked with the ship's laser banks.

If the Dvorn emerge and see no sign of hostilities, they will approach the nearest person slowly, and attempt verbal communication. If no communication is immediately possible (e.g. through Telepathy), the captain will attempt to lead the group toward the elevator. After Tynlo goes up by herself, he will then press the entry code and enter. There is not really room for two beings at once, but if one of the humans can enter along with the captain, and he or she seems friendly, he will permit it. (Example: if a hero uses microSIZ, or Molecule Man uses a gaseous form.) Inside, the Dvorn will fetch a universal translator and return outside. (For further actions of the captain, see the section on the Dvorn.)

If the captain does not appear, close inspection reveals that there is no entrance to the ship except through the door in the elevator shaft. There is a set of eight buttons with symbols on them to the right side of the door. If the captain is still outside the ship, pressing the correct three digit sequence will cause the door to open. If he has returned to the ship, there is a fifty percent chance that the door has been deactivated. At any time, however, the door can be opened from within. Application of electricity to the door has a 10% per D6 chance of shorting the mechanism. Roll once to determine whether the door shorts and is locked shut; if not, roll again to see if the jolt causes the door to open spontaneously.

If the heroes inspect the forward landing support, they will find a cable hooked into an outlet near the anchor of the support. The cable leads to the side passage where the Captain was working. The cable is a power conductor from the ship's prime power storage. It leads to a device which taps into warp space to obtain enough power to fully recharge the ship's batteries. If the device is tampered with, there is a 75%-Technical skill chance of it shorting out, doing 3D6 damage to anyone holding it. If a critical roll is made for shorting out, the device will explode, doing 12D6 kinetic damage to a 5 meter radius.

For interior view of the ship, see the diagram to right.

Entry Area

Control levers for all doors are located to the left of each door, at 1 meter height. Trapdoors are located in the ceiling and floor providing access to the warp

drive, gravitic drive, and storage battery areas. These are tight crawl spaces, 1 meter high maximum.

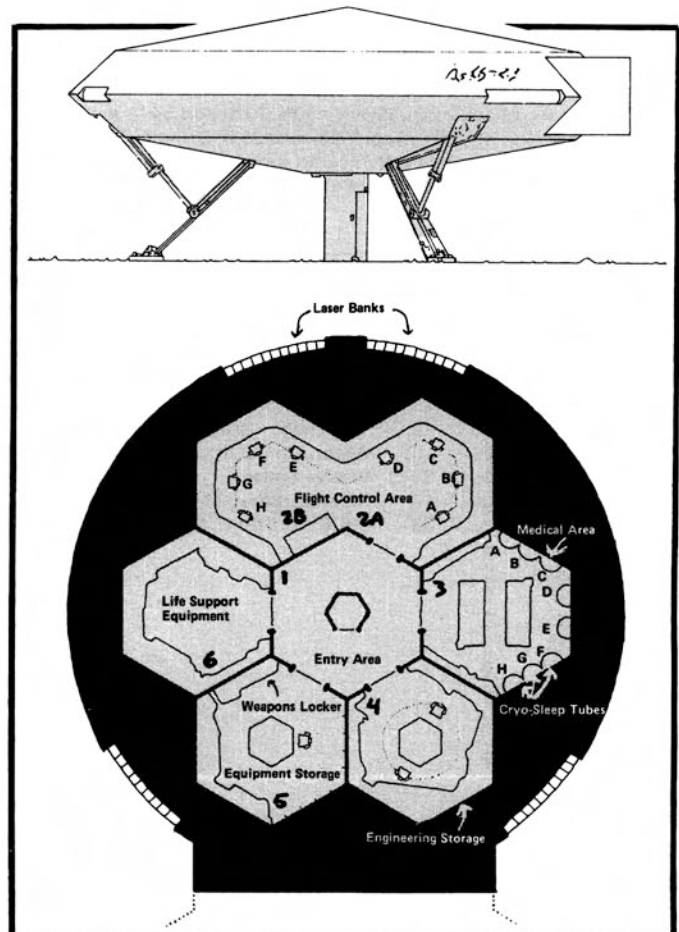
Resistances and SIZ of Shipboard Objects Table

Object	Resistance	Segment SIZ	Full SIZ
Outer Hull	20	30	90
Inner Walls	10	20	30
Doors	10	15	15
Chairs	10	---	8
Table	10	---	18
Control Panels	6	---	12/m ²
Cryo-Sleep Tube	6	---	10
Electrical Equipment	3	---	variable
Landing Strut	20	---	25
Laser Bank	10	---	15
Entry Tube	10	15	30
Ship (as a whole)	20	30	100 (144 tonnes)

All chairs and tables are anchored to the floor; 5 points of damage must be done to the anchorage to tear them loose.

Flight Control Area (Right)

Monitor screens are located on walls above each console. Screens above A and B remain dark and cannot be activated in normal space. Screens at D, will show static only. Except one which displays views of rooms 1, 3, 4, 5, or 6, if activated. Screens at area C show only static, but a speaker there may pick up Terran radio signals if activated, and a Luck/5 roll is made. Small chairs in front of each station, can slide parallel to the console.



Dvorn Spaceship

Object: Roll Required to Successfully Open, Operate, or Activate

Elevator Door: Critical Luck roll or if tools available, roll under Electronics skill or INT on D100.

Weapons Locker: Same as Elevator Door.

Other Doors: Roll POW on D100 or under Fine Manipulation skill to open combination locks.

Trapdoors to Upper and Lower Holds: Spot Hidden to find; same as Other Doors to open.

Internal Communications: Nothing functional.

External Communications: Idea roll or Electronics skill to activate; POW on D100 to hit a Terran radio source.

Warp Space Navigation: Screens above console unactivatable; POW on D100 or Computer skill roll may activate console computer terminal, but without Translator, no information can be gained; with it Computer/5 can obtain information on warp space navigation.

Warp Drive Controls: Any attempt to manipulate these controls will cause green lights to flash (danger). Nothing can be activated on a planetary surface.

Gravitic Drive Controls: Controls must be activated in following sequence: Elevator shaft raised and locked; Landing struts retracted; Drive activated. Each requires two POW on D100 rolls without Translator to read labels, or an Idea roll with it. Similar rolls are needed for each maneuver attempted; once a given class of maneuver (e.g. turn, hover, climb, etc.) has been successfully executed, only an Idea +20 while observing the Drive controls in operation, or use of the Translator, will reveal that hovering costs 840 Energy Points per round. Each 1 G of acceleration costs an additional 840 points. Total energy capacity of the storage banks is 10^6 Energy Points. Banks contain 10,000 Energy Points at present.

Normal Space Navigation: Viewscreens may be activated and controlled as in External Communications above. Navigation computer is as in Warp Space Navigation above.

External Sensors: Sensors include optical, sonic, IR, radar, "life-detection." Activation of sensors is as per External Communications; computer analysis of data as per Warp Navigation.

Weapons Control: Each bank of lasers (4) has an individual targeting screen, intensity control, and activation control. Activation of targeting screen is as per External Communications; focusing on a target requires Idea or Luck roll, as does adjustment of intensity (intensity ranges from 1 to 10D6 per bank; only one bank at a time may be brought to bear on a man-sized target at close range). With manual targeting, attack chance is 25%; use of targeting computer requires roll as in Warp Space Navigation, but attack chance then becomes 90%.

Vital Signs Monitors and Sleep Tubes: The sleeptubes can only be opened with the vital signs monitor controls. A successful Electronics or Medical skills roll, or successful Idea and Luck rolls can decipher how to activate the revival sequence. The three blue lights correspond to tubes A, B, and C. Correct activation causes the blue lights to go out and a blue-white light to go on. After 10 minutes, the tube activated will open, and the Dvorn will emerge. The two violet lights correspond to empty tubes, D and F. The two green lights correspond to tubes G and H. These have been damaged; if their control sequence is activated, the tubes will open after 10 minutes, but the Dvorn inside will fall forward, unconscious. Unless the medical supplies in the room are inspected and used successfully, the Dvorn will die in 10 minutes. With the translator, success requires a Medical skill roll, or an Idea roll and a Luck roll, without it, a Medical roll and Luck roll, or an Idea roll and three Luck rolls.

Power Tools: All are basically familiar types (drills, saws, wrenches, etc.) though of somewhat unfamiliar shape. Successful use requires only an Idea roll.

EVA Suits: Suits are too small for most humans (only those 1.25 meters or shorter can fit) and the gloves are the wrong shape, but their operation can be figured out with a Idea roll. Suits are equal to 3-point armor (K, E, R).

Scientific Equipment: Equipment locker holds a variety of analytical equipment, portable sensors and the like, (up to gamemasters imagination). Most of the equipment requires only an Idea roll to activate; sophisticated analysis equipment requires the Translator and a roll on the appropriate scientific specialty. Among specific items is an anti-gravitic Hover Sled, 0.75 meter diameter, capable of carrying about 250 kilograms at 0.3 meters off the ground; 7 sets of Visor goggles (straps barely fit human head), which confer Catseye, Vision, +360° Vision capability.

Universal Translator: Two of these are located in a cabinet in the Scientific Equipment Locker. Each is a rod, about 0.5 meters long and 5 centimeters in diameter; one end flared to a 10 centimeter diameter disk. It has two modes of operation: (1) Two beings who wish to communicate grasp either end of the rod and speak. The rod serves as a direct telepathic link between the speech and hearing centers of the two beings. It does not pick up unvocalized thoughts; (2) The large disk may be pointed at any Dvorn writing and the concept represented by the words will be projected into the mind of the user. With a successful Idea roll a hero will notice the two parts of the rod made for grasping (if one person grasps both parts of the rod, an echo effect will be noted on his thoughts). A successful Luck roll when holding the rod means the flared end has been pointed at some Dvorn writing (e.g. a label on controls or cabinets, maybe the instruction booklet for the Translator...).

Weapons: Two types of weapons are stored in the cabinets. There are holders for eight of each — there will be five wrist-blasters there, and six laser rifles.

Wrist blaster: Fires a sonic blast of 1 to 4D6. Can be used either to affect a single target at up to 6 meters range, or with a 2 meter radius at up to 15 meters range. Energy Cost: as per normal Energy Projection. Battery has 64 Energy Points. Human use requires a successful Idea roll, and a DEXx3 roll each time. (It is designed for beings with two opposable thumbs.) Basic attack chance is 10% or Pistol/5, whichever is greater.

Laser Rifle: fires blast of 8D6 at range up to 120 meters. Energy cost as per normal Energy Projection. Battery is on separate pack with belt clip, attached to rifle by cable. Battery holds 512 Energy Points. Use by humans requires an Idea roll and DEXx4 roll. Attack chance is 10% or Rifle/3 whichever is higher.

Life Support, Food Dispenser, Etc.: Operation requires a successful Idea roll and a successful Luck roll.

Warp Drive and Gravitic Drive Equipment: This equipment (located in upper and lower crawl spaces respectively. Attempts to adjust or meddle with these by humans require a successful POW on D100 roll, plus either a critical Idea roll or Electronics/5 roll. If, on any of these rolls, a 95-00 is rolled, damage to the equipment has occurred. Roll again. If the second roll succeeds, there has been minor damage, repairable by the Dvorn with shipboard equipment in a few hours. A failure represents major damage, repairable by the Dvorn in a few days, possibly needing additional supplies. A roll of 95-99 represents critical damage. The ship is permanently crippled. A roll of 00 represents catastrophic damage. All the energy stored in the ship will be released explosively, doing approximately 10,000 points of damage at ground zero, evenly distributed among kinetic, electromagnetic, and radiation damage, decreasing by 3 points per 15 meters from center (i.e. some damage as far as 5 kilometers away). The explosion will occur 1D10 rounds after damage occurs. A successful Idea roll will reveal that doom is imminent.



Flight Control Area (Left)

If activated, some screens at each station here show various angles and magnifications of the area immediately outside the ship. Others show only static. Views on the screens at area H project targeting lines and circles over the image.

Medical Area

Cryotubes A-H, and the locker extend floor to ceiling. Cryotubes A, B, G contain Dvorn with throat sacs. Tubes C and H contain crested Dvorn. Tube E is empty. Tube D and F are empty and open. On the monitor panel are eight identical sets of controls. From left to right, three have blue lights on, two have violet lights, one has no light lit, and two register green lights.

Engineering Storage

Tool Lockers stand from floor to ceiling, each with double doors. Parts Lockers have a variety of drawers, bins and cabinets, each labelled in the same alien script which was seen the exterior of the ship. Two chairs are mounted in a circular track around the 1-meter-high work table.

**CHAMPIONS****The Dvorn****DVORN IN CRYOTUBES**

Use these Dvorn again to represent other Dvorn who awake during play. Three crew members are in damaged cryotubes and cannot be awakened without special medical treatment.

CAPTAIN AHALE — Basic Male Dvorn (Champions)

VAL	CHA	Cost	Pts	Powers	END	100 + Disadvantage
15	STR	5	10	Armor 3 PD, 3 ED		20 Stranded Alien
18	DEX	24	5	Stealth 13 or less		10 Captain's responsibility
16	CON	12	3	Pilot 13 or less		4 Experience Bonus
11	BODY	2	30	12D6 Blaster rifle, 16x End Batt, OAF		
13	INT	3	14	7D6 Sonic stun only pistol, 4x End Batt OAF		
13	EGO	6				
20	PRE	10				
16	COM	4			CHA Cost 72	OCV = 6
5	PD	2			Power Cost 62	DCV = 6
5	ED	2			Total 134	ECV = 4
3	SPD	2			Disad 134	PHA = 4, 8, 12
6	REC	0				
32	END	0				
26	STUN	0				

TYNLO, Weapons Officer — Basic Female Dvorn (Champions)

VAL	CHA	Cost	Pts	Powers	END	100 + Disadvantage
10	STR	0	10	Armor 3 PD, 3ED		20 Stranded Alien
18	DEX	24	5	Stealth 11 or less		5 Ambitious
15	CON	10	10	Martial arts		5 Distrustful of foreigners
8	BODY	-4	30	12D6 Blaster rifle, 16x End Batt, OAF		2 Experience Bonus
14	INT	4	14	7D6 Sonic Stun only pistol, 4x End Batt OAF		
10	EGO	0				
18	PRE	8			CHA Cost 63	OCV = 6
20	COM	5			Power Cost 69	DCV = 6
4	PD	2			Total 132	ECV = 3
5	ED	2			Disad 132	PHA = 3, 6, 9, 12
4	SPD	12				
5	REC	0				
30	END	0				
21	STUN	0				

SUPERWORLD, VILLAINS AND VIGILANTES

The Dvorn

CAPTAIN AHALE (Superworld)

STR 16
CON 16
SIZ 14
INT 15
POW 14
DEX 15
APP 20

ACTION RANKS: 15/5
MOVE (m/AR): 12m

WEAPONS	Level	Energy
Wrist Blaster: 4D6 Sonic-kinetic Energy for Blaster: 64 points	4	12
Laser Rifle: 8D6 Radiation Energy for Laser: 512 points	9	24

DAMAGE BONUS: 1D5

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	55%	1D3+1D6	55%	---	3
Blaster	55%	4D6	---	60m	12 (5 shots)
Laser	60%	8D6	---	120m	24 (21 shots)

PROTECTION: Armor 3K, 3E, 3R; Skin Armor 3K, 3E, 3R
HIT POINTS: 12

ENERGY: Personal (recharge 3) 30
SKILLS: Acrobatics 15%, Climb 35%, Fine Manipulation 75%,
First Aid (Dvorn) 50%, Hide 60%, Jump 25%, Listen 75%,
Move Quietly 40%, Pilot - Warp Space 90%, Pilot - Normal
Space 85%, Spot Hidden 50%, Throw 75%.

CREW IN CRYOTUBES (Superworld)

The three crew members who are in damaged cryotubes cannot be awakened without special medical treatment. Even so, their physical skills will be essentially reduced to 5% for 1D6 days until they fully recover. If the circumstances arise, assume their physical skills are comparable with those of Tynlo and Captain Ahale.

Dvorn in the undamaged cryotubes can be awakened. For game purposes they are identical to Captain Ahale, or to Tynlo, at the Gamemaster's option.

TYNLO, Weapons Officer (Superworld)

STR 15
CON 16
SIZ 8
INT 15
POW 11
DEX 16
APP 18

ACTION RANKS: 16/6
MOVE (m/AR): 12m

WEAPONS/POWERS	Level	Energy
Wrist Blaster: 4D6 Sonic-kinetic Energy for Blaster: 64 points	4	12
Laser Rifle: 8D6 Radiation Energy for Laser: 512 points	8	24
Martial Arts	2	---

DAMAGE BONUS: None

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	90%	1D3+2D6	70%	---	---
Kick	55%	3D6	---	---	---
Blaster	70%	4D6	---	60m	12 (5 shots)
Laser	80%	8D6	---	120m	24 (21 shots)

PROTECTION: Skin Armor 3K, 3E, 3R

HIT POINTS: 12

ENERGY: Personal (recharge 3) 27

SKILLS: Computer 50%, Dodge 28%, Pilot - Normal Space 45%, Fine Manipulation 65%, Listen 50%, Move Quietly 50%, Spot Hidden 75%, Throw 90%.

SPECIAL NOTES: Tynlo is an ambitious officer, with visions of captaincy in her future. She is the least likely to suicide, except for the captain, and the least likely to react positively to aliens. She is considered quite attractive by Dvorn standards, and the captain has a crush on her.

THE DVORN (Villains and Vigilantes)

Dvorn statistics are identical to those of humans, but all Dvorn have 5-point Invulnerable skin and a Phobia/Psychosis of needing the companionship of great numbers of their fellows in order to maintain sanity. Weight = SIZx 17, Strength = STR, Endurance = CON, Agility = DEX, Intelligence = INT. Charisma must be determined on a case-by-case basis, taking into account the personality of the individual. All the Dvorn officers are Experience Level 4, except the Captain who is Level 5, and the First Mate who is only Level 2. Skill background can be determined from the individual character's profession.

Dvorn Wrist Blasters attack as Sonic Ability, 20" range, doing 1D10 damage. Each has 5 shots before requiring a recharge. Laser Rifles are Light beam attacks for 2D10 damage, 100" range, with 21 shots per battery. The Captain's armored uniform gives him an additional 5 points of Invulnerability. Tynlo's Martial Arts skill gives him +2 to hit in unarmed combat, and -2 to be hit by all attacks.

Extra-Vehicular Equipment Storage

The hangars along the wall hold 1.2-meter-long environment suits. Two hangars are empty. Equipment lockers have a variety of drawers, bins, and cabinets each labeled in the alien script. The weapons locker is clearly more sturdily built and more securely locked than the others. Two chairs are available for use at the work table.

Life Support Equipment Area

Atmosphere, and temperature/gravity machinery with panel displays, and dial controls. Food area has

basins, dispensers with nozzles of various sizes. The countertop is .8 meters high with heating and chilling compartments below, and utensil storage. The excrement recycle area has two floor-to-ceiling stalls, .5 by .8 meters.

The Dvorn

The Dvorn come from a somewhat smaller planet than Earth, orbiting a yellow-white star near the outer edge of the zone in which liquid water is possible. They are car-

bon-based life forms, with water as the basic bodily fluid, and breathe oxygen as we do. They are used to slightly lower gravity, and their visual spectrum runs from the yellow-green to the near ultraviolet. They have a basically humanoid appearance: bilateral symmetry, two legs, plantigrade walk, two arms, one head with two eyes and two ears, and a mouth for food ingestion. Their hands have four digits, including opposable thumbs on each side of the hand. Breathing is performed through two slits on either side of the neck, as is vocal communication. Enunciating human languages would be extremely difficult for the Dvorn, and vice versa.

The Dvorn have two sexes, male and female, with the female bearing live young; they are non-mammalian however. The visible sexual characteristics are a prominent throat sac in the males, and an ornamental crest on the female's head. The Dvorn's skin is quite thick and leathery, providing the equivalent of 3-point armor against kinetic, electromagnetic and radiation forces.

Technologically, the Dvorn are quite advanced, having discovered secrets of anti-gravity and warp space, including the ability to derive near-limitless energy from the energy differential between warp space and normal space. Using these discoveries, they have decided to seek out new worlds for Dvorn colonization. They have had encounters with a few other alien races, mostly peaceful, and are uninterested in conquest. They are somewhat interested in trade, but prefer self-sufficiency.

Though Dvorn communities are generally self-sufficient, as individuals they are very interdependent. The Dvorn survival instinct is strongly directed toward the community rather than the individual. Isolated Dvorn, or even communities of less than 100 are unstable, and can be suicidal. This is why colony ships carry 512 or more colonists. (Note: the Dvorn use base-eight numerical notation.) Starship crews are selected from those best able to withstand temporary loneliness found on trips between Dvorn worlds. The captain of this ship in particular channels the instinctive fear of being away from the community into curiosity about new locations and discoveries. However, the situation the crew has been thrust into is rather unique. The colonists they were escorting were destroyed by a black hole intersecting the main warp drive, as was the ship's medical officer, who was in the main part of the ship on inspection when the disaster occurred. Moreover, the explosion, though it did not destroy the bridge area, apparently damaged the navigational computers so that the auto-return program did not take them to the Dvorn home world, but rather to Earth. Dvorn bridge units are not designed to make repeated take-offs and landings from planetary surfaces without recharge. If the ship can get far enough from a gravity well to go on warp drive, it can draw upon the limitless power in Warp Space, but following the crash landing on Earth, the ship may not have enough power to get that far (about 500,000 km from Earth).

So long as there is hope of being able to get home and reunite with the community, the captain can keep the rest of the bridge crew sane by persuasion. If the hope should fade, the others might commit suicide. If hope seems to fail altogether, even the captain might succumb to despair.

Since the explosion damaged two of the cryo-sleep tubes, and the captain lacks the medical skill necessary to revive those within, he has decided to leave almost all of his fellow crew members in suspended animation for the time being to avoid panic, while he attempts to repair the ship. Tynlo was revived to provide security. First and foremost, he is attempting to rig a small warp-field projector, not so large as to be affected by the close proximity of a planet's gravity, but large enough for him to refuel the ship's storage batteries to full power. If that can be achieved, the ship could leave the planet and warp home after repairs. This is the project the captain is working on in a side passage of the ice cavern into which he maneuvered the ship (lasering a hole in the ice) after the crash.

Since the Dvorn are a gregarious and xenophilic race, the captain will accept help from the natives in repairing the ship. The captain will be cautious until he has a better idea of the intentions and capabilities of the race encountered. Since the beings the captain will encounter first are superpowered, he will be fairly impressed. If any of the heroes start hostilities against him or his crew, and seem to be winning, the captain might consider destroying the ship to keep this powerful, hostile race from seeking out the Dvorn home world.

Conclusion

If this scenario is used as part of an on-going campaign, consider carefully the effect of introducing an alien race or starfaring technology into the world. If this would be disruptive, tilt the outcome toward the death of the Dvorn and the destruction of their ship. In an extreme case, the situation could be altered so that the Dvorn ship was destroyed in the crash and the three teams fight over the wreckage.

If the ship and/or its inhabitants survive, the scenario can take several different directions. If the Dvorn end up in American hands, the government, FORCE and FIRE would be interested in the technology, and the Omega and Howel Institutes would wish to study the Dvorn. If the heroes make friends with the Dvorn, they could be forced to fight the U.S. government to get the ship back to the Dvorn before they suicide from despair. Remember, the Dvorn ultimately want to fix their ship and return to the comfort of a large number of their fellows close about.

The Russians might get the ship (would the CIA recruit heroes for a covert operation to steal it back?) or the United Nations might claim the whole thing.

Some of the heroes might want to travel with the Dvorn. Visits to a Dvorn colony, the Dvorn home world, or even encounters with a third race could be run.

The supervillains can return in later scenarios. If the players' heroes were used instead of the Vortex team, and if any of them showed skill at teleportation, shapechanging or telepathy, they will surely go on Lumiere's list of people to remember. Deathgrip could easily make it onto any hero's Most Wanted list. The Soviet superheroes could get the heroes involved in foreign intrigue, especially if they track Lumiere and discover that the arch-villain is preparing to invade the Soviet Union to hunt down Symphat.



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If we want, we may help ourselves to that spaceship downed in the Antarctic. LUMIERE won't mind the cold, or the aliens — neither would I, AIRHAMMER, with my superior speed and lethal airblast

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